



Intramural 3-on-3 Basketball

Revised: 11/5/07

Locations: Gym A

Team: Each team can play with a minimum of 2 players and a maximum of 3 players on the court. For Co-Rec teams, there must be at least one of either gender. Teams must maintain these numbers for the entire game. The maximum number of players on the team roster is 5 participants.

Team Captains: Team captains are responsible for their team's actions. They are also the only players allowed to talk with officials during the game. It is each team captain's responsibility to ensure that all team members are listed on the team roster. A player may be added to a team's master roster before that team's second regular season game. During playoffs, a participant must be listed on that team's master roster to be eligible to participate. Team captains are not only in charge of their team's actions, but also the fans that are present.

Forfeits: GAMETIME IS FORFEIT TIME. Team that is present and ready for play can choose to wait on the other team to play the game. However, the clock will be started and rolling until the other team is ready to play or 5 minutes has gone by, which is when the supervisor will call the game.

Playoff Eligibility: Teams must earn an average 5 or more on their sportsmanship rating to be invited to the playoffs. If teams are tied a tie breaker will occur. The first tie breaker will be the head to head game result. If there is still a tie after the first tie breaker the team with the least points given up will win. If there is still a tie we will take the team with the most scored points. If there is still a tie, the team with the higher sportsmanship rating will win the tie breaker. If teams are still tied, a coin toss will decide the outcome. Teams must be present for more than 50% of their games played. A team with more forfeits than games played will not be invited to the playoffs.

Awards Eligibility: To be eligible to receive a championship award a player must participate in at least 50% of their team's games.

Eligibility: YOU MUST SHOW YOUR STUDENT or FACULTY/STAFF ID for every competition. Currently enrolled SRU undergraduate students (six credits or more), graduate students (three credits or more), and SRU Faculty/Staff personnel (with valid 4 month, or greater, ARC Membership) are eligible for intramural competition. A player is ineligible for any further activity as of the date he or she withdraws from school. Players listed on the current year's varsity sport roster are ineligible to participate in the same/comparable intramural sport. Comparable varsity sports are as follows:

SRU Varsity Sport – Comparable IM Sport

Baseball/Softball – Softball

Basketball – 3 on 3; 5 on 5 Basketball

Football – Flag Football

Soccer – Outdoor; Indoor Soccer

Volleyball – 3 on 3; 6 on 6 Volleyball

Club sport members are eligible for competition, but are limited to the amount of players per team, per sport. The specific number allowed will be stated in individual sport rules. A participant may play on one team and one team only in its respective division (men's, women's, co-rec). I.e. A participant may play on one men's team, and one co-rec team in the same sport, but not two men's teams, or two co-rec teams. Any participant playing on two teams in the same division (men's, women's, co-rec) will automatically be disqualified from participating in the division in which the offense occurred for the remainder of that sport season. In addition, any game(s) the participant played illegally will result in a forfeit. **Teams violating eligibility rules or forfeiting will be ineligible for playoffs.**

Equipment: Appropriate wear is required.(i.e. hats and/or loose clothing are not appropriate)

Referee's Authority: The referee has authority to rule promptly, in the spirit of good sportsmanship, on any situation not specifically covered in the rules. The referee's decisions are final in all matters pertaining to the game.

Protest Procedure: Verbal On Site - Protests may be made on eligibility and rule interpretation; never on a judgment call by officials. Only the Team Captain or designated game captain may file a protest. Rule and procedure protests must be filed at the time of the incident and before play resumes. The on-site supervisor will first attempt to handle the protest. If this ruling is not satisfactory to the Team Captain a written protest can be filed immediately after the activity with the Intramural on-site supervisor. If the protesting team wins the contest, the protest is automatically withdrawn. **Written Protest** - Must be presented to the Intramural Coordinator within 24 hours after the event. All protests will be given to the Intramural Coordinator for a ruling. Protest forms will be available at every contest.

THE GAME: Half court 12-minute games will be played with a continuous clock. Games ending in a time will go to a 2 minute over time with possession determined by a coin flip. The game would only stop for an injury where the player could not get off the court.

Initiation of Play: To initiate play, the offensive player taking the ball out at the top of the key must first have the opposing team check the ball and then PASS the ball into a teammate to begin play. The offensive player taking the ball out is not permitted to shoot before passing the ball into start play. No turn over on a fumbled check in pass. After the check in, the offensive player has 5 seconds to pass the ball in and initiate play. 5 second violation or failure to pass in will result in a change of possession.

Scoring: Shots will be scored on a one and two point basis. Shots made beyond the three point line will be awarded 2 points all others are 1 point.

Fouls: Any defensive foul will result in the offensive team maintaining possession and initiating play from the top of the key. Any made shots made during a foul will result in the appropriate points being awarded and the defense gaining possession. Any offensive foul will result in a turnover and no points being credited on the play.

Jump Balls: Jump balls will not be utilized. A coin flip will determine who has the initial possession of the game. In jump ball situations, teams will alternate possession. After the start of the game, teams will alternate possession in jump ball situations.

Possessions: Any live ball change of possession, team must reset the ball by dribbling/passing beyond the three point line. **Player and ball must be completely beyond the three point line to be a successful reset.** Any dead ball possession change or made basket will result in a check in at the top of the key.

Intentional/ Technical Fouls: These fouls by themselves are not considered unsportsmanlike. An intentional foul with flagrancy is grounds for ejection. A double technical foul is considered an unsportsmanlike conduct penalty. As a result of an intentional foul, technical foul, and double technical foul, one point will be awarded to the opposite team along with possession. All ejections will be considered unsportsmanlike conduct penalties.

