**3-on-3 Freshman Basketball Tournament Rules**

**ASSUMPTION OF RISK STATEMENT**

All Intramural Sports participants are responsible for their own medical expenses. Any participant unsure of his/her physical condition should check with their physician or the University Clinic before participating in an Intramural Sports contest.

**CODE OF CONDUCT**

Teams are responsible for keeping their spectators under control. Misconduct of participants, coaches or spectators can result in an unsportsmanlike penalty, ejection or forfeiture of the game. Team Captains will be held responsible for spectator, team and sideline misconduct. Two ejections from any contest will result in an automatic forfeiture.

**RULE 1: ELIGIBILITY**

1. **PARTICIPATION**: Participation is limited to currently enrolled, fee-paying University of Southern Mississippi students, faculty/staff members with Recreational Sports Memberships, and significant others of eligible participants.
2. **CHECKING IN TO AN EVENT:** 
   1. Participants who appear on the IMLeagues.com roster by noon of the day of their event may check into intramural activities with any form of a government picture ID.
   2. Participants who wish to check in to an event but do not appear on the IMLeagues.com roster must present their Southern Miss ID or REC Card.
3. **NUMBER OF TEAMS**: Players can compete for only one single sex team and one Co-Rec team, regardless of league classification (example: participants cannot play for a men’s A team and a men’s fraternity team).
4. **AFTER CHECK IN:** Once a participant has signed in for a team, he/she may not transfer to another team.

**RULE 2: TEAM COMPOSITION**

1. **TEAMS:** Each team will consist of 3 players **(in which 2 players must be a Freshman).** A minimum of 2 players are required to start the game.
2. **CAPTAIN:** Each team shall designate a team captain to make all decisions. The team captain is responsible for the eligibility, conduct, and attendance of his/her team. He/she is responsible for the validity of the team score sheets after having the score audited by the opposing team’s captain. Each captain will sign the score sheet after completion of play.
3. **PARTICIPANTS:** Team representatives including players, coaches, spectators, and other persons affiliated with the team are subject to these sport rules and all Intramural Sports policies.

**RULE 3: DEFAULTS, FORFEITS AND PROTESTS**

**FORFEITS:** If a team fails to appear with the required minimum number of players, ready to play, at the scheduled location at the scheduled start of the event, a member of the Intramural Sports staff will declare the contest a forfeit. Teams that forfeit will receive a ‘C’ for sportsmanship and will be required to pay $15 to the Recreational Sports Office. The captain of the forfeiting team will be suspended from all intramural activity until that payment has been made. Teams are only allowed one forfeit per sport per season. If a team forfeits twice, it will be removed from the league for the remainder of the season.

**DEFAULTS**: If a team knows that they will be unable to play a scheduled game, the team captain must contact the Intramural Sports office by e-mailing [intramurals@usm.edu](mailto:intramurals@usm.edu) or calling 601-266-5405 by 3:00 PM the day of the contest to declare a default. The defaulting team will receive a loss and a ‘B’ for sportsmanship. Teams are allowed one default or forfeit per sport. Upon the second infraction that team will be dropped from the league.

**PROTESTS:** Protests involving rule interpretations will be considered immediately following the incident in question. Play will be suspended until an Intramural Sports supervisor rules on the protest. If a team continues to play without calling the supervisor to the game site, then that team forfeits its right to a protest. Protests will not be honored after play has resumed. Judgment calls cannot be protested. If the protest is not approved, the protesting team is charged with a time out. If the protest is upheld, the delay shall count as an official’s time out.

**RULE 4: PLAYING AREA AND EQUIPMENT**

1. **PLAYING AREA:** All matches will be played in the Payne Center gymnasium courts on half courts, unless otherwise noted.

