



CAMPUS RECREATION

Illinois State University

Intramural 3v3 Basketball RULES OF PLAY

Please consult the [Intramural Sports Participant Handbook](#) for the complete list of Intramural Sports rules.

National Federation of State High School Associations rules will be in effect except for the following modifications:

General Information

- Prior to Game Time:
 - Players must check in at the court they are scheduled to play. Valid IDs must be presented at check-in. Acceptable forms of IDs are:
 - Current Illinois State University student ID.
 - Current faculty/staff ID with photo ID.
- The carrying, smoking, burning, inhaling, or exhaling of any kind of lighted pipe, cigar, cigarette, hookah, weed, herbs, or other lighted smoking equipment is prohibited. This also includes products containing or delivering nicotine intended or expected for human consumption. Smokeless tobacco and electronic cigarettes are prohibited. Anyone found consuming alcohol or using tobacco products will be asked to leave the facility and may face additional disciplinary action. Participants who appear to be under the influence will also be asked to leave.
- Location for all intramural sport activities can be found on IM Leagues. Please give yourself plenty of time to get to your games ahead of schedule. Remember that all team members must be signed in and ready to play at game time to avoid a forfeit.

Players

- A legal team shall consist of three (3) players, but a team may start with a minimum of two (2) players.
- A speaking captain must be designated for each team. They alone may appeal to the supervisor, and then only on interpretations of the rules. Games are self-officiated. Any discrepancies must be settled by team captains immediately. If they cannot decide, the Competitive Sports Supervisor will make a ruling and play will continue. If a protest occurs, the game is to be stopped immediately and proper documentation must be filled out before play resumes.
- Please reference the [Intramural Sports Participant Handbook](#) for any eligibility or sportsmanship clarification.

Equipment

- **No jewelry is permitted during play**
- Intramural Sports will provide game basketballs.
- Teams are recommended to wear like colored shirts.
- No casts, splints, or metal braces will be allowed unless they have been approved by Comp Sports Admin.
- **NOTE:** You must schedule an appointment with a Competitive Sports Administrator prior to playing if you have a special equipment need (i.e. religious or medical). All equipment decisions made on site by the Competitive Sports Staff on duty shall be final.

Game Regulations

- Minor Sports will be structured as a two (2) game regular season followed by a single elimination playoff for all teams.
- Games shall be played to thirty (30) points or to a twenty-four (24) minute time limit

- Any basket made from inside the three-point line shall be worth one (1) point. Any basket made from outside the three-point line shall be worth two (2) points.
- To begin the game, and to resume play, the ball shall be “checked” at the top of the key. The ball must be passed following the “check,” and a player may not dribble to begin possession.
- Following a score, the ball is awarded to the team that did not score.
- After obtaining possession of the ball following a rebound of the opponent’s shot, the ball must be taken back with one foot beyond the three-point line before a basket can be scored. Failure to do so will result in the opposing team gaining possession of the ball.
- The player fouled will be responsible for calling their own fouls.
 - If a foul is called during the course of the game, the ball will be checked at the top of the key with the opponent and play shall continue.
 - If a player is fouled in the act of shooting and the basket is made, the basket is good and the ball next belongs to the defense.
 - If a player control foul occurs, the basket is always no good and the ball belongs to the defense
- Games are not officiated, but any foul or rough play deemed flagrant by the Competitive Sports staff will result in the immediate disqualification and ejection of the violating player. A continuation of intentional fouls observed by and warned by the Competitive Sports staff will also result in the offender being charged with a flagrant foul and ejected.
- All games are self-officiated. If there are discrepancies, the team captains must reach an agreement. If no agreement can be reached, the preceding play will be re-played. If the dispute cannot be resolved within one minute, the game will result in a double forfeit.

Grace Period

- If at game time a team is not ready for play, a 10 minute grace period will be automatically enacted.
 - Step 1 - 0 – 9:59 minutes, a team which is not ready to play will be penalized and start the game down 10 points with a 0-10 score and cannot receive more than a 3 sportsmanship rating.
 - Step 2 – Competitive Sports Supervisor will call forfeit at the 10 minutes if a team is not ready for play (dressed, on the court, signed in) mark and a forfeited team will receive a 0 sportsmanship rating.

Minutes Late	Penalty	Sportsmanship
0-9:59 minutes	Starting score 10-0	Max 3
10 minutes	Forfeit	Max 0

Playoffs

- In order to make the playoffs, teams must meet the following criteria:
 - The team must maintain at least a 3.5 team sportsmanship rating throughout the season.
 - No team that forfeits any regular season game will be allowed to participate in the playoffs.
- Teams are able to add players to their roster at any point, including playoffs.

Mercy Rule

- There is no mercy rule in Intramural 3v3 Basketball.