3 ON 3 BASKETBALL

Any rules or play interpretations not discussed below will be covered by the National Federation of State High School Association Basketball Rules Book and Official’s Manual.

I. GENERAL
   A. Rosters
      i. Players may play for only one men’s or women’s team
      ii. A team consists of 3 players. A minimum of 2 players is needed to start the game.
      iii. Team rosters are frozen come semi-finals of the playoffs.
      iv. There is no limit to players on the roster. Please note the maximum number of t-shirts awarded to a team will be two (2) times the number of required players for a game.
   B. Roster Restrictions
      i. No current varsity basketball player may play in intramural sports basketball
         1. Player must be one year removed from varsity basketball team.

II. Equipment
   A. Basketballs can be checked out at the membership desk by showing your FAU student ID card.
   B. Game balls are provided by Intramural Sports.
   C. All participants must wear proper athletic attire as per Campus Recreation Center policy in order to participate. This includes non-marking court shoes.
      i. Boots and all-purpose cleats are not appropriate for basketball
   D. Team members must wear like colored shirts/jerseys with numbers.
   E. Intramural Sports has pennies for teams without like colored shirts/jerseys.
   F. Participants must wear a shirt with sleeves underneath the intramural sports pennies.
   G. Participants must wear T-shirts while participating.
   H. Prohibited Equipment
      i. Participants may not wear jewelry.
         1. Participants may not cover up jewelry with tape, band-aids or other such items.
      ii. Participants may not wear hats, caps or bandanas.
      iii. Cast or splints (hard or soft) are not permitted.

III. Timing
   A. The game will consist of two 10-minute halves with a 2-minute half time
   B. The clock will run continuously for the entire game.
   C. All games will begin simultaneously with the buzz of the scoreboard horn. Game time kept on the large scoreboard for all games.

IV. Regulations
A. The Game

i. A coin toss shall begin the game.
   1. The winning team will have choice of ball or defer the choice to the second half

ii. There are no timeouts in 3 on 3 basketball

iii. Each team will be required to take a shot at the basket within 15 seconds after taking possession.
   1. The rule has been implemented to eliminate a team from stalling to retain possession near the end of the game.
      a. Violations of this rule, including non-legitimate shots, will result in an offensive turnover and possession for the defending team.

iv. Ball possession changes after a made basket unless a foul is awarded.

v. The imaginary "check line" is at the 3 point arch (or further back).
   1. To start a game/overtime, after a score or when a foul is awarded, a player must pass the ball in from this check line.
   2. On defensive rebounds or steals, the ball need only be taken anywhere beyond the three point line.
   3. The defense must take the ball behind the three point line on any play in which they gain possession. Whether or not the ball has been shot or has touched the rim does not affect this rule.
      a. If the defense obtains possession and does not take the ball behind the three point line AND then attempts a shot, the shot and any related activity will be disregarded and a turnover will result.
      b. The "new defense" is awarded the ball behind the check line.

vi. Winners need only win by one point.
   1. If a game is tied at the end of regulation, the winner will be determined by a shootout.
   2. The shootout will consist of three players from each team shooting free throws.
   3. A coin flip will decide the order that the teams shoot.
   4. Each player will shoot one free throw.
   5. The team with the highest total made will be the winner.
      a. If there remains a tie, a sudden-victory shootout will occur (equal opportunities, until one team makes and other misses).

vii. Scoring
   1. All baskets made from inside the 3-point line will count as one point.
   2. All baskets beyond the 3-point line will count for two points.

viii. Forfeits
   1. Ready to Play and Game Time
      a. A team is considered ready to play when the required minimum number of players for the sport are properly signed-in with IM staff, present at the specific field or court for their scheduled contest, and properly equipped at the designated game time
      b. If at game time, there is one team ready to play and one team that is not, the captain of the team ready to play will be presented the following options by the Intramural Sports Supervisor:
i. Elect to offer the team that is NOT ready to play a 10-minute grace period to acquire the needed amount of players to begin.
   1. If the other team is able to acquire enough players, the game will be played in its entirety, minus the amount of time it took for the team NOT ready for play to field enough players to begin.
ii. Elect to NOT offer the 10-minute grace period, and automatically take the win.

c. The decision made by the captain of the team ready to play is final. He/she may not change their mind.

2. Penalty Points
   a. In the event that the team ready for play elects to offer the 10-minute grace period, the Captain will then be presented with the following options by the Intramural Sports Supervisor:
      i. Elect to start the game tied 0-0
      ii. Elect to start the game up the following amount of points:
         1. Men’s / Fraternity: 8
         2. Women’s / Sorority: 8
   b. The decision made by the captain of the team ready to play is final. He/she may not change his mind.

B. Rule Clarifications
   i. There will be one court official on every game. The official shall be positioned along the baseline and will call fouls and violations according to NFHS standards.
   ii. Fighting and excessive arguing will not be tolerated and can result in team dismissal from league or tournament play.
      1. The court official or site supervisor may penalize any player, substitute or coach for unsportsmanlike conduct by immediate ejection and banishment from the playing area and gym.
   iii. An individual player cannot foul out of the game, but may be ejected for any cause by the court official or an IM supervisor.
   iv. Common fouls (non-shooting) result in loss of possession for the offending team.
   v. Offensive fouls shall result in disallowing any converted basket and loss of possession.
   vi. Shooting fouls with a missed basket shall result in retained possession for the shooting team (recheck).
      1. EXCEPTION: In the FINAL TWO minutes of the 2nd half, shooting fouls will result in a point (or two) for the offended team, and a change of possession.
   vii. Shooting fouls with a converted basket shall result in the basket counted and loss

V. SPORTSMANSHIP
   A. Ratings
FAU Campus Recreation’s sportsmanship rating policy has been developed to protect the safety and equity of all participants and those affiliated with supervising our events. The Intramural staff reserves the right to end any intramural contest at any point.

