

San Diego State University  
Intramural Sports

**INTRAMURAL 3 - ON - 3 BASKETBALL RULES**

Except as designated below, any rules or play interpretations not discussed below will be covered by NCAA Basketball Rules.

Refer to the Intramural Policy and Procedures handbook for further information outlining the AS/SDSU Intramural Sports program.

**RULE I      RULE DIFFERENCES**

**Team Jerseys:**

All Intramural basketball teams are required to provide and wear the same color shirts or jerseys with permanent numbers for all players. No tape is allowed for numbers. Each player on the team shall wear a different number. Number must be on back and front of jersey and legible. Which color (light or dark) jerseys teams need to wear will be denoted on the schedule. **NO JERSEY, NO PLAY**

**Team Rosters:**

Rosters are limited to 25 individuals. Teams may add players up to the point that (1) the roster limit has been reached or (2) until the roster addition deadline has passed. A player must have played in at least one regular-season game to be eligible for the post-season playoff tournament.

**PART I      PLAYING PROCEDURES**

**Sec – 1      TEAM REQUIREMENTS**

Teams consist of three players, with unlimited substitutes allowed. Two players must be present at game time to avoid a forfeit.

Refer to the Intramural Sport Guide to Participation for player eligibility requirements (i.e. former collegiate athletes).

**Sec – 2      ARC MEMBERSHIP**

Prior to all games, players must sign an assumption of risk form. This form is located on the reverse side of the scoresheet. The Team Captain is responsible for monitoring the completion of his/her team's form. No player may participate in any Intramural contest without prior purchase of an Aztec Recreation Center membership or Day Use Pass.

**ALL PARTICIPANTS MUST PRESENT A PICTURE I.D. BEFORE PARTICIPATING. NO EXCEPTIONS. NO I.D., NO PLAY!**

**Sec – 3      EQUIPMENT**

All players must wear court shoes during the course of play. No hard protective casts and/or jewelry (rings, watches, chain necklaces, etc.) shall be worn. All Intramural basketball teams are required to provide and wear the same color shirts or jerseys with permanent numbers for all players. No tape is allowed for numbers. Each player on the team shall wear a different number. Number must be on back and front of jersey and legible. Which color (light or dark) jerseys teams need to wear will be denoted on the schedule.

Sec – 4

#### **GAME TIME/SCORING**

Game time is forfeit time. Teams must be present and signed in by their scheduled game time. Failure to do so will result in a forfeit.

The first team to score fifteen (15) points, or the team leading at the end of the 25-minute time limit will win the game. The clock will run continuously for the entire game. It is not necessary to win by two (2) points. In case of a tie at the end of 25 minutes, the winner will be decided by the next basket made. Each basket scored in front of the 3-point line is worth one (1) point. Each basket scored behind the 3-point line is worth two (2) points.

Sec – 5

#### **TIME-OUTS**

There are NO timeouts. In case of injury, time will be kept by the IM Supervisor for the affected game.

PART II

### **GAME RULES**

Sec – 1

#### **OFFICIATING**

All games are self-officiated. There is no fouling out. Fouls will be called on the honor system. The teams involved must mediate all questions of judgment. A “Do or Die” shot will be taken if a disagreement about a call ensues that cannot be decided by discussion. The player making the call will shoot the “Do or Die” shot from the top of the 3-point arc. If the shot is made, then the call stands. If the shot is missed, then there is no call.

Any game that cannot be completed due to continued disagreement between teams would be considered a double forfeit. The on-site IM Supervisor reserves the right to disqualify any player/team that continuously commits harsh and unnecessary fouls in an attempt to influence the outcome of a game.

Sec – 2

#### **FOULS**

Any common foul shall result in loss of possession for the offending team. Any offensive foul shall result in disallowing a converted basket and loss of possession. Any shooting foul with a missed basket shall result in retained possession by the shooting team. Any shooting foul with a converted basket shall result in the basket being awarded and a change of possession. No free throws are awarded.

After a team has fourteen (14) points and is fouled in the act of shooting, that team

has the option of shooting one free throw or retaining possession of the ball. This is a dead ball situation. There is no rebounding. If the foul shooter misses, the opposing team is given possession of the ball.

Sec – 3      **SUBSTITUTIONS**

Substitutions may be made after a basket or any stoppage of play.

Sec – 4      **"LOSERS-OUTS"**

The defensive team, after a converted offensive goal, shall be awarded the ball at the top of the key.

Sec – 5      **“CHECK LINE”/CHANGE OF POSSESSION**

The “check line” shall be the 3-point arc around the court. A player must PASS the ball in play from the check line “top of the arc” after a dead ball situation (ie out of bounds, after a made basket, etc). On defensive rebounds, turnovers, or steals, the ball must be taken behind any point of the 3-point arc and the team in possession of the ball may maintain control and attempt to score.

Sec – 6      **OUT OF BOUNDS**

If a player causes the ball to go out of bounds or over the mid-court line, the opposing team receives possession at the top of the key.

Sec – 7      **HELD BALL**

On a held ball situation (jump ball, etc.), the ball is awarded to the defensive team.

Sec – 8      **RULES NOT COVERED**

The on-site IM Supervisor reserves the right to make decisions on any point not specifically covered in the rules.

PART III      **UNSPORTSMANLIKE CONDUCT**

Sec – 1      Actions that are potentially dangerous to the participants of the game and/or conduct that is detrimental to the purpose of the Intramural Sports Program will not be tolerated. No players may physically intimidate or verbally abuse staff members. Violations of this nature will be considered unsportsmanlike conduct and at the discretion of the staff may result in removal from the contest.

Sec – 2      **Fighting** - any acts of aggression or physical violence will not be tolerated. This includes throwing a punch, kicking an individual or any other aggressive act. Any player guilty of such action immediately before, during or after an intramural contest shall be expelled from further participation in that sport for one calendar year (365 days).

PART IV      **INSURANCE**

Sec – 1      Participation in the Intramural Sports Program is completely voluntary. All

participants run the risk of possible injury due to the inherent nature of sport. Individuals are strongly encouraged to have a physical examination and purchase health and accident insurance prior to participation.

**THE AZTEC RECREATION CENTER HAS NO INSURANCE FOR ITS PARTICIPANTS. INDIVIDUALS PARTICIPATE AT THEIR OWN RISK.**

In the case of an injury during a scheduled contest, participants should immediately notify a staff member.

Sec – 2

**LIABILITY WAIVER/TEAM ROSTERS**

All teams are required to have a completed roster submitted via on-line registration at <http://arc.sdsu.edu/intramurals>. All players not listed on the roster are ineligible to participate. Players may only participate on one team. The team captain/manager is responsible for monitoring the liability waiver/team roster.