



INTRAMURAL 3-on-3 BASKETBALL RULES

ATTENTION—ALL INTRAMURAL PARTICIPANTS AND STAFF—PLEASE HELP KEEP THE HPERC GYM FLOORS IN GOOD SHAPE—CARRY YOUR SHOES TO THE BUILDING—ALWAYS WEAR BASKETBALL SHOES ON THE COURTS—NO JOGGING SHOES OR STREET SHOES ALLOWED!!

REGULAR NCAA RULES WILL APPLY EXCEPT FOR THE FOLLOWING:

1. **FORFEITS**
 - a. A TEAM FORFEITING ONE GAME THEY WILL BE REMOVED FROM THE LEAGUE.
2. **REFEREES**
 - a. A REFEREE'S DECISION IS FINAL. ARGUING A DECISION WILL RESULT IN IMMEDIATE EJECTION FROM THE CONTEST.
3. **EACH PLAYER MUST PRESENT THEIR WITTENBERG ID CARD TO PLAY.**
4. **A player may play on only ONE (1) MEN'S or ONE (1) WOMEN'S team and ONE (1) CO-REC team. No exceptions. Players caught playing on more than one team will not be allowed to play for the remaining portion of that session.**
5. Five minutes prior to the scheduled game time, all players MUST BE SIGNED IN on the game sheet. Only those players present at the start of the game should be listed on the game sheet—late arrivals may be added.
6. Playing time will be two 10-minute halves with one 3-minute half time.
7. Each team allowed ONE 30 second time out PER HALF. USE IT OR LOSE IT!
8. Tie games will result in a two (2) minute overtime, during tournament play only.
9. During overtime, each team is allowed one time out.
10. The clock will be stopped only:
 - A. During time outs
 - B. After every whistle and basket during the last two minutes of **THE SECOND HALF.**
11. Co-Rec teams are required to have (1) female on the court at all times.
12. Men's, Women's, and Co-Rec teams may have to play each other during the regular season based on the number of teams in each category, however each category will have their own championship game.
13. A team will forfeit the game if they do not have two (2) eligible players on the court, **READY TO PLAY AT** game time.
14. Players on teams removed from the league will not be allowed to join other teams.
15. **EACH PLAYER WILL BE ALLOWED 5 PERSONAL FOULS PER GAME. OFFICIALS will call fouls.**

- 16. BONUS WILL BE APPLIED AFTER 4 TEAM FOULS PER HALF.**
17. Players must wear appropriate footwear and apparel—no long pants or street clothes.
18. Players are not permitted to wear equipment such as elbow pads, hand guards, casts, etc.
19. All open wounds must be adequately covered—no player with an open wound or bloody wound will be permitted on the court. Clothing saturated by blood must be removed from the playing area. **The Intramural Department provides ice for emergencies. Band-Aids and tape are the responsibility of the individual participant.**
20. All games will begin with a coin toss. The team winning the toss will begin the first half with the ball at half court. The team not winning the toss will start the alternating process and begin the second half with possession of the ball.
21. A substitution may only occur on a dead ball and then only when the player has reported to the scorer's table and been **MOTIONED IN BY THE OFFICIALS**. Illegal substitution will result in one (1) warning followed by a technical foul.
22. Players are required to raise their hand after committing a foul and state their name to the scorer's table.
23. Intentional fouls and technical fouls will result in two (2) free throws and the ball out of bounds nearest the spot of the foul.
24. Technical fouls will be assessed to the individual and the team.
- 25. Any individual who receives a technical foul FOR ABUSIVE OR FOUL LANGUAGE, OR UNSPORTSMANLIKE CONDUCT MUST LEAVE THE PREMISES IMMEDIATELY.**
26. Protests regarding eligibility of players must be made in writing on the game score sheet and reported to the officials.
- 27. ANY TEAM WITH REPEATED SPORTSMANSHIP OFFENSES, USE OF FOUL LANGUAGE OR UNRULY SPECTATORS WILL BE ELIMINATED FROM THE LEAGUE.**