

## **3 ON 3 Basketball Rules**

Any rule not specifically covered will be governed in accordance with the 2015-2016 National Federation of State High School Associations Basketball Rule Book.

Participants should be aware that there is a risk of injury in participation of intramural sports due to the inherent nature of the activity. Individuals are encouraged to have a physical examination and to obtain adequate health and accident insurance prior to participation. Individuals participate in intramural activities at their own risk!

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## **General Information**

The team captain is responsible for all information contained in the Intramural Rules and 2016- 2017 IM Handbook. [www.campusrec.illinois.edu/intramurals/docs/IM\\_handbook.pdf](http://www.campusrec.illinois.edu/intramurals/docs/IM_handbook.pdf)

**Location:** 3 ON 3 Basketball games are played at ARC- Gym 1 Located on Peabody Drive. Please see IM Leagues for court details.

**Regular Season:** 1 week of regular season play. Teams play a total of 4 regular season games over the 2 days their division specifies. Teams signed up for the Monday & Wednesday or Tuesday & Thursday division, will have 2 games on each day at the time block they selected.

**Playoffs:** The playoff tournament will be held on week 2 of the league. Regular season play / standings will determine seeding of the playoff bracket. All teams qualify for the playoffs in 3 ON 3 basketball as long as they do not have any forfeits and their sportsmanship rating is not below a 3.0. Game times for playoffs will vary between 7:00 & 10:00 pm depending on bracket position. Brackets will be posted on IMLeagues by Friday at 3:00 pm.

**Game Time:** For 3 ON 3 Basketball game times will be the scheduled division time block. For example, if your team is signed up for the Monday & Wednesday 7/ 8 pm division, your 2 games could be at the following times; 7:00 / 7:30 / 8:00 / 8:30. Schedules and specific game times can be accessed through the IM Leagues website interface. Teams must attention to their IMLeagues schedule for which specific times they play at.

- a) Teams should be warmed up and ready to play as soon as the previous game ends on their court
- b) Teams should report to the check in table a minimum of 15 minutes prior to the scheduled game time to sign in

**Officials:** The games will be self-officiated. All disputes should be settled between the two teams. If the two teams cannot arrive at an agreement, the game will result in a double forfeit. The Intramural Sports

Supervisor will be on site, but the role of this supervisor is strictly to clarify any rules or interpretations. **THE RULING FROM THE SUPERVISOR IS FINAL.**

- a) **DISAGREEMENTS:** All disputes and disagreements must be settled between the two teams. If the two teams cannot reach an agreement within one (1) minute, the game will end in a double forfeit.
- b) **TECHNICAL FOUL:** The Intramural Sports Supervisor may, at any time, issue a technical foul to any player/coach who's action is deemed detrimental to play or unsafe. If this occurs, the opposing team will receive a foul shot worth one point, and possession. If one team receives two technical fouls in one game, that team will forfeit

**i-card Sign-In Procedures:** All players must present a valid i-card in order to participate in an Intramural contest. Upon arrival prior to an intramural contest, all participants must sign in with the Intramurals staff assistant and present their i-card for identification purposes.

**Failure to Sign in:** If a player is found participating in the contest without having signed in on the official intramural gamesheet and doesn't have their i-card present or are ineligible for the One-Time Exception Policy, said team will forfeit the game and all forfeit fees and consequences will apply. If the participant has their i-card present or has not used their 1 time exception, the team may still play the game with designated disadvantages.

**One – Time Exception:** The One-Time exception policy is designed so that students who have forgotten their i-card, but are printed on the roster, may still sign-in for their game. Each participant may use this exception policy once per semester. To use the One-Time exception policy the following criteria must be met:

- a) Must be pre-printed on their team roster
- b) Must have a valid government Photo ID (Driver's License, Passport, State issued ID)
- c) Must not have previously used a One-Time Exception during that semester

**Roster Policy:** An individual is bound to the *first* team that they sign into a game for. Participants must sign up on the online roster before 2 pm on the day of the contest (except for Sunday games) or they will not be allowed to sign-in onsite or participate. For Sunday games, players must be added to the roster before 2 pm on the preceding Friday. A participant is not formally considered to be on that team's official roster until they physically sign in for that team at an actual contest.

