



3v3 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. Players may join a team any time during the regular season or playoffs, as long as they have not already joined and played for another team.
- 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.
- v. **NOMAD RULE:** Players may play for more than one team if they are playing as a "nomad" for any additional teams other than their original team.
 1. Players may not play for a team as a nomad if they are not already on another team. If they are not on any team, they will be added to the roster of the first team they play for.
 2. Players may only play as nomads in order to help a team meet the full roster size in order to play (i.e. if a team only has 2 players present for a 3v3 basketball game, they may only pick up one nomad player for that night).
 3. Nomads will not be allowed during playoff games.
 4. Teams may not use the nomad rule more than twice during the regular season.

B. Roster Restrictions

- i. No current professional basketball player may play in intramural 3v3 basketball.
 1. Player must be five (5) years removed from professional basketball.
- ii. No current varsity basketball player may play in intramural 3v3 basketball.
 1. Player must be one (1) year removed from varsity basketball team.

C. Who is Eligible?

- i. Students with their active OWL Card.
 1. Another photo ID may be used in place of an OWL Card if the participant is already on the roster.
- ii. Those with a membership to the gym, must show membership ID.

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. However, both teams may agree to use their own ball, as long as it meets regulations.

C. All participants must wear proper athletic attire as per Campus Recreation Center policy in order to participate. This includes:

- i. Closed toe, non-marking court shoes.
- ii. Team members must wear like colored shirts/jerseys with numbers.
- iii. Intramural Sports has pennies for teams without like colored shirts/jerseys.
 1. Participants must wear a shirt **with sleeves** underneath the intramural sports pennies.

D. 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.

- i. The clock will run continuously for the entire game.

B. 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 3v3 basketball.
- iii. At the start of each possession a 15 second shot clock will begin.
 1. Shot clock violations, including non-legitimate shots, will results 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 or beyond the center of the 3 point arc.
 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 1-minute overtime periods.
 2. The team with the most points at the end of the overtime period will be the winner.

- a. If at the end of the period the score remains a tie, there will be another 1-minute overtime period played until a winner is determined.

B. Scoring

- i. All baskets made from inside the 3-point arc will count as one (1) point.
- ii. All baskets beyond the 3-point arc will count for two (2) points.

C. Forfeits

- i. Ready to Play and Game Time
 1. 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.
 2. 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:
 - a. 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.
 - i. 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.
 - b. Elect to NOT offer the 10-minute grace period, and automatically take the win.
 3. The decision made by the captain of the team ready to play is final. They may not change their mind.
- ii. Penalty Points
 1. 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:
 - a. Elect to start the game tied 0-0.
 - b. Elect to start the game up the following amount of points:
 - i. Men's / Fraternity: 8
 - ii. Women's / Sorority: 8
 2. The decision made by the captain of the team ready to play is final. They may not change their mind.

D. Defaults

- i. If it becomes impossible for a team to play a scheduled contest, and if the team captain notifies the Intramural Sports staff in person, by calling the Recreation and Fitness Center, or by email and by 4:00pm the day of the game, the game will be scored as a loss by default.
 1. Defaulting through email – fauimsports@gmail.com
 - a. In the subject, please include the sport and team name that the email is about.
- ii. If a game has begun and cannot continue due to injury, which leads to having less than the required minimum number of players, or a team chooses to not continue the contest, a default will be recorded.

- iii. The Intramural Sports staff will contact the opponent in case of a default. If you do not receive confirmation from an Intramural Sports staff member, the game has not been defaulted.
- iv. A default does not include a forfeit fine or exclusion from the playoffs.
 - 1. Teams that default will receive a “3” in Sportsmanship.

E. 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 of possession.

V. SPORTSMANSHIP

A. Ratings

- i. 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 a “3”.
 - 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 a Competitive Sports professional staff member 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 comply with this policy.

B. Rating Criteria

i. 4.0 – Great Conduct and Sportsmanship

1. Team members and spectators (on or off the playing area) cooperate fully with the supervisors and officials and the team captain has full control of their teammates and fans. If the captain converses with the officials about rules interpretations or calls, they do so respectfully and calmly. Team members and spectators were respectful of opponents and officials and encouraged each other's efforts. At no time was this team disrespectful towards participants or officials.

ii. 3.0 – Average Conduct and Sportsmanship

1. Team members and spectators (on or off the playing area) are respectful of opponents and officials except for one or two minor incidents which may or may not merit a warning from the game officials or supervisor. These complaints may have been voiced verbally or non-verbally toward officials, opposing players, or opposing fans. The team captain exhibits control over teammates and themselves. Teams that default an Intramural Sports contest will receive a "3" in Sportsmanship. A team winning a game due to a forfeit/default will receive a "3" in sportsmanship.

iii. 2.0 – Below Average Conduct and Sportsmanship

1. Team members and spectators (on or off the playing area) show continuous or sustained verbal dissent toward officials, supervisors, and/or opposing team. The team captain exhibits little control over teammates and themselves. Teams receiving multiple warnings or having players penalized for an unsportsmanlike act (i.e. conduct yellow card, conduct technical foul, unsportsmanlike conduct penalty) should receive no higher than a "2" rating. Teams that forfeit an Intramural Sports contest will receive a "2" in Sportsmanship.

iv. 1.0 – Unacceptable Conduct and Sportsmanship

1. Team members and spectators (on or off the playing area) complain excessively to officials and/or opposing team. The team captain exhibits no control over teammates and themselves. Majority of individuals on this team are disrespectful of opponents or officials on a regular basis. The team captain of any team receiving a "1" in sportsmanship must meet with a Competitive Sports professional staff member prior to the team's next contest.

v. 0.0 – Season Ending Conduct and Sportsmanship

1. Team members and spectators (on or off the playing area) are completely uncooperative and out of control before, during, and/or after Intramural Sports contest(s). The team captain (spokesperson) exhibits poor control over self, the team, and/or the spectators. Multiple ejections or blatant unsportsmanlike conduct that endangered participants, fans, officials, or supervisors.

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 their 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 their 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.