

3 ON 3 BASKETBALL TOURNAMENT RULES:

PLAYERS, FANS, AND SUBSTITUTES

1. All participants must have their current valid McKendree ID with them in order to participate.
2. Team captains are responsible for the behavior of their TEAM, COACHES, and FANS.
3. A team shall consist of three players. Two players are required to start a game.
4. A maximum of four players may be on a roster. A player may play for ONE OPEN team.
5. All substitutes must report to the score table before entering the game. They must wait to be beckoned by the game official before entering the court.
6. Any intercollegiate basketball player that participated 2021/2022, or is on a current intercollegiate basketball roster, is INELIGIBLE to participate in Intramural basketball.
7. If a player is ejected he/she may NOT be replaced and the team will play short 1 player.

EQUIPMENT

1. All equipment is governed by the following rules:
 - a. Matching colored jerseys or t-shirts with numbers are required. A limited amount of jerseys are available to teams before the game. Jerseys must be returned after the game. **Teams will be charged \$25 for each jersey that is not returned.**
 - i. **A shirt with sleeves must be worn under the jerseys provided by intramural sports staff.**
 - ii. Teams are allowed to wear their own jerseys or t-shirts, provided they have numbers. **Number may not be taped to the uniform.**
 - b. Acceptable gym attire and basketball type shoes must be worn.
 - c. Compression sleeves and tights are optional, legal equipment.
 - d. Sandals, hard-soled or black-soled shoes may not be worn.
 - e. Guards, casts, and braces must be worn for medical reasons and must meet all specifications decided by the intramural sports staff.
 - f. Any item, in the officials' judgment, that constitutes a safety concern is not permitted.
 - g. A game ball will be provided. (Teams may use their own ball if agreed upon by the opposing team & approved by the supervisor)
 - i. Women's league will use the women's sized basketball.
 - ii. Men's league will use the men's sized basketball.
 - iii. Co-Rec leagues can choose to use either ball.
 - h. Hats and all headwear with knots and/or containing "hard" or metal material are illegal.
 - i. No jewelry. All jewelry must be removed before the start of the game, or could result in a technical foul. EXCEPTIONS: medical or religious reasons and MUST be taped or covered. Tape for covering jewelry is not provided.

THE GAME

1. Timing
 - a. A game shall consist of two 15 minute halves; running clock.
 - b. Any team not ready to play at the scheduled game time will be penalized 1 point for every minute late. The offended team will be awarded the ball to start the game. If a team is not ready to play at 10 minutes past game time a forfeit "win" will be awarded with the score 10-0. Example- Team A is 3 minutes late- score will begin 0- 3 with 12 minutes left in the half and Team B will have possession of the ball.
 - c. Teams get two, 60 second timeouts per game. Timeouts can only be called during a dead ball, or while in team possession.
 - d. If the game is tied at the end of the 30 minute period, a jump ball (coin toss) will be administered. After the jump ball, first team to score will win.

2. The game

1. **Dunking is NOT permitted during warm-ups OR during a game and will result in a technical foul.**
2. Teams will rock-paper-scissors or coin toss for first possession of the game. Winner can choose offense or defense.
3. The game will start with a check in above the three point line
4. Any held ball will result in the defense gaining possession
5. The game will be played in a half court setting. The mid court line, sidelines and end line will be out of bounds.
6. 3- second lane – not a violation in 3v3 Basketball
7. 10-second backcourt – not a violation in 3v3 Basketball.

3. Scoring

1. First to 15 points will win the game
2. The winner must win by two points, with a cap of 18 points
3. If neither team reaches 15 at the end of the 30 minutes, the game will be over.

4. Fouling

1. Games will be self-officiated. Teams must call their own fouls
2. All common fouls will result in a check in above the three point line. No free throws will be shot.
3. Technical fouls – No free throws will be attempted. Two points will be awarded plus the ball out of bounds at mid-court to the offended team. In addition, any conduct or unsporting technical foul assessed will also count as a personal foul and as a team foul.
Intentional/Flagrant fouls – No free throws will be attempted. On an unsuccessful shot attempt, intentional fouls will be awarded 2 points plus retention of the ball at mid-court. On a successful shot attempt, intentional fouls will be awarded the made shot and an additional 2 points but team does not retain possession.
4. Flagrant Fouls – When any of the above fouls are intentional or technical refer to the previously outlined policies for procedure. When any of the above fouls are flagrant, (dangerous or malicious fouls with no attempt to play the ball or with excessive contact) the player should be immediately ejected.
5. The supervisors will make the final decision if there is a disagreement.
6. If a supervisor issues a technical foul, the offended team will have one free throw attempt, and then will get the ball for check in above the three point line.

UNSPORTSMANLIKE CONDUCT:

1. Players shall not commit acts of unsportsmanlike conduct. This includes, but is not limited to, arguments with staff by any player, team, or spectator (flagrant fouling, fighting, etc. before, during or after a contest). No player or team shall:
 - a. Use foul or derogatory language, threaten, or verbally abuse any other participant or Campus Recreation Staff before, during or after the game. This includes trash talk.
 - b. Participate in a game for which he/she is ineligible.
 - c. Intentionally strike, push, trip or flagrantly foul another player.
 - d. Mistreat the facility, equipment, or supplies of McKendree University.
2. Should a game be stopped at some point due to a violation of intramural rules on fighting or sportsmanship, or if a completed game is subsequently protested due to an ineligible player or players and declared a loss for the winning team, it shall be considered a forfeit. Three technical fouls on team during a game will result in the game being stopped.
3. Unsportsmanlike conduct fouls and penalties vary between sports. Please refer to specific sport rules for exact penalties.
4. Instances of unsportsmanlike conduct may be reported to Office of the Student Affairs for conduct referral.