- a) No more than 2 members of the U of I Club Team are permitted to be on an IM roster

**IMLeagues Mobile Confirmation:** In the event a player has not signed up for their team before the rosters are printed, they may show the Intramural Staff their name on the IMLeagues Roster online. This must be done by an Intramural Supervisor so you will have to be patient and wait until one is available to help out. If you show as ineligible on the mobile site, nothing can be done until the office is opened. It is highly recommended that you join your team roster before 2pm on the day of your game (2pm on Friday for Sunday games) to ensure your ability to play in the contest.

**Defaults:** Should a team know in advance that they cannot field a team on a given night, they may avoid forfeit fee and loss of playoff eligibility consequences by contacting the Intramural Office at 217-244-1344, or [intramurals@illinois.edu](mailto:intramurals@illinois.edu) to default their game. All defaults must be called or emailed in before

2pm on the business day of the contest, or before 2pm on the Friday before a Sunday contest. Please make sure to include your name (captain), team name, sport, and the day and time you are playing so that you game can be defaulted properly.

- a) Teams losing by default will lose the contest by the same scoring structure that is applied for forfeits.
- b) Teams losing by default will receive a sportsmanship rating of “C”.
- c) Teams losing by default will remain eligible for playoffs.

**Forfeit:** Teams who are not present at their scheduled contest by game time or are unable to produce enough eligible players to field a team, will be assessed a forfeit aside from the following Grace Period Exception

**Grace Period Exception:** A team may delay its right to win by forfeit and allow the other team a grace period of ten minutes to acquire a properly equipped team.

- a) Once a ten minute grace period is granted by the team who is ready, they may not rescind their decision and take a forfeit before the ten minute period passes.
- b) If ten minutes passes after the scheduled game time, and the minimum number of eligible players required to play for the opposing team has not arrived, then the team that is ready to play must accept the forfeit.
- c) If the forfeiting team is able to obtain the minimum number of properly equipped players before the ten-minute grace period expires, the game shall be started the opposing team shall be given the ball and choice of goal awarded to the opposing team.

**Forfeit Consequences:** Teams who are assessed a forfeit will

- a) Be charged a \$75.00 forfeit fee.
- b) Is ineligible to advance to the playoffs.
- c) Upon a second forfeit, teams will be assessed a second \$75.00 forfeit fee, and will be removed from the league.
- d) Teams losing by forfeit will lose the contest by a score of 1-0 and a sportsmanship rating of a 0.

**Sportsmanship Ratings:** In order for a team to qualify for post season playoffs, they must have a 3.0 average in sportsmanship during regular season pool play. Any team receiving an "0" rating during the regular season will be declared ineligible for post-season tournament play.

The Intramural Activities Program expects all participants to respect and abide by all rules and policies, show respect and concern for their opponent and intramural staff, and refrain from abusive language, poor attitude, and manipulation of the rules to further their chance of winning. Upholding high standards of integrity and fair play is of the utmost importance to the Intramural Activities Program.

Sportsmanship ratings are given to teams after each contest by the intramural manager, supervisors, staff assistants, and game officials. These ratings reflect behavior before, during, and after the contest. The decision reached will be final. Ratings will be given according to the following scale:

**4** = Team shows above average conduct and sportsmanship

**3** = Team shows average conduct and sportsmanship.

**2** = Team shows below average conduct and sportsmanship.

**1** = Team shows poor conduct and sportsmanship.

**0** = Team has unacceptable conduct and sportsmanship.

**Protests:** The games will be self-officiated. All disputes should be settled between the two teams. The Intramural Sports Supervisor will be on site, but the role of this supervisor is strictly to clarify any rules or interpretations. THE RULING FROM THE SUPERVISOR IS FINAL. With Self Officiated Sports, Protests are restricted to player eligibility. A team may protest no more than three participants on any given night. All eligibility protests must be made prior to the end of the contest. Please note that captains cannot protest eligibility. If a protest form has been filed, Captain's and/or designated team members should not sign the gamesheet.

**For additional information:** Please review the 2016- 2017 IM Handbook [www.campusrec.illinois.edu/intramurals/docs/IM\\_handbook.pdf](http://www.campusrec.illinois.edu/intramurals/docs/IM_handbook.pdf)

## Equipment

All players are required to bring a valid UIUC ID (i-card) to all Intramural games

**Jersey Policy:** Participants are required to wear their own team shirts during all Intramural contests. For Flag Football, Soccer, Broomball, and Basketball games teams must have a set of home jerseys and a set of away jerseys.

