

## 3 ON 3 BASKETBALL RULES

*All games will be played in accordance to the 2009-2010 NSFHA rules with the following CSU Intramural Sports modifications:*

### PLAYERS & EQUIPMENT

1. Each participant must present a current CSU student or faculty/staff ID card in order to be eligible to participate.
2. Each team shall consist of three (3) players. Each team must have a minimum of two (2) players in order to begin a game.
3. Game balls will be provided for each game.
4. **Shoes:** Tennis shoes are the recommended footwear. No black-soled shoes that may mark the floor are permitted. Sandals, street shoes, combat boots, or hiking boots are not allowed. No player will be allowed to participate in bare feet.
5. **Jewelry:** No jewelry or any other item deemed dangerous by the Intramural Staff may be worn during play. Any player wearing exposed permanent jewelry (i.e. body piercing) will not be permitted to play.
6. There will be no hats, bandanas, or hard barrettes worn during play. Cloth (elastic) bands may be used to control the hair.
7. Players may wear soft, pliable pads or braces on the leg, knee, and/or ankle. Braces may not have any exposed metal and/or screws. Braces made of any hard material (including plastic) must be covered with a padded sleeve or at least one-half inch padding for safety reasons. Under no circumstances will a player wearing a cast or splint be permitted to play.
8. If eyeglasses are worn, they must be unbreakable. Each player is responsible for the safety of his/her own glasses.

### GAME FORMAT

1. **Game time is forfeit time.** A team must have the minimum number of players to start a game. If there are an insufficient number of players, the opposing captain has the option of taking the win or waiting for the minimum number of players to show. In the event that he/she decides to wait, that decision is irreversible and the game clock will begin at the scheduled game time. If a team chooses to wait, it will be required to wait until the opposing team has the minimum number of players present or a maximum of 10-minutes. Play will start as soon as the opposing team has the minimum number of players present. The minimum number of players to start a game is two.
2. Games will be played to twenty-one [21] points or a thirty [30] minutes time limit, whichever comes first. A team must only win by [1] point. If a game is tied at the end of regulation play, there will be a three [3] minute overtime period. Overtime will be repeated until one team wins.
3. The boundary lines are: the end line, the center court line, and both sidelines.
4. Substitutions may be made on any dead ball.

### RULES OF THE GAME

1. Ball possession changes after each made basket.
2. The “check line” shall be the 3-point line at the top of the key. A player must pass the ball in from the “check line” after a dead ball and each basket.
3. After **ANY** live ball change of possession, the ball must be returned to a point anywhere behind the 3-point arc. At least one [1] foot must be placed on the ground beyond the 3-point arc, and the player in possession of the ball may retain control and attempt to score.
4. Baskets made from inside the 3-point arc will be awarded [1] point, and baskets made from beyond the 3-point arc will be awarded two [2] points.

## FOULS AND VIOLATION

1. All games will be self-officiated. The offense will call all fouls, and the defense will call all violations (traveling, double-dribble, etc.).
2. The following rules shall apply in regard to fouls and violations:
  - A. Fouls must be called immediately by the player being fouled.
  - B. Violations must be called by the defender who is guarding the person that commits the violation.
  - C. All fouls will be considered common fouls, and the ball will be put into play from behind the “check line” by the fouled player.
  - D. If a player is fouled in the act of shooting no points will be awarded and the situation will be treated like any other foul.
  - E. Unsportsmanlike conduct **WILL NOT** be tolerated. In cases of verbal and/or physical misconduct, the Court Monitor and/or Program Supervisor retains the right to eject a player[s] or team[s] from the game and/or tournament

## CONDUCT OF PLAYERS, COACHES, & SPECTATORS

1. A team is permitted a maximum of two (2) coaches in its players’ box during a game. Each coach must present an ID and be listed on the scoresheet prior to the start of the game. Conduct of team coaches is the responsibility of the team before, during, and after the game.

Any player or coach who acts in a manner not showing good sportsmanship shall be penalized with a yellow card and possible ejection from the game. The official(s) shall have the authority to warn, penalize, or disqualify any player(s), substitute, or coach for violations of sportsmanship including, but not limited to the following:

  - A. Disrespectfully addressing an official or IM staff member.
  - B. Questioning the official’s judgment or decisions.
    - A. Showing disgust with the official’s decisions.
    - B. Using profane or insulting language or gestures toward an official or opponent.
    - C. Baiting or taunting players of the opposing team.
    - D. Disrupting the game so that it may not be continued in an orderly fashion.
2. Any player receiving two (2) Yellow cards in a match will be ejected from the match.
3. Any team receiving three (3) Yellow cards in one match will forfeit that match.
4. Coaches, captains, or playing captains are responsible for the action of their team members.

At no time may a coach enter the playing area.