



Intramural Sports 3 on 3 Basketball Rules

GENERAL RULES:

- 1) All participants must meet the eligibility requirements listed in the Intramural Sports Participant Handbook. **Each player must be an NIU student or current NIU Recreation Member (faculty/staff).** All expired memberships must be updated before the individual may play in any game.
- 2) Participants must have their *NIU OneCard* at every game. Any games in which an ineligible player signs in will be considered a forfeit.
- 3) All intramural participants must personally sign the **Waiver Release** and are responsible for their own medical expenses.
- 4) **Teams are responsible for keeping their players and spectators under control.** Misconduct of players, coaches, managers or spectators can result in penalty, ejection or forfeiture of the game. Spectators must also remain within the area designated by the IM Sports staff.
- 5) Alcoholic beverages, smoking, and pets are prohibited from all intramural contests.
- 6) IM Sports Officials/Supervisors will have absolute authority during the contest and can make decisions on any matter or question not specifically covered in the rules.
- 7) National Federation of State High School Association rules apply except where NIU Intramural Sports has made adaptations.

The Game

1. All games shall be played on the date and hour scheduled.
2. **If all team members (to make the minimum number required) are not signed in and ready to play by game time, the opposing captain has the option to give them a five (5) minute GRACE PERIOD. However, the five (5) minute grace period will be deducted off of the game clock. If the team does not have the minimum amount of players signed in and ready to play by the end of the 5 minute grace period, a forfeit will be called.**
3. The game shall be played between two teams of **three (3)** players. A team can play with a minimum of two (2) players. A team's roster shall have a maximum of five (5) players.
4. Players can compete on one men's/women's team, regardless of division (A, B).
5. All players must have checked in with the official and be recorded on the game sheet before they are allowed to participate.
6. There will be NO team time-outs. Court Monitor/Supervisor will only stop the clock in the case of injury or other special circumstances.
7. After each change of possession (made baskets, turnover, violations, and fouls), the ball must be checked behind the three point arc, free throw line extended.
8. A Court Monitor/Supervisor will be present to keep score, track fouls and settle any disputes that cannot be worked out between the two teams. Any disputed calls by having the players in the dispute compete in a quick Rock, Paper, Scissors game. The winner of Rock, Paper, Scissors will prevail in the dispute.

The Court

1. All games will be held in the Student Recreation Center on Court 7 and Court 8. *NIU OneCard* must be presented to gain access to the facility.
2. Limited space for spectators.

The Players

1. A team shall consist of three (3) players. Teams must have a minimum of two (2) players for the start and duration of the game.
2. **Captain** - A speaking captain must be designated for each team. He/she alone may appeal to the official, and then only on interpretations of the rules and player eligibility. Judgment calls may not be protested. Protests must be filled immediately with the on duty supervisor.

Game Equipment

Intramural Sports will provide a game ball for each game. The game ball will not be used for warm ups. If teams want to use a warm up ball, they can check one out from the equipment desk!

Player Equipment

1. A player is required to wear a shirt with sleeves, shorts/pants, and footwear (athletic attire). Footwear that is permitted must be made of canvas or soft-leather training or gymnastic shoes with rubber soles.
2. Players must wear a similar color shirt. Failure to do so will deem that individual ineligible for play
3. All jewelry must be removed before participating, including the livestrong bracelets.
4. Players may not wear headwear containing any hard, unyielding material, or items containing exposed knots.
5. Players may not wear pads or braces above the waist, and may not wear casts anywhere on the body.
6. Players may wear soft headbands, and knit or stocking caps, provided that the cap does not have a bill or a knit ball on top.
7. Players may wear soft, pliable kneepads. Players may wear leg or knee braces only if the brace is covered with at least ½" of closed cell, slow recovery rubber, or a material of similar thickness and physical properties.

Timing

1. Games will be played to sixteen (16) straight (NO win by two)
2. Games will be limited to 25 minutes.
3. If the game is tied at the end of the game, the next team to score wins

Points

1. Made baskets are worth 1 point
2. Made baskets behind the three point arc are worth 2 points
3. Free throws are worth 1 point and are considered a dead ball.

Substitutions

Substitutions can occur whenever there is a dead ball.