1. The Team Sportsmanship Rating is an objective means for assessing the behavior of teams through an Intramural Sport season.

2. The Intramural staff on duty will grade all teams on their display of sportsmanship before, during and after each game. Failure by the Intramural Staff to give a grade will result in an “5”.

3. Participating in Intramural Sports is NOT a right, it is a privilege. Therefore, the Intramural Sports program reserves the right to take away that privilege from any team or individual that does not abide by the governing rules and regulations, as well as does not exhibit good sportsmanship and fair play.

4. Two unsportsmanlike penalties on the same player will result in disqualification from the game. The third unsportsmanlike foul by the same team results in forfeiture of the game. (example 2 technical fouls on one player in basketball results in a player ejection, 3 technical fouls on a team results in a forfeit)

5. Any player that is ejected for any reason must come in to speak to the Assistant Director of Campus Recreation-Intramural Sports before their next game. That player or team is not eligible to play until doing so. Team will forfeit their ensuing game if the ejected player does not meet with the Assistant Director. All ejections will warrant a minimum 1 game suspension!

B. Rating Criteria

i. “5” - Good Conduct and Sportsmanship
   1. Team/fans cooperate fully with the supervisors and officials and show respect for opposing team members. The Team Captain has full control of his/her teammates/fans. If the captain converses with the officials about rule interpretations and calls he/she does so respectfully and calmly. A team winning a game due to a forfeit will receive an “A” sportsmanship rating.

ii. “4” - Average Conduct and Sportsmanship
   1. Team/fans complain about some decisions and or display minor dissent. These complaints may have been voiced verbally or non-verbally toward officials, opposing players or opposing fans. The Team Captain exhibits major control over teammates and him/herself.

iii. “3” - Below Average Conduct and Sportsmanship
   1. Team/fans (on or off the playing area) show continuous or sustained verbal dissent towards officials, supervisors, and/or the opposing team. The Team Captain exhibits minor control over teammates and him/herself. Teams that receive one unsportsmanlike penalty or technical foul during the game will receive no higher than a “C” rating. Each additional unsportsmanlike penalty will result in the grade being lowered by one letter grade.

iv. “2” - Poor Conduct and Sportsmanship
1. Team/fans complain excessively to officials and/or the opposing team. The Team Captain exhibits little control over teammates and him/herself. Teams that have a player ejected will receive no higher than a “D” rating.

v. “I” - Unacceptable Conduct and Sportsmanship
1. Team/fans are completely uncooperative. Team Captain has no control over team, fans and/or him/herself. Teams that have multiple players ejected, receives three unsportsmanlike penalties or cause a game to be forfeited shall receive an “F”. Any team that does not have the required number of players present at the scheduled game time will receive an “F”.

C. Positive Contributions to Sportsmanship Rating:
   i. The following actions and behaviors by team members, spectators, and/or team followers can have a positive effect on a team’s sportsmanship rating:
      1. Team members cooperate with and demonstrate good sportsmanship toward members of both teams, spectators, officials, and all other IM staff.
      2. The team captain exhibits control over his/her team and spectators, converses reasonably and rationally with officials about rule interpretations/calls, and cooperates by providing any information requested by an IM official/staff.
      3. Team members participate in the spirit and intent of the intramural sport game rules and/or program policies. Team members accept judgment decisions made by the officials during the contest.
      4. Respect is shown for FAU Campus Recreation facilities and equipment.

D. Negative Contributions to Sportsmanship Rating:
   i. The following actions and behaviors by team members, spectators, and/or team followers can have a positive effect on a team’s sportsmanship rating:
      1. Participants / spectators who continually complain about officials' decisions and display dissention which may include derogatory or abusive remarks. Complaints include both verbal and nonverbal behavior. Excessive arguing between opposing teams / spectators might also lead to a lower rating.
      2. Team captain (spokesperson) exhibits little control over his/her team and spectators, converses in a dissenting manner with officials about rule interpretations/calls (discussion is allowed as long as it is done in a mature manner by the team captain), or does not cooperate with game officials or IM staff. Does not provide information requested by any intramural sports official/staff while performing duties.
      3. Having any technical fouls or penalties for unsportsmanlike conduct or having a player ejected for unsportsmanlike conduct.
      4. Taunting an opponent or opposing team spectator (trash talk)
      5. Public indecency, vulgarity, or obscenity including foul or profane language and obscene gestures, incidental or intentional, non-directed or directed at an opponent, official, teammate, supervisor, spectator, or Intramural Sports staff member.
      6. Physical abuse by participants / spectators in the form of fighting with an opponent, teammate, official, or staff member which occurred before, during, or after an Intramural Sports contest.
7. Any threatening behavior (verbal and/or nonverbal) to any FAU Intramural Sports or Campus Recreation employee, participant, or spectator which occurred before, during, or after an Intramural Sports contest.

8. Individuals / teams played after the consumption of alcohol / drugs. If the contest has begun when this is discovered, the player(s) will be immediately removed from the facility, and the contest will be forfeited to the opponent.

9. Damage to or destruction of any FAU or FAU Campus Recreation facilities including failure to remove trash from the field or court following a game or match.