

# 3-on-3 Basketball

Revised: August 2014



Any rule not specifically covered will be governed in accordance with the [2012-2013 National Federation of State High School Associations Basketball Rule Book](#).

## 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.

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 and faculty/staff members with Recreational Sports Memberships.
- 2. SOUTHERN MISS ID CARD:** A current Southern Miss ID must be presented to the Supervisor to participate at each Intramural Sports activity.
- 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 recreational team and a men's competitive team).
- 4. SIGNED 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. A minimum of 2 players are required to start the game.
- 2. CAPTAIN:** Each team shall designate a team captain to make all decisions.

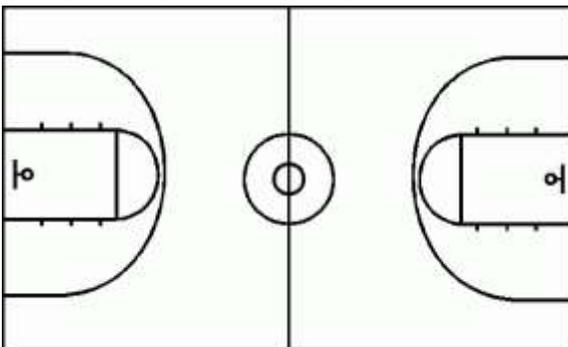
- 3. PARTICIPANTS:** Team representatives including players, coaches, spectators, and other persons affiliated with the team are subject to these sport rules and all Intramural Sports policies.

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

- 1. 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 game, 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 prior to playoffs or the registration of any other intramural sports teams. 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.
- 2. 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 12:00 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.
- 3. 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, they delay shall count as an official's time out. Official's judgment calls cannot be protested.

### **RULE 4: PLAYING AREA AND EQUIPMENT**

- 1. PLAYING AREA:** All games will be played in the Payne Center gymnasium. ½ of a full basketball court will be used.



- 2. BALLS:** Balls will be provided by the Intramural Sports Program.

3. **SHOES:** Athletic, close toed shoes are required.
4. **JERSEYS/SHIRTS:** Teams are encouraged to furnish their own like-colored jerseys. All players must wear a number. Pinnies with numbers will be available for check-out.
5. **ATTIRE:** Players must wear athletic attire.
6. **HEADWEAR:** Players may not wear baseball style caps, bandannas with knots, or other rigid headwear. Knit and stocking caps are permitted.
7. **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.
8. **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.

\*\*\*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. **COIN TOSS:** Three minutes prior to the start of the game, the referee will toss a coin 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.
4. **TIME OUTS:** There will be no time outs. The court monitor will stop the clock in the event of injuries or unforeseen circumstances.

## **RULE 6: PLAYING THE GAME**

1. **START OF THE GAME:** The official shall have a captains' meeting before each game, where he/she will remind the players of specific rules and take clarification questions from the captains. The coin toss will be made 3 minutes prior to the game.

2. **SCORING:** Two points will be awarded per field goals inside the three point arc (19'9"). Three 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 "imaginary check line" at the top of the lane. 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. 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.
6. **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 5 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 shall be marked on the score sheet prior to captain signing off on the score and sportsmanship rating.
  - A. **(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.