

Intramural 3v3 Basketball Rules

Intramural basketball will be governed by the National Federation of State High School Associations (NFHS) rules with the following intramural modifications:

GENERAL INFORMATION

ANY player that is ejected must meet with the Assistant Director before they are allowed to play ANY IM sport. If a player is ejected he/she may NOT be replaced and the team will play short 1 player.

1. All participants must have their current valid McKendree ID with them in order to participate. Players who have lost their ID card can replace it Monday-Friday in the Information Technology (IT) Office. No player will be allowed to play without his or her own valid McKendree ID.
2. A player may play for ONE OPEN team.
3. Any intercollegiate basketball player that participated 2017/2018, or is on a current intercollegiate basketball roster, is ineligible to participate in intramural basketball.

ROSTERS: Teams may add players at any time during the regular season except where otherwise noted by the intramural staff and under the following conditions: The new player has not played for another team. Rosters are limited to 6 spots, once a player checks in on the game scoresheet a spot is filled on the roster. No new players may be added after 6 people have played for a team. Players cannot be removed from the roster once they have played in a game. All player info must be listed on the game scoresheet before he/she will be placed on the official roster. Once a player has played for a team that player may not legally play for another team in the same league. Players may not play on 2 OPEN teams.

OPEN=Minimum # starters is 2, maximum is 3. All player info must be listed on the game scoresheet before he/she will be placed on the official roster.

ELIGIBILITY REQUIREMENTS:

All currently enrolled McKendree University undergraduate and graduate students, faculty, and staff of the University are eligible for participation.

Protests: Protests are not allowed on judgment calls. Team captains are allowed to protest a misapplication of a rule **before the next live ball** to staff on duty. The supervisor and officials will make the final decision before the next play. Protests about misapplication of rules will not be heard at any other time. Player eligibility protest should first be made to the officials/supervisor on duty. The officials/supervisor will then warn the team captain about the protest at hand. Any further eligibility protests must be made in the Campus Activities Office by 1pm the day after the game.

Captains: Each team shall designate to the Officials the team captain or captains. The team captain is responsible for knowing all Intramural rules and procedures.

1. Teams should submit ALL players' McKendree ID cards to the referee or scorekeeper at least 10 minutes before scheduled game time. Teams must designate a team captain before the start of the game.
2. Team Captains: Only the Team Captain may confer with a supervisor/referee. Any such conference may only be about a rule clarification and must be approached to the supervisor in a calm and respectful manner. Subjective supervisor decisions are not up for discussion. Any non-captain addressing a supervisor/referee may be penalized. Captains are responsible for the actions of their entire team and its spectators.
3. Teams may add players at any time **up to** the first round of playoffs except where otherwise noted by the intramural staff. Rosters are frozen for playoffs. Playoff games are not guaranteed to be played on the same night(s) as regular season games.
4. Competition will take place in the Intramural Gym.
5. Individuals and teams that exhibit inappropriate and unsportsmanlike behavior towards their opponents or supervisors will be penalized. **Teams that receive an "unacceptable" rating must meet with the Director before they may be allowed to participate further in the 3v3 Basketball season.** Unsportsmanlike behavior by an individual or team is also subject to game forfeiture, ejection, and student judicial action.
6. **Number of Players:** A regulation team consists of 3 players. A team must start with 2 players present. A team can never be reduced to below 2 players. Any team that drops below 2 players (i.e. ejection, foul out) that team will default the remainder of the game, regardless of the score.

7. **Uniforms:** All team members must wear the same color shirt or jersey with a number. Shirts: the number cannot be more than 2 digits or duplicate a teammate's number

8. Timing Regulations

All games will be limited to two 15-minute halves (running clock) with a 3-minute half time. The clock will begin to run at game time. The clock will stop on all team and officials time-outs. **EXCEPTION: A regulation stop clock will be used at the 2-minute remaining mark of the second half.** The clock will stop for fouls, violations, and time-outs, but not after made baskets.

EXCEPTION: Any team delaying the game by arguing, throwing or kicking the ball, refusing to cooperate with officials shall be assessed a technical foul and the officials may add time to the game if necessary. Games starting on time will begin with a jump ball and thereafter the alternating possession rule shall apply. 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.*

In the first half the clock will stop if a foul is committed in the last 10 seconds, and the clock will restart on the throw-in or after free throws. If free throws or a throw-in (due to a foul) are being administered due to a foul prior to 10 seconds remaining in the half the clock will also stop at the 10 second mark.

9. Time-outs

Each team will be allowed two 30-second time-outs per game. Each team will receive one 30-second time-out per overtime period. Time-outs used from the second half will not carry over to the overtime period.

10. Overtime

Games ending in a tie shall play a two-minute overtime (running clock) to determine a winner. **A regulation stop clock will also be used at the 1-minute mark of the overtime(s) using the same procedure as the end of the second half of play.** Overtime periods shall begin with a jump ball. Each team will receive one 30-second time-out per overtime period. Time-outs used from the second half will not carry over to the overtime period.

11. Mercy Rule

If a team is winning by 40 or more points with ten (10) minutes remaining in the second half or anytime thereafter, the game shall be stopped.

If a team is winning by 30 or more points with two (2) minutes remaining in the second half or anytime thereafter, the game shall be stopped.

If a team is winning by more than 10 points in the last minute of the game, the clock shall not stop. If the difference ever drops to 10 or below within the last minute, the clock will become stop-clock mechanics.

