

Whitworth Intramurals: 3V3 Basketball

3-on-3 Basketball Rules

Teams: Players must sign up through FusionIM and be registered and paid to be eligible to participate. No exceptions.

Game Time: Both teams must have a minimum of one representative on the court/field at game time. Teams must meet the minimum roster requirements by 5 minutes after the scheduled game time!

Minimum Roster Requirement: 3 players

Minimum Required to Play: 2 players

Maximum Roster Requirement: 5 players

Game Structure:

First to 21, win by 2. Scored by ones and twos

Field Specs:

Games will be played on one half court in the U-Rec on court 1. The out of bounds will be the baseline, the half court line and each side line.

Equipment:

IM officials will provide a men's basketball. Players are required to wear jerseys with numbers. Pennies are available for free at the front desk.

Scheduling:

All games will be scheduled on Fusion IM for court 1 (A or B). Please see "Section 7" of the IM policy regarding rescheduling, defaults, forfeits and no-shows. Be sure to update your team's time preferences prior to the start of the season.

Game Play:

General:

1. The game is played first to 21, scored by ones and twos, with teams having to win by two points.
 - a) 3-point shots = 2 points (shots beyond the arc)
 - b) 2-point shots and free throws = 1 point (shots within the arc)
2. Captains will determine the first possession of the game by "rock-paper-scissors"
 - a) For all jump balls following the first possession, alternating possession will be in effect.
3. Possession ALWAYS alternates after a made basket.
4. The ball MUST be checked in to play, then passed in to another offensive player.
5. **CALL YOUR OWN FOULS. BE HONEST!**
 - a) Fouls can only be called by the fouled player, or the court monitor. No teammate can call a foul for another teammate.
 - b) Any shooting fouls called will be awarded one free throw attempt if the shot was attempted inside the arc and two free throws if the shot was attempted beyond the arc. Free throws will be shot with ALL players behind the 3-point line.
 - c) If a player is fouled in the act of shooting and makes the basket, the basket will count, but the player WILL NOT shoot a free throw (no "and ones").
6. Referees will act as **court monitors. They will call fouls if necessary and will be the deciding factor in any judgement calls.** Referees have the ability to overrule any foul call.

7. Court monitors have the ability to call technical, intentional and flagrant fouls and hold the ability to eject any participant who is deemed unsportsmanlike or aggressive.

Clearing the ball:

1. The ball will be “cleared” on each change of possession, regardless of whether or not a shot was attempted. Failure to do so will result in loss of possession and any points scored.
2. A ball is only “cleared” when the player’s whole body and ball are behind the top of the arc, extended from sideline to sideline.

Substitutions:

1. Substitutions can only be made while the ball is dead.
 - a. After the ball has been scored
 - b. When the ball is out of bounds
 - c. Before the “check-in”
2. Once the ball is checked in, it is live and no substitutes are allowed until the next dead ball.

Timeouts:

1. Teams are awarded one 30-second timeout per game.
2. Timeout can only be called by the team in possession of the ball.

Player/Team Conduct:

This league is NOT officiated. All disputes are to be settled calmly and professionally. If the players are incapable of settling disputes calmly and diplomatically, the league will be dissolved, and no refunds will be available.

Nomad Rule:

Nomads are defined as IM participants who have paid and are eligible to play on a team during the current season and have been requested to participate with another team so that a game can be completed. Teams automatically accept the use of nomads and accept the outcomes that come from using nomads. Teams can use up to two nomads to complete a roster, but teams are not allowed to play a nomad if they will have a bench. Captains are responsible for the actions of their nomad, including sportsmanship. **Nomads are not allowed to be used during playoffs!!**

Blood Rule

Any player who is bleeding must be substituted for until the bleeding stops. Players who refuse to leave the game due to bleeding could potentially face suspension. If by removing the player who is bleeding the team falls below the minimum number necessary to play, the following will apply: the game will be forfeited with no ability to reschedule.

Protest Policy

Teams have the option of protesting any application or misinterpretation of a rule. No protest of a judgment call will be considered. In the situation of no referee or IM official, a team may request a protest by calling a timeout and discussing with the other players. If the teams cannot come to a consensus of the correct call, the game play will continue as normal, and either of the teams may file a formal request to an IM staff member. Protest forms can be obtained by going to the Whitworth U-Rec website and looking in the intramurals tab or by speaking to an IM coordinator. These forms must be filled out and submitted *within 24 hours of the game*. An IM staff member will review the protest, discuss with both teams and make a decision. More information can be found by speaking to an IM staff member.

