The following set of rules addresses gameplay for 3 on 3 basketball. Any additional situations that arise will be governed by the NFHS basketball rulebook. Additionally, the intramural handbook addresses intramural policies that apply to all sports and should be read prior to registering an intramural team. The Intramural Handbook can be found online.

### I.D. Check-in-Policy and Procedure

1. All students, staff and faculty **MUST** present a valid U of M identification card to participate in any Intramural activity.
2. There will be no exceptions to this policy. If participants do not present a valid U of M identification card they will **NOT** be allowed to participate in the Intramural activity.
3. Penalty for attempting or using a false identification card will be suspension from the league. Suspended individuals **MUST** meet with the Intramural Director for possible reinstatement into the Program.

### Adding Players to Your Roster

All players must be on your roster (this includes accepting their invitation) by 2 PM the day of the scheduled match for the player(s) to be eligible. For matches scheduled on Sundays, players must have been accepted to the roster by 2 PM on the Friday.

Visit http://www.recwell.umn.edu/intramurals/ for more information.

### Adding Players as a Captain

- Click on "My Teams" in the upper right hand corner of your IMLeagues screen.
- Click "Invite Members to Your Team".
- Enter the invitees' email addresses separated by a comma.
- Once the invitee receives an invite and accepts your invitation, they will be added to your team.
- **IMPORTANT:** If you do not see a player on your roster, they have not accepted your invitation and are ineligible to participate.

### Adding Yourself to a Friend's Team

- First, create your IMLeagues account.
- Click "Register" on the upper right hand side of your screen.
- Find the team that you would like to join.
- Click "Join Team".
- Fill out the waiver.
- Once the captain has accepted your request, you will be added to the team.
- **IMPORTANT:** You will not be added to the roster until the captain accepts your request.
3 on 3 Basketball Rules

**Postings:** Schedules, league updates, game results, and playoff brackets will be posted on IMLeagues as that information becomes available. Team captains should check the site regularly to check for changes.

**Pre-Game:** All players must check in at the table with their U-cards. **There are no exceptions to this rule.** Using another student’s U-card is grounds for suspension from intramural sports.

**Player Eligibility:** A Participant may only play on one co-rec and one non co-rec team in each sport. Players playing for more than one team will lose their eligibility and cause forfeiture for their team’s games.

- **A player is eligible if s/he plays on:**
  - 1 co-rec and 1 open team
  - 1 co-rec and 1 women’s team

- **A player is not eligible if s/he plays on:**
  - 1 open A and 1 open B team
  - 1 open and 1 women’s team

Players must participate in one regular season game to be eligible for playoffs.

**Uniforms:** All uniforms must follow the Recreation and Wellness Center Dress code. All teams should bring a t-shirt of the same color and a white alternate shirt in case of a conflict. Shirts should have numbers on the back if possible.

Participants should wear athletic clothing for intramural basketball. **Jeans and cutoff shirts are not allowed.** Non-marking court shoes must be worn at all times.

The following items are prohibited while playing intramural basketball

- Tear away pants
- Metal barrettes or bobby pins
- Hats or bandanas
- Jewelry
- Cutoff shirts or Jeans
- Sandals or Flip flops

**Forfeits:** **Game time is forfeit time.** If a team has no players check in with legal equipment at game time, the game will be declared a forfeit, and the team will be disqualified from playoffs. Additionally, if a game must be ended due to major sportsmanship issues, the result will be a forfeit.

1st **Forfeit:** Team is no longer eligible for playoffs.
A team that has 2 forfeits, 2 defaults, or 1 of each will be removed from the league without a refund.

**Defaults:**

Teams must have at least 4 players checked in with legal uniforms at game time in order to avoid a default. A default will result in a 2.5 sportsmanship rating.

If at game time, a team has at least one player checked in but is short the minimum number of players, that team will have five minutes to get all checked in and ready to play.

If the game begins late because of one team’s lack of players, that team can get no higher than a 2.5 sportsmanship rating for that game. Additionally, that team will start down one goal for every 2 minutes they are late. After five minutes, the game will be called as a default.

Team captains may call the intramural office by 4pm on the day of the game or 4pm on Friday for weekend games to default the game ahead of time. In this case, the team will receive the loss, but will not need anyone to show up at game time.

**1st Default:** Recorded as a loss for the team and a 2.5 sportsmanship rating, however the team is still eligible for the playoffs.

If a team has one player arrive at the game or calls the Intramural Office to inform them of the inability to play by the default time, the game is a DEFAULT. If no one shows up for a team and there is no contact with the Office prior to the game the game is a FORFEIT.

**Scoring:**

Each basket is worth one point. All games are played to 15 points, and best two out of three games. At the end of 45 minutes the current game will end, and the team in the lead will receive the win for that game. After a score, the defense will be awarded the ball.

**Starting the Game:**

The first game begins with a make or miss shot and the winning team will begin with the ball behind the 3-point arc. At the beginning of the second and third game, the team that lost the previous game will begin with the ball.

**Checking the Ball:**

The ball must be checked to the defense after a score, foul, violation, out of bounds, or jump ball. Once checked, the ball is live. The team in possession may shoot, dribble, or pass immediately, and the defense may attempt to steal the ball.

**Clearing the Ball:**

After each change of possession, the ball must be cleared back to the 3-point arc. This includes an air ball or a steal. Baskets made without clearing the ball will result in points for the opposing team.

**Jump Balls:**

All jump balls are awarded to the defensive team. The defensive team is defined as the team that would need to clear the ball upon gaining possession. For
example, if a team gets a defensive rebound, and a jump ball is called before they have had the chance to clear the ball, that team is still considered the defense and will be awarded possession.

**Fouls:**

Fouls should be called by the offended player. A common foul that is called will be given to the offended team to check the ball behind the 3-point arc. This will also be the case for a shooting foul if the basket is missed. There are no free throws in 3 on 3 basketball.

A shooting foul that is made is ignored and the basket counts. The defense will then take the ball out behind the 3-point arc.

All fouls called should be honored by the opposing team. If a conflict cannot be resolved quickly, the supervisor reserves the right to forfeit the game. Additionally, since there are no foul outs, the supervisor reserves the right to remove players from the game due to excessive fouls or hard, unsportsmanlike fouls.