Flagrant Fouls: A player who commits a flagrant foul will be ejected from the game. The offended team will be awarded one point and possession.

DUNKING: Players are not allowed to dunk! Players are not allowed to touch the rim at all before, during or after the game. Any player dunking by touching the rim will result in a double technical foul, which results in an ejection and suspension of the next game. All offenses will be kept on record. THIS IS YOUR WARNING!

Time Outs: Time outs shall only be called by the referee and only for injuries or special circumstances.

Safety Concerns: THIS IS A NON-CONTACT SPORT! Hats, jewelry, or metal joint braces will not be prohibited. We have these rules to protect the participants' safety.

Blood Born Pathogens: If a player is found to be bleeding, they must immediately leave the game. Substitutions may occur at this time and the official may take a timeout. The player may not re-enter the game until all bleeding stops, and all injuries are properly cleaned and bandaged. All blood soiled clothing must be removed before the player can re-enter the game.

Unsportsmanlike Conduct: Any offensive behavior towards officials, fans, and opposing teams will result in an unsportsmanlike foul. If a player receives two of these

fouls they will be ejected. Behavior that would be considered an immediate ejection would include foul language towards an official, hitting another player or fan, an alcohol related incident, and any other action an official deems worthy.

Ejections: If any one of these instances occurs, a player will be automatically ejected. All ejections will result in at least a one game suspension and scheduled meeting with the Coordinator and Graduate Assistant of Intramurals. The player that is ejected will be given 2 minutes to leave the playing area and field. If the player does not leave within 2 minutes their team will be penalized a misconduct penalty. If the player has still not left the playing area and field the game will be called a loss to the team the player was a member of.

- Combative behavior.
- Threatening the wellbeing of another person.
- Intentional contacting an official.
- Extreme circumstances deemed unsafe by officials.

Fan Sportsmanship: Team captains are in charge of their fans. If fans become unruly the acting supervisor may stop the game and ask the fans to leave the area or take action accordingly.

SPORTSMANSHIP

The purpose of Intramural Sports is to provide participants with exercise, recreation, and fun in a relaxed, yet structured environment. Each participant is encouraged to play to the best of their ability to achieve success, however, a "win-at-all-cost" attitude is strongly discouraged. The emphasis in intramural sports should be in the playing of the game and not solely measured by the outcome.

- Being a good sport is a team captains, players and spectators responsibility. They will be held accountable for acts including abusive language, threatening remarks or abusive behavior before, during and after any intramural contest.
- The captain may address an official in a respectful manner concerning a rule interpretation but not concerning judgment.
- A player ejected during the game **will** be asked to leave the field area to the satisfaction of the supervisors and officials. Any ejection will result in a one game suspension (if severe, additional restrictions may be imposed). Intramural Supervisors will assess each situation as it arises. Team managers will be informed of the system at the mandatory captains meeting that will precede each team sport.
- Suspension may result for any harassment before or after the game is played.
- **Using profanity, taunting, insulting or vulgar language or gestures will not be tolerated.**

SPORTSMANSHIP RATING SYSTEM

The team rating system is intended to provide an objective scale in which teams can be judged on attitude and behavior throughout the intramural season. The rating system will be used in conjunction with rules that govern conduct in a specific sport. The rating system is designed to rate team and not individual conduct. The team rating system is

not meant to penalize the team for one individual's actions. It is the responsibility of the captain to relay the information to all players and spectators affiliated with their team. These ratings apply to behavior before, during and after a contest.

Each team will be given a sportsmanship rating for each game by the officials and scorekeeper. A 7 point scale will be used to find an average score for each game. If that game average is less than or equal to a 4 then the team will be removed from league play until a meeting with the Coordinator and Graduate Assistant of Intramurals has been held. Team Captain or representative must attend this meeting to be reinstated. If teams have a season average of below a 5 they will not be permitted to participate in the playoffs.

Rating Criteria:

- 7:** Excellent sportsmanship. Team cooperates with officials, staff, and opposing team. All questions regarding calls are handled in a civil and appropriate manner by the team captain. Team fans are a positive influence on the game.
- 6:** Good, positive communication with all Rec Staff. Team members verbally complain about some decisions made by the officials. No incidence of poor conduct.
- 5:** Few examples of poor conduct; one or two minor incidents; warning for inappropriate language. No unsportsmanlike conduct penalties.
- 4:** Persistently questions call of officials; negative attitude; abrasive language and/or gestures directed towards teammates, opponents, Rec Staff; exceeding initial warnings for inappropriate language. Team captain has minor control but is in control of him/herself. At least one unsportsmanlike conduct penalty.
- 3:** Multiple unsportsmanlike conduct penalties. Team members, coach, and/or spectators clearly affiliated with the team persistently question the calls of the officials in an abusive manner; failure to cooperate with the officials; multiple use of inappropriate language. Any sport specific disqualification i.e. 2 yellow cards in soccer or 2 technical fouls in basketball.
- 2:** Any non-sport specific ejection i.e. 2 yellow cards in soccer or 2 technical fouls in basketball. Any threats or abusive action towards Rec Staff, opponents, and/or spectators. Damage or destruction of any campus recreation facility/property.
- 1:** Fighting. Sexual harassment of any kind towards officials, opponents, and/or spectators. Playing with ineligible players and failure to cooperate with Rec Staff. Any participation of a player under the influence of drugs and/or alcohol. Any game that is called due to unsportsmanlike conduct will automatically receive a 0 rating**.

**** The Intramural office reserves the right to disqualify any team from league play if deemed appropriate.**