12. Forfeit

A forfeit will be assessed when a team fails to be present with the required number of players at 10 minutes past scheduled game time. Two forfeits will drop a team from the sport.

13. Substitutions

Substitutions will follow National Federation guidelines. Therefore substitutes will be recognized during any dead ball situation. All substitutes must report to the score table and make notice they wish to enter at the next dead ball and then sit on the floor as to not obstruct the view of the scorekeeper. The scorekeeper will sound the horn and the officials will recognize the substitutes and beckon them on to the court. All players must remain seated on the sidelines during play. Failure to do so will result in a warning followed by a technical foul assessed to the bench.

14. Technical and Intentional Fouls

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.

15. Unsportsmanlike Forfeit

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. Any team forfeiting a game under this rule will receive an “unacceptable” rating in sportsmanship for that game.

16. Team Area/Bench Personnel

One non-playing coach will be allowed in the bench area. Coaches must remain in the immediate bench area; they cannot walk the entire length of the sideline. **Team captains are responsible for the behavior of their TEAM, COACHES, and FANS.**

17. Equipment

Head decorations, headwear, and ALL JEWELRY OF ANY TYPE are illegal. Only elastic headbands will be permitted during the course of the game. No bandannas will be permitted. All players must wear athletic shoes. They must be non-marking court shoes. Hard sole shoes and sandals will not be permitted. Belts with buckles are not permitted. Street pants are not permitted. **NO** casts/splints will be allowed under any circumstances. Players who wear a knee brace with exposed metal or metal hinges are required to cover it. All equipment decisions made by the Intramural Staff on duty shall be final.

18. Bleeding Player Rule

Whenever a participant suffers a cut where bleeding occurs the player must leave the game and then take the necessary action(s) to stop the bleeding and prevent it from occurring again. If a player's uniform becomes stained by blood this article of clothing must be removed before the player may re-enter the game. The player may use a different number without penalty. A team may call one time-out if it wishes to have the player remain in the game; otherwise the injured player must leave the game and may return at the next dead ball after the situation has been corrected. The Intramural Staff on duty shall have final approval on any situation regarding this matter.

19. Dunking

Dunking is **NOT** permitted during warm-ups OR during a game and will result in a technical foul.

FUNDAMENTAL VIOLATIONS, FOULS, AND PENALTIES

The following rules are fundamental to the National Federation, MSHSAA, and University of Missouri-St. Louis Intramural Basketball:

VIOLATIONS

10-second backcourt – not a violation in 3v3 Basketball.

5-second closely guarded – applies anywhere on the court to players holding or dribbling the ball whose defender has established a closely guarded position at least 6 feet from the player with the ball. The count shall stop when a player loses control of the ball, or if the defender concedes their guarding position.

3-second lane – not a violation in 3v3 Basketball

Jump Ball – the two jumpers shall not break the plane of the mid-court line until the ball reaches its highest point. Neither jumper may touch the ball more than twice, nor catch the ball, unless another player on the court has touched the ball, or the ball touches the floor. Non-jumpers may line up no closer than 6 feet from either jumper and may not move until a jumper touches the ball.

Goaltending and Basket Interference – When a defensive player touches the ball while it is on its downward flight to the goal or while the ball is above the cylinder, and/slaps the backboard while the ball is on or above the cylinder. It is goaltending and two points shall be awarded. When an offensive player touches the ball, net, or any part of the basket while the ball is on or above the cylinder, it is basket interference and a violation. Any baskets are waived off and the ball is awarded to the defending team.

Throw In - After a made basket, the thrower may run the baseline. On any designated spot throw-in, the thrower has a spot approximately 3 feet wide and as deep as the court permits to make their throw-in. They may take steps to the left or right as long as one foot remains on or over the spot, and may step back as far as the court permits. On all throw-ins, the player has 5 seconds to release the ball. The defense may not break the plane of the line, if so they will receive a warning and then a technical foul. If the defense breaks the plane and touches the ball before it is released it is a technical foul. If the defense breaks the plane and touches the player before the ball is released it is an intentional foul.

Free Throw – The free throw rules for Intramural Basketball for the 2015 season will be as follows: All 5 remaining players may occupy marked lane spaces for rebounding purposes. Defensive players must fill the bottom space on both sides and they may take the third lane space. The offensive players may fill the second lane spaces on both sides. The offense may not have more than two players rebounding. Players may move down the lane toward the basket if they spaces are not filled. Players not choosing to enter the lane must remain behind the 3-point line above the free throw line extended. The players on the lane may enter when the shooter releases the ball. The shooter and any backcourt players may not move until the ball touches the rim.

FOULS

Shooting – A player who is in the act of shooting will be rewarded with two or three free throws unless the basket is successful and then they will receive one free throw. Shooting fouls include hack, hold, push, block, etc.

Non-Shooting – A player who is fouled while not in the act of shooting will be rewarded with a team foul. The fouled player will shoot 1 and 1 on the 5th, 6th, and 7th fouls and 2 shots on every foul thereafter. Non-shooting fouls include hold, push, block, hand-check, illegal screen, etc.

Player Control – When a player who is in control of the ball, dribbling, holding, or shooting commits a foul it is player control. Never count the basket. Never shoot free throws. Player control fouls include charging, lowering the shoulder, pushing off, and swinging elbows. When a player committing player-control PASSES the ball before contact occurs the foul should be called a push and bonus free throws awarded if in effect. When a player intentionally swings the elbows in a dangerous manner and makes contact an automatic technical foul shall be called. Intentionally swinging the elbows in an intentional manner without contact will result in a violation.

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.