



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.

****Per University COVID Guidelines, masks must be worn at all times when indoors, including during sport****

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

Location

- Games will be played at the Student Fitness Center (SFC) on Court C.
- Please give plenty of time to get to games ahead of schedule. Remember that all team members must be signed in and ready to play at game time to avoid a forfeit.

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.
- NO ALCOHOL OR TOBACCO is allowed at any Intramural Sports venue. 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.

Schedule

- Minor Sports will be structured as a two (2) game regular season followed by a double elimination playoff for qualifying teams.
- If your team is unable to make it to your game, be sure to contact the Intramural Sports Office at intramuralsports@ilstu.edu by 2:00pm the day of your game (if your game is scheduled during the weekend, you must contact the Intramural Sports Office by 2:00pm the Friday before your game). This will enable your team to be credited with a default rather than a forfeit.
- Unfortunately, Intramural Sports games can be impacted by the weather. We reserve the right to cancel, postpone, or reschedule games due to inclement weather. When inclement weather arises, Intramural Sports staff will send out cancelations via IMLeagues.
- Regular season games canceled due to inclement weather may not be rescheduled due to the limited amount of time and space to play. When playoff games are postponed due to weather, the Intramural Sports Staff will make every effort to make up all remaining games in the playoff tournament. Playoff brackets will be updated on IMLeagues to reflect the updated dates and times.

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 within 1 minute or the match will be declared a forfeit for both teams by the Competitive Sports Supervisor. If a protest occurs, the game is to be stopped immediately and proper documentation must be filled out before play resumes.

Eligibility

- Please reference the Intramural Sports Participant Handbook for any eligibility clarification.

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.

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

- 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

Mercy Rule

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

Sportsmanship

- Intramural Sports has developed a sportsmanship rating system that is intended to be an objective scale utilized by the Intramural Sports team members to evaluate attitude and behavior throughout each Intramural Sports contest. After each game, the Officials will rate each team on their sportsmanship before, during, and after each

Intramural Sports game. To be eligible for the playoffs each team must average a “3.5” or better throughout the regular season.

A sportsmanship rating below “3” is considered to be ‘unacceptable’. Any team receiving an unacceptable rating will be notified via email. Any team receiving a sportsmanship rating of “1” will be required to set up a meeting with the Intramural Sports Office prior to their next scheduled contest. Failure to do so will result in the forfeiture of any subsequent games.

Teams receiving an unacceptable sportsmanship rating in the playoffs will be eliminated regardless of the outcome of the game. An unacceptable rating in the playoffs may subject the offending team to further consequences as determined by the Intramural Sport Office for other Intramural Sports activities or seasons.

Scale	Description
5	Excellent Conduct and Sportsmanship - The team shows good sportsmanship and cooperates with the opposing team, Officials, and Competitive Sports Supervisor. There are no major complaints or conduct-related penalties. The team is under control without any need for captain intervention.
4	Good Conduct and Sportsmanship - The team still shows cooperation with officials and opponents but may have some complaints and grumbling. There are no blatant displays of bad attitude. The captain is in control of the team and there are no warnings, yellow cards, or conduct-related penalties.
3	Average Conduct and Sportsmanship - The team shows momentary lack of cooperation with officials, opponents, or supervisor. There may be consistent complaining but no excessive display of bad sportsmanship. Captain mostly has control of the team. There may be conduct-related penalties.
2	This is an unacceptable rating. Below Average Conduct and Sportsmanship - Team constantly comments to the Officials, Supervisor, and/or opposing team from the field and/or sidelines. Poor sportsmanship may include non-verbal and verbal dissent towards officials and/or the opposing team, which may or may not merit sport specific, conduct-related penalties.
1	This is an unacceptable rating. Poor Conduct and Sportsmanship - Captain has no control over teammates and/or themselves. Team is completely uncooperative and poorly represents themselves and the Illinois State Intramural Sports Program. Teams, including fans, receiving multiple yellow cards, a red card, unsportsmanlike penalties, technical fouls, or an ejection will receive no higher than a “1” rating.

If a team feels that they have been rated unfairly during the game, they may file a protest by emailing the Intramural Sports office at intramuralsports@ilstu.edu.