

## Whitworth Intramurals: 3V3 Basketball

### 3-on-3 Basketball Rules

**Teams:** Players must sign up through Fusion IM, and be registered and paid to be eligible to participate. No exceptions.

**THIS LEAGUE REQUIRES A MINIMUM OF 5 TEAMS. IF THIS REQUIREMENT IS NOT MET, THE LEAGUE WILL FOLD. SPEAK WITH AN INTRAMURAL COORDINATOR FOR MORE DETAILS.**

**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

**Maximum Roster Requirement:** 5 players

#### **Game Structure:**

First to 21, win by 2. Scored by ones and twos (see "Game Play" Section 1)

#### **Field Specs:**

Games will be played on the outdoor courts on the side of Graves Gym. If games need to be moved due to weather, contact the IM coordinator to reschedule.

#### **Equipment:**

Intramural specific outdoor basketballs are available at the U-Rec for rental. Players can use any men's regulation basketball they bring, if both teams agree on its use.

#### **Scheduling:**

All games will be scheduled on Fusion IM for the outdoor courts on the side of Graves Gym. 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.

#### **Reporting Scores:**

Since this league is not officiated, players must report scores by themselves. This can be done online at the Whitworth Fusion IM page.

#### 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 into play, then passed in to another offensive player.
5. **CALL YOUR OWN FOULS. BE HONEST!**
  - a) 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.
  - b) 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. Judgement calls are to be solved by a coin flip between the two players involved.
  - a) Out of bounds, last touched by... etc.

**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 substitutions are allowed until the next dead ball.

**Timeouts:**

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

**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.

**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.

**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 on 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.

