

Ohio Wesleyan University Intramural Sports Program

Official 3v3 Basketball Rules and Regulations

IM Code of Conduct

- a) Understand, appreciate and abide by the rules of the game.
- b) Respect the integrity and judgment of game officials and the intramural staff.
- c) Be responsible for your actions and maintain self-control
- d) Do not taunt or bait opponents and refrain from using foul or abusive language.

Note that any violation of the Intramural Code of Conduct by a participant or team is grounds for dismissal from a game or the league

The Players

- a) In-season varsity athletes are not eligible to participate in intramurals. In the case of soccer which is offered in both the fall and the spring, this would mean that fall sport athletes are ineligible during the fall season and spring sport athletes are ineligible during the spring season. Additionally, no varsity soccer players are eligible to participate.
- b) Each team shall consist of **three players**; on the court with a maximum roster of 5. A team can agree to begin with 2 players, but both teams must agree.
- c) Unsportsmanlike conduct and rough play, including but not limited to taunting (verbal or physical) and/or over aggressive physical contact, will not be tolerated, resulting in the dismissal from a game at the discretion of the referee and may result in suspension from intramural activities. Any inappropriate language and/or gestures toward the referee of the match will result in immediate dismissal from the game. The Intramural Coordinator will attend all matches and all disputes should be registered with him or her. All disputes will then be directed to the Intramural Council for review.

The Game

Format will be as follows: **Teams will play best 2-out-of-3 half-court games to 21 points, by 2's and 3's. Teams must win by two points or first team to 25 points wins.**

- *Each match-up will have a 45-minute time limit. If a match reaches this time limit without a winner the team that is ahead at that point will be declared the winner of the match.*

Forfeit Time: A 5-minute forfeit time will be enforced. Teams must be on the court and ready to play.

Playing Regulations

Starting the game: Each team shall designate one person to shoot free-throws to determine which team will start with possession of the ball. After one person has made and one person has missed, the team making the free throw shall start with the ball at the top of the key. After the first game, the losing team of the previous game will start the next game with the ball.

Checking the ball: The ball shall be "checked" before the start of the game at the top of the key, and after all usual and unusual stoppages of play, including, but not limited to: made baskets, all fouls, out-of-bounds, and balls entering the court from another court. For any unusual stoppage of play, the team currently or last in possession of the ball shall retain possession, except after a made basket.

After a made basket, the team that was on defense will start at the top of the key on offense. **There is no make-it-take-it.**

Scorekeeping/Reporting: Teams are responsible for keeping track of the score throughout the game. The score should be announced prior to every checking of the ball. **THE WINNING TEAM MUST REPORT THE GAME SCORES TO THE INTRAMURAL SUPERVISOR.** In the event of a score discrepancy, teams shall restart the game from the last agreed upon score.

Fouls will be called by the referees on the court. A defensive foul on a made basket shall result in the basket counting and the fouled team restarting with the ball at the top of the key. A common foul, or a foul resulting in a missed shot, shall result in the fouled team starting with the ball at the top of the key. **There will be no free throws.** There shall be no foul limit for players to exceed. The Intramural Sport Supervisors have the right to issue warnings or disqualify teams from the tournament if teams continually foul their opponents. Excessive fouling, with the intent to gain an advantage, and not in the spirit of Intramural Sports, will be penalized at the Intramural Staff's discretion.

Out-of-Bounds: In the event the ball is declared out-of-bounds, the game shall be restarted at the top of the key with the team not having last touched the ball being awarded possession. The half court line shall be considered an out-of-bounds line. If the ball passes over the backboard, it shall be the same as an out-of-bounds violation.

Alternating Possession/Jump Balls: On the first held ball, the ball shall be awarded to the team that did not start the game with possession. Possession on all held balls thereafter shall be awarded on an alternating basis. Teams are responsible for keeping track of the alternating possession.

After a defensive rebound of a shot attempt (regardless of the ball hitting the rim or not) the player must take the ball outside of the 3-point line with both feet before taking a shot at the basket.

Equipment

The IM department will provide basketballs and goals as well as necessary markers for the field of play. Players are not to wear items with sharp edges such as casts, watches, metal cleats, etc.