3-on-3 Basketball Rules

Each participant is responsible for presenting a current Photo ID to the Intramural Supervisor at game time. NO EXCEPTIONS!

Eligibility

It is the responsibility of each team to know the existing intramural rules. IGNORANCE OF ANY INTRAMURAL RULE IS NOT AN EXCUSE!! The Department of Campus Recreation does not assume responsibility for the investigation of the eligibility of all participants. The Department of Campus Recreation will, however, investigate any case as required.

- Men are not permitted to compete in the Women’s Division.
- One (1) woman is allowed to appear on the roster of a Men’s team.
- It is the responsibility of all participants to know their own eligibility status at all times.
- All current members of the Fitness & Wellness Center are eligible to participate. This includes faculty/staff, students, Alumni, semester off, and EELI students. If you have access to the Fitness & Wellness Center you are welcome to play Intramural Sports.

All participants must have a valid state/government issued PICTURE ID to play and know their identification number. Student ID with picture is recommended but we will also accept the following:
- Driver’s License, State ID Card, Military ID and Passport.

Exceptions:
Any individuals who have been declared ineligible to participate through disciplinary sanctions by the Director or Assistant Director of Campus Recreation
- False Name:
  - An individual may not participate under an assumed name or use false identification. Violation of this rule will result in suspension from further participation for the individual and/or team.

Compete on Two Teams:
A player may participate on only one team in any given activity during a season. Note: The only exception to this rule is that a player may play on a team in the men's or women's division and play on a Co-Rec team. If an individual plays for more than one team in that division, all teams involved will receive a forfeit in games in which that player was involved and the player shall be suspended for a period of 1 week.

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Any individuals who have been declared ineligible to participate through disciplinary sanctions by the Director or Assistant Director of Campus Recreation
- False Name:
  - An individual may not participate under an assumed name or use false identification. Violation of this rule will result in suspension from further participation for the individual and/or team.

Compete on Two Teams:
3on3 Basketball Rules Amended April 25, 2011
A player may participate on only one team in any given activity during a season. Note: The only exception to this rule is that a player may play on a team in the men's or women's division and play on a Co-Rec team. If an individual plays for more than one team in that division, all teams involved will receive a forfeit in games in which that player was involved and the player shall be suspended for a period of 1 week.

**Playoff Eligibility:**
Team members must have participated in at least one (1) game during the regular season to be eligible for participation in the playoffs. Teams must earn at least a 7.0 Sportsmanship Rating average to participate in the playoffs.
- The Intramural Staff reserves the right to declare an individual ineligible for competition if his/her participation is considered unsportsmanlike or dangerous

**Professional and Olympic Athletes:**
An individual who has participated as a professional/Olympic athlete in a sport is not eligible for intramural competition in that sport or similar sport.

**Current and Former Intercollegiate Athletes:**
Any person who participated with a varsity team in the current or last school year (i.e. practiced, red shirted, and/or played) is ineligible to participate in that intramural sport (or related activity). Ineligibility will be determined by the Assistant Director based on rosters, media guides, and participant reports which will be looked into and ruled upon. All protests on ineligibility rulings may be taken to the Director of Campus Recreation.

**Ringer Rule**
The ringer rule allows former varsity athletes and current sport club members the opportunity to participate in Intramurals in their sport (or related activity). Individuals are considered ringers in a particular sport for the following reasons:
1. They are a current sport club member in that sport.
2. They have competed on a College or University Varsity team at any level in that sport but are currently eligible for that Intramural sport.

Teams in open or competitive divisions may have two ringers on their roster. Teams in recreational divisions may not have ringers.
Any matter that cannot be resolved through these eligibility rules shall be brought to the Assistant Director of Campus Recreation for a decision.

### Teams, Court and Game

Each team may have 2 substitutes who may enter the game on any dead ball. A team must have 3 players to start and continue a game. The team roster limit is 5 players.

**10 Minute Forfeit Rule:** Your team has 10 minutes after their scheduled game time show up with the required number of players to start. For each minute late the opposing team will receive a point. Example team A shows up 5 minutes late team B will receive 5 points at the start of the game. Team B also has the option not to take any points.

Games will be played with two 10 minute halves. There will be a two minute intermission between halves. If the game is tied at the end of regulation an overtime period of 3 minutes will be played. If the score remains tied at the end of the first overtime period, a two minute period will be played, followed by additional 1 minute periods if necessary.

The boundary lines are the end line, the center court line and both sidelines.

Timeouts can only be called by the Intramural Supervisor for injuries and special circumstances. If play is stopped for an injured player, that player must leave the game until the next dead ball if his/her team has a substitute.

Substitutions may be made on any dead ball.

Odds/evens shall determine first possession. Thereafter, jump balls shall result in alternating possessions.

3on3 Basketball Rules Amended April 25, 2011
Change of Possession and Check Line

Ball possession changes after each made basket.

The ‘check line’ shall be the 3-point line at the top of the key. A player must pass the ball in from the ‘check line’ after a dead ball and after each basket.

After EACH live ball change of possession, the ball must be returned to a point anywhere behind the 3-point arc. At least 1 foot must be placed on the ground beyond the 3-point arc, and the player in possession of the ball may retain possession and attempt to score.

Scoring

Baskets made from inside the 3-point arc will be awarded 1 point, and baskets made from beyond the 3-point arc will be awarded 2 points.

Teams are responsible for keeping the score, and any score disputes should be resolved at the time they occur. There will be no protests of the final score at the end of the game.

Fouls and Violations

All games will be self-officiated. The offense will call all fouls, and the defense will call all violations (traveling, double dribble, etc.).

NOTE: 3 seconds in the lane is NOT a violation.

The following rules shall apply in regard to fouls and violations:
A. Fouls must be called immediately by the player being fouled.
B. Violations must be called by the defender who is guarding the person that commits the violation.
C. On all common fouls (non-shooting), the ball will be put into play from behind the ‘check line’ by the fouled player.
D. If a player is fouled in the act of shooting and makes the basket, the basket will be awarded, and the foul will be disregarded with the defensive team taking possession.
   a. If the player is fouled and does not make the basket one free throw will be awarded, two free throws on any shot taken from beyond the “three-point” line.
E. Once a team commits its tenth foul, the opposing team will receive 1 free throw and possession of the ball. The clock will run during all free throws.
F. Unsportsmanlike conduct WILL NOT be tolerated. In cases of verbal and/or physical misconduct, the Intramural Supervisor retains the right to eject a player or team from the game.

Intramural Supervisor

The Intramural Supervisor has total control over the game and shall keep the game time and serve as mediator if calls cannot be resolved by the players. Supervisor’s decisions are final.