1. **BALLS:** Balls will be provided by the Intramural Sports Program.
2. **SHOES:** Athletic, closed-toed shoes are required.
3. **JERSEYS/SHIRTS:** Teams are encouraged to furnish their own like-colored jerseys.
4. **ATTIRE:** Players must wear athletic attire.
5. **HEADWEAR:** Players may not wear baseball style caps, bandannas with knots, or other rigid headwear. Knit and stocking caps are permitted.
6. **JEWELRY:** No jewelry may be worn. Jewelry must be removed before participating in Intramural Sports. Medical alert bracelets are permitted but they must be taped down. Taping of all other jewelry is not permitted.
7. **BLOOD RULE:** When a player is bleeding, has an open wound, or an excessive amount of blood on his/her uniform the player will be directed to leave the game. The injured player is not to return until the bleeding has stopped, the wound is covered, and the bloody uniform is changed.
8. **ILLEGAL EQUIPMENT:** The Intramural Sports Staff has the right to deem certain equipment unsafe or illegal.

**RULE 5: LENGTH OF THE GAME AND TIMING**

1. **LENGTH OF THE GAME:** Each game will consist of two 10 minute halves with a 3-minute half time.
2. **OVERTIME:** There will be no over-time in the regular season. In playoffs if teams are tied at the end of the second half, a one-minute tie breaker will be played.
3. **TIME OUTS:** There will be no time outs.

**RULE 6: PLAYING THE GAME**

1. **START OF THE GAME:** 3 minutes prior to the start of the game, the site supervisor will conduct a coin toss between each team’s captains to determine who shall gain possession of the ball first. The winner of the coin toss shall take first possession in the first half and the loser of the toss will take first possession in the second half.
2. **SCORING**: One point will be awarded per field goals inside the three-point arc (19’9”). Two points will be awarded for field goals outside the three-point arc.
3. **SUBSTITUTIONS**: Substitutions may only be made after a basket or stoppage of play.
4. **CHANGE OF POSSESSION:** After any change of possession the ball must be taken out beyond the 3-point arc. This includes shots that do not touch the rim.
5. **CHECKING THE BALL:** Players must check the ball at the beginning of any change of possession resulting from a made basket, out of bounds, violation, or foul.
6. **STALLING:** Attempts to stall shall result in loss of possession. Players have 10 seconds to attempt a shot or advance the ball. Failure to do either will result in a turnover to the other team.
7. **FOULS:** Players will call their own fouls on the court. Court monitors will be present only to settle discrepancies between the teams. Shooting fouls will result in one point and the ball returning to the shooting team. Team fouls and individual player fouls will not be kept. If a team is continuously fouling before a shot can be taken to stall time, the offended team will receive a point for each foul.

**RULE 7: SPORTSMANSHIP**

1. **RATING**: Each team will begin the contest with a 3 sportsmanship rating and shall be rated by the officials at the end of the contest. The authority of the officials’ ratings exists prior to, during, and following all contests to which that official is assigned, and extends to all persons on, at, or near the playing site. Sportsmanship ratings for a match will be available on IMLeagues.com the day after the match was scheduled.
2. **(4.0) – Excellent Sportsmanship:** Players cooperate fully with the intramural sports staff and opposing team members. If necessary, the captain converses calmly with officials about rule interpretations and calls.

**B. (3.0) - Good Sportsmanship:** Team members verbally complain about some decisions made by the intramural sports staff and/or show minor dissent which may or may not merit a conduct warning (unsportsmanlike penalty / technical foul / yellow cards / etc.). Teams that receive one conduct warning will receive no higher than a "B" rating.

**C. (2.0) - Mediocre Sportsmanship:** Team constantly comments to the intramural sports staff or the opposing team. The team captain exhibits little or no control over teammates or him/herself. Teams that receive one ejection or two conduct warnings (unsportsmanlike penalty / technical foul / yellow cards / etc.) will receive no higher than a “C” rating.

**D. (1.0) - Below Average Sportsmanship:** Team constantly comments to the intramural sports staff or the opposing team. The team captain exhibits little or no control over teammates or him/herself. Teams that receive one ejection and one conduct warning or a combination of three conduct warnings (unsportsmanlike penalty / technical foul / yellow cards / etc.) will receive no higher than a "D" rating and the game will be forfeited.

**F. (0) - Unacceptable Sportsmanship:** Team is completely uncooperative. Captain has no control over teammates and/or him/herself. Any team that receives two ejections or four conduct warnings (unsportsmanlike penalty / technical foul / yellow cards / etc.) will receive a "F" rating and the game and season will be forfeited.