**Home jerseys:** MUST BE WHITE.

**Away jerseys:** Must be any color other than white and each member of your team must be wearing the SAME SHADE OF A SPECIFIC COLOR.

- a) This is necessary to ensure that our staff can easily identify team members based on jersey color. Please refer to IM Leagues to see if you are listed as the home team or the away team.
- b) Failure to abide by the jersey policy may result in a forfeit, or technical foul/unsportsmanlike conduct penalty being assessed against your team at the beginning of the contest. Intramural Supervisors on duty will have the final say whether a team has acceptable jerseys to begin a contest. Jerseys will not be available for checkout at Intramural games.

**Game balls:** Game balls will be provided. Men shall use a 29.5 regulation size ball, while women's and co-rec teams will use a 28.5 regulation size ball. It is permissible for a team to use their own ball, as long as both captains agree to it being used.

**Shoes:** Only tennis, court, or basketball shoes with pliable synthetic or rubber soles shall be worn. No marking black soled shoes, boots, or running shoes will be allowed.

**Apparel:**

- a) Baseball style hats, bandannas, and sunglasses are not permitted. No other headwear with knots or dangerous materials is allowed.

- b) Players may not wear casts/splints under any circumstances at any time and all pads/braces must be above the waist. Players who wear a knee brace with exposed metal or metal hinges are required to cover it.
- c) Players may wear kneepads, gloves, covered knee braces, headbands, and knit caps.
- d) **Players may not wear jewelry of any type.**
- e) Medical Alert bracelets may be worn, but must be taped down while maintaining visibility of pertinent information. Intramural staff will NOT supply materials such as tape or band-aids to tape down medical alert bracelets.
- f) All equipment is subject to the approval of the intramural staff on duty.

## Game Regulations

**Rosters:** Each team will consist of **3 players on the court**. A minimum of 2 players are required to start and continue the game. For **Co-Rec Leagues**, there must be **at least one female and one male on the court at all times**

- a) Team rosters are limited to a maximum of 20 players

**Timing:** The game is played to 30 points. Each game has a time limit of 20 minutes. If neither team has reached 30 points after 20 minutes, the team leading the game will be declared the winner. The clock will run the entire time, unless stopped due to injury or unforeseen circumstance

**Scoring:** 2 points will be scored if a player makes a basket inside the three point arc. 3 points will be scored if a player makes the basket outside of the three point arc

**Time-outs:** Teams will not receive any time outs during the game.

**Substitutions:** : Substitutions may occur at any time during dead ball (made basket, out of bounds, foul, timeout).

**The Playing Area:** The games will be played 3v3 in a half court. The boundaries will be the two sidelines, the end line, and the halfcourt line.

**Starting the game:** A coin flip decides which team will have the first possession of the game

**POSSESSION:** Possession will change after a basket is scored.

**CHECK LINE:** The check line is anywhere beyond the three point arc. To start the game, possession after a score, overtime, or after a foul, a player must check the ball with the opposite team behind the check line at the top of the key. **After the opposing team passes the ball back to the offensive team, the offensive player must pass the ball to a teammate to start play. If the defense gains possession off a missed basket or turnover, they must take the ball behind the check line before attempting to score**

- a) **BEFORE CHECKING THE BALL IN, THE OFFENSE or DEFENSE MUST ANNOUNCE THE SCORE.**

**End of the game:** Both team captains must self-report and confirm the score to the Intramural Supervisor. Captains are required to check and verify all information by signing the scorecard.

**Co-Rec Modifications:** For Co-Rec Leagues, there must be at least one female and one male on the court at all times

**Overtime Procedure:** If teams are tied after the 20 minute time limit is reached, the game will go to sudden death. The first team to score will be declared the winner

### **Foul Procedure**

**FOULS:** Games will be self-officiated. The Intramural Sports Supervisor will only be used to clarify any rules. Fouls will be called by the OFFENSE or DEFENSE. There is no limit on the number of individual player fouls in each game. Any foul results in the fouled team gaining possession at the top of the key and checking the ball in to restart play. If a player is fouled in the act of shooting: if the shot is made, the basket counts and the defense will gain possession. If the shot is missed, the fouled team will gain possession at the top of the key

**TECHNICAL FOUL:** The Intramural Sports Supervisor may, at any time, issue a technical foul to any player who's action is deemed detrimental to play or unsafe. If this occurs, the opposing team will receive 2 foul shots, and possession. If one team receives two technical fouls in one game, that team will forfeit.

