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  PRE-SEASON PROCEDURE

Sec – 1  REGISTRATION
All registration and roster additions will be done online at www.dosportseasy.com/sdsu. Captains will create an account, choose a league that best fits their team’s playing ability, and enter their teammates information.

Sec – 2  FORFEIT FEE CONTRACT
Once the information has been entered, the captain still needs to submit a mandatory Forfeit Fee Contract to the ARC to secure their spot in the league. This contract will contain a personal check or the credit card information of the captain. The only time a captain will be charged the $40 is if their team forfeits a game.

Sec – 3  MANDATORY CAPTAIN’S MEETING
The captain will be contacted by the IM Sports office with the time and date of the mandatory Captain’s meeting. Each team must have their captain or a representative at this meeting to learn the rules and policies of the program. They will also receive their league schedule at this meeting.

RULE II  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 or without permanent numbers for all players. The color of each team’s jerseys (light or dark) 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 (red 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.

RULE III  
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 opposing team. Any
goal 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.

**RULE IV 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).

RULE V 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.

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