3 ON 3 BASKETBALL RULES

The Intramural Department will do all scheduling and there will be a $20.00 team fee for playing in the Intramural 3 on 3 Basketball League. All schedules are final. Note all forfeits will result in a $10 forfeit fee that must be paid prior to the next game.

The Campus Rec Office will schedule all games. A $20 team registration fee is required at the time of registration. Lewis-Clark State College students only, can participate in the league for free with the exception of the team fee. Part-time students, faculty, and staff are also eligible to participate. A $10 forfeit fee is issued to teams who do not give a 24 hour cancellation notice.

All scheduled games are final

Current National Federation of State High School Association Basketball Rules will govern play, unless otherwise noted. Lewis-Clark State College, Student Activities policies, procedures, eligibility requirements, and rule modifications will take precedence.

1) Team Captain Responsibilities
   a) Read, review, and understand all rules and regulations. Ensure all players on your team understand all rules and regulations.
   b) Represent yourself and your teammates before, during, and after all games.
   c) Ensure yourself and teammate display appropriate behavior at all games.
   d) Ensure all players, including yourself, are eligible to participate.
      i) All players must read, understand, and sign the Assumption of Risk and Release of Liability Form.
   e) Ensure that the team captain is the ONLY person to address an official on matters of rule interpretations or information.

2) Regulations – Players
   a) Only currently enrolled students, faculty, and staff are allowed to participate in the Intramural Program.
   b) All players must read, understand, and sign the Assumption of Risk and Release of Liability Form.
   c) NO participant may be listed or play on more than one team in the same sport.
   d) Once a player signs up with a team, he/she is committed to that team for the duration of the season.
   e) Teams may have 1 former collegiate player per team.
   f) If team captains want to add players to their roster this has to be done by NO LATER than 5 p.m. the day of the game. Submit additions to rosters to the Intramural Sports office located in ACW 114.
      i) Additions are not permitted during the season tournament.
      ii) Players must participate in at least 2 regular season games to be eligible for post season play.
3) Regulations – Equipment
   a) The Intramural Office will provide the official game ball for all contests.
   b) Equipment representing possible hazards to all participants in a game will not be permitted to be worn during a game. Hand, finger, wrist, forearm, or elbow guard, cast or brace made of hard and unyielding leather, plastic, pliable plastic, plaster, metal, or any other hard substance, even though covered with soft padding, shall always be considered illegal. Knee braces shall be permitted if padded and so long as no metal is exposed. Players may not wear jewelry or another other accessories of any kind. Failure to remove any of this equipment when asked to do so, will result in that player being suspended from further play until the equipment is removed.
      i) Necklaces, bracelets, watches, rings, earrings, HATS, etc. are prohibited. Glasses must have shatterproof lenses and made of a durable material.
   c) Flat rubber-soled court shoes are required No Street Shoes Allowed. Black-soled and open-toed shoes are not permitted.

4) Scheduling
   a) The Campus Rec Department will do all the scheduling.
   b) Captains are responsible for indicating any conflicts that may arise during the season. They need to print any restrictions at the top on their team entry form.
   c) All schedules are final after the captains meeting. No changes will be made unless teams drop out and/or facility schedules change.

I. PLAYERS, GAME, AND COURT:
   A. 3 on 3 Basketball is a short court game played by two (2) teams of three (3) players each including a maximum of two (2) substitutes.
   B. A team needs at least two (2) players to start a game. If a team does not meet these requirements, their game will be declared a forfeit.
   C. Games will start on the on the hour or half-hour. A five-minute forfeit time will be strictly enforced.
   D. A jump ball will start each game. Please note that there is no over and back violation.
   E. The ball must be passed in from behind the end line after each score.
   F. Possession will change after every scored basket.
   G. Out of bounds will include the regular lines surrounding the basketball court.
   H. Jump balls will alternate with the arrow after the start of the game.
   I. A basket will count for one (1) point and a three-point basket will count for two (2).
II. GAME TIME, TIMEOUTS, AND SUBSTITUTIONS:

A. Playing time will be two (2) half of twelve (12) minutes running clock or first team to score thirty (30) points.

B. Last two minute of second half clock stops on all whistles. Game score must be within LESS than 10 points.

C. A tie score at the end of regulation time shall, whenever possible, result in a two (2) minute running clock overtime period. Last minute clock will stop on all whistles.

D. If the score remains tied a sudden death overtime will be used with the first team to wins the game.

E. Each team will get 1 timeout per half, no carry over.

F. Substitutions may be made after a basket, a foul shot, or any stoppage of play.

III. FOULS:

A. All common, personal, and technical fouls shall be counted against a team total. On, and after, the sixth team foul, a bonus shall be awarded for the remainder of the game. An individual player cannot foul out of a game but may be ejected by the official with cause.

B. Any intentional/technical fouls will result in that player sitting out 10 minutes.

C. All fouls will not carry over from first half to second. However, in the case of overtime and sudden death fouls carry over from second half.

D. All fouls that do not include a free throw will be issued on the sideline at half court.

E. All foul shots are dead ball situations. No players are allowed in the lanes.

F. Prior to the sixth team foul:

1. Any foul shall result in loss of possession for the offending team.

2. Any offensive foul shall result in disallowing a converted basket and loss of possession.

3. Any shooting foul with a missed basket shall result in retained possession.
4. Any shooting foul with a converted basket shall result in the basket being awarded and a change of possession.

G. On, and after, the sixth team foul:

1. Any common foul shall result in one (1) foul shot with change of possession.

2. Any offensive foul shall result in disallowing a converted basket and loss of possession.

3. Any shooting foul with a missed basket shall result in two (2) foul shots to make one. If 3 point try, then 3 foul shots to make one.

4. Any shooting foul with a converted basket shall result in the basket being awarded, one foul shot and then change of possession.

IV. Coed Rules Special Rules

A. Teams must have at least one female and one male on the court on all times.

V. Sportsmanship

A. Teams will be evaluated by referees, score keeper, and supervisor on game by game bases. 5 being the highest and 0 being

B. Teams need to have a 3 star average to be eligible for tournament