Violations and Fouls

1. All fouls and violations will be called by the offensive team.
2. All fouls will result in the ball being checked at the top of the key.
3. On the seventh team foul (and every foul thereafter), the opposing team will shoot one free-throw and retain possession of the ball.
4. If a player is fouled in the act of shooting and the basket is no good, the team will be awarded one free throw, followed by a change of possession
5. If a player is fouled in the act of shooting and the basket is good, the team will be awarded one points and one dead ball free throw, followed by a change of possession.

Sportsmanship

1. Sportsmanship is an important part of intramural sports. Teams receive sportsmanship ratings at the conclusion of each game on a scale of 1 to 5 with 5 as an excellent rating. Teams must average a 3.0 during the regular season to qualify for the playoffs.
2. Teams are responsible for keeping their spectators under control. Misconduct of spectators and players may result in ejection and/or forfeiture of the game. Spectators must remain in the out-of-play areas. Only players are permitted in the playing area.
3. Any player who uses foul language, violently protests a call, or curses an official or supervisor, will be removed from the game and will automatically be suspended from his/her team's next game. Any player who touches an official or supervisor will be placed on suspension from all Intramural activities for a minimum period of one calendar year from the time of the incident.
4. If at any time a team has 2 players or spectators ejected from the game, the offending team will immediately forfeit the game.
5. Teams shall assist in removing trash and equipment from their game area at the conclusion of their game, if the area is determined to be not picked up by the team, the team will face a deduction of sportsmanship rating.
6. Officials and supervisors are college students employed by Campus Recreation to provide a service to the participants of Intramural Sports. Officials are employed regardless of experience to fulfill a need for a large number of officials to cover all the games being played. Officials undergo clinics and evaluations to help them to constantly improve in their abilities. Supervisors are trained to handle conflicts that occur during games and are there to answer questions that participants may have regarding Intramurals. The supervisors can be identified by the IM polo they will be wearing. IM supervisors are veteran officials or trained tournament personnel who have complete

authority to make decisions regarding problems or special situations. Supervisors have been selected for their knowledge of intramural sports regulations and rules, maturity, professionalism and a sincere interest in intramural sports.

5 - Excellent - Players and spectators were positive throughout the game and completely respectful towards the supervisors officials, and opposing team. If the captain converses with the officials about rule interpretations and calls he/she does so respectfully and calmly. No verbal warnings. No instances of unsportsmanlike physical contact. The team captain has full control of his/her teammates/fans. Players and spectators show appreciation toward Intramural Staff and opponents at the end of the game.

4 - Good - Players and spectators cooperate with the supervisors and officials and show respect for opposing team members most of the game. Emotions were kept under control. No instances of excessive physical contact. Team members respectfully disagree about some decisions made by Intramural Staff or show minor dissension which may not receive an unsportsmanlike penalty (technical foul, yellow card). Shows respect toward opponents throughout game and pre game captains meetings. All complaints or concerns are filtered through captain to voice to Intramural Staff.

3 - Average - Team/spectators show minor verbal dissent toward Intramural Staff or opposing team, which may or may not merit an unsportsmanlike penalty. Most complaints or concerns are filtered through captain to voice to Intramural Staff. A few instances of physical contact. A few instances of vulgar language and/or profanity are displayed by members of the team. Captain exhibits control over team and spectators. Teams receiving one unsportsmanlike penalty and/or warning will receive no higher than a "3" rating.

2 - Poor - Teams/spectator constantly commenting disrespectful verbiage to Intramural Staff or opposing team. Captain exhibits minor control over team and spectators. Vulgar language and/or profanity are displayed by members of the team. Players/Team/Spectators use racial insults, anger motivated outburst, demeaning, degrading and derogatory statements or homophobic comments before, during or after a game. Teams receiving three unsportsmanlike penalties and/or warning or one player ejection will receive no higher than a "2" rating.

1 - Extremely Poor - Team is completely uncooperative toward Intramural Staff. Captain has absolutely no control over team, spectators, and/or his/herself. Team, player or spectator makes intimidating physical contact with a staff and/or opposing team. A team, player or spectator threatens harm or violence toward the staff. Any team causing a game to be forfeited by result of unsportsmanlike behavior or have multiple unsportsmanlike penalties and or having more than one player ejected will receive no higher than a "1"