3 - ON - 3 BASKETBALL RULES

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

Refer to the Intramural Policy and Procedures handbook for further information outlining the CSS Intramural Sports program.

I. PLAYING PROCEDURES

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

ELIGIBILITY - CSS varsity basketball players are not eligible to compete during their season of competition. A maximum of one collegiate basketball player is allowed per team (if the intramural season does not coincide with the varsity basketball season).

II. CSS MEMBERSHIP

Prior to all games, players must sign in with their CSS ID card and initial the roster. The Team Captain is responsible for monitoring the completion of his/her team's form. No player may participate in any Intramural contest without their CSS ID card. ALL PARTICIPANTS MUST PRESENT A PICTURE I.D. BEFORE PARTICIPATING. NO EXCEPTIONS. NO I.D., NO PLAY!

III. EQUIPMENT

All players must wear non-marking 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 wear pinnies provided by Campus Rec.

IV. 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. Teams keep their own score. The first team to score twenty-one (21) 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. At the end of the game, both team captains must sign the scorecard to make the game official. If one captain does not sign the scorecard, that team will have a loss recorded for them regardless if that team won the game.

V. GAME START

Games begin with a Free Throw by one player selected from the home team's captain. The team listed 2nd on the schedule is considered the home team. Make it take it rules apply. If that player
shooting the free throw makes the basket, the home team receives the ball first. If the basket is missed, the visiting team receives the ball first.

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

VII. GAME RULES
OFFICIATING
All games are self-officiated. There is no fouling out. Fouls will be called by the defense. 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.

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 twenty (20) 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.

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

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

"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 (i.e. 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.

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

STALLING
Any person holding the ball (without dribbling) for more than 5 seconds will be considered stalling. The defense must count out loud (1…2…up to 5) in order to call a stall. If the defense calls stalling, a change of possession will be awarded.

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

IX. UNSPORTSMANLIKE CONDUCT
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 other players or IM 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 or league.

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 until meeting with the Intramural Coordinator.

SPORTSMANSHIP
Teams will be rated by the referees at the end of each game on sportsmanship. For more information, click on the Sportsmanship link above.