

# 2015 3v3 BASKETBALL RULES

ASA and NIRSA rules will govern play except with the following changes made by Ferris State Intramural Sports. General policies and all official sport rules can be found on the Intramural Sports page on the UREC website.

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## Rule 1: Facility and Equipment

### Article 1. Facility – University Recreation Center: Basketball Courts 1-4

- Ferris State Intramural Sports has a zero tolerance policy for alcohol, tobacco, or any other drug at intramural events. Furthermore, Intramural Sports staff reserves the right to remove participants or fans suspected to be under the influence of drugs or alcohol. The removal process may involve the assistance of authorities such as Ferris State DPS or a member of the Big Rapids Police Department.
- Pets:** Due to health and safety concerns, pets are not allowed at the Intramural Sports Fields. This includes both formal intramural competitions/events and informal recreational activities.

### Article 2. Equipment

- The Intramural Department will provide game balls and jerseys. These **MUST** be used during every game, **NO EXCEPTIONS**.
- Jewelry, BARRETTES, bandanas, and brimmed hats are illegal. All head/facial piercings must be removed. If you want to wear it, then don't play.** Penalty for wearing any of these will result in a technical foul.

## Rule 2: Eligibility

### Article 1. Eligibility

- Ferris State students, staff, and faculty are allowed to participate in IM Sports.
- NO ID, NO PLAY. NO EXCEPTIONS!** All players must present their own personal FSU ID card before every game in order to participate.
- If you are caught trying to use someone else's ID, your team will forfeit that game, and the other person will need to come to the UREC office the following day to retrieve his/her ID.
- Former varsity basketball athletes can participate if they are not currently on the varsity team, and can only be 1 player per team.

## Rule 3: Intramural 3v3 Basketball Specifics

### Article 1. The Game

- Games consist of two 15 minute halves with a running clock.
- During the last 2 minutes of the second half: Clock will stop on all whistles, free throws, and after made baskets.



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- c) Teams are allowed 2 time-outs per half (30 seconds each). Time-outs NOT used in the first half will NOT be available for the second half. Likewise, second half time-outs not used will NOT be available during the overtime period.
- d) A regulation game has 3 players per team, and can play as few as 2 players.
- e) A coin toss or an even or odd call will be used to determine which team shall take first possession; after that, the alternation possession will occur.
- f) Possessions change after each basket, unless a foul is awarded.
- g) Substitutions may be made after a basket, foul, or a stoppage of play. Players must check-in at the scorer's table.
- h) **Scoring:** For men's or women's games, a made basket inside the arc is worth 1 point and baskets made outside the arc are worth 2 points.

## Article 2. Violations and Fouls

- a) All violations, fouls, made baskets, and out of bounds will result in a dead ball situation.
- b) After a rebound or defensive steal inside the arc, teams must bring the ball outside the 3-point arc before starting their offensive possession (both feet and the ball must pass beyond the arc). A violation occurs if a basket is made by a team failing to properly take the ball back. The points will be lost and the possession of the ball will go to the other team.
- c) A steal outside the 3-point arc can be converted into an immediate basket.
- d) Each player is allowed 4 fouls before fouling out for the remainder of the game.
- e) Each player is allowed 2 technical fouls before being ejected for the remainder of the game.
- f) Intentional, technical, and flagrant fouls will result in an automatic TWO points and the ball for the offended team.

## Article 3. Regular Season

- a) Regular season will consist of 4 games.
- b) All players must be listed on the team roster before the end of the second week during the regular season.
- c) **Rosters will be frozen at the start of the THIRD WEEK of the regular season.** This means that all players **MUST** be signed up on IMLeagues on the roster of that team AND paid for prior to the beginning of the third week of the season. No additions will be allowed unless approved by the Intramural Coordinator.
- d) IM Sports recommends that you have at least two extra players than the required amount on your roster in case you need subs throughout the regular season and playoffs.
- e) If there is a tie at the end of a game, the game remains a tie.

## Article 4. Playoffs

- a) Every team makes the playoffs as long as they have the proper sportsmanship average (2.75). The fans sportsmanship can also have an effect on your team's sportsmanship rating.
- b) Once in playoffs, a team must maintain a 3.0 sportsmanship rating to advance.
- c) If there is a tie at the end of regulation, a 5 minute overtime quarter will be played. Additional overtime quarters will be played until there is a winner at the end of the quarter.

## Rule 4: CoRec Modifications

### Article 1. Teams

- a) CoRec teams will have a male/female ratio of 2 females to 1 male. If only 2 players, the ratio will be 1 male and 1 female.
- b) Teams must have at least 1 male and 1 female in the contest at all times.



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## Article 2. Scoring

- a) Male scoring will be 1pt inside the arc and 2pts outside the arc.
- b) Female scoring will be 2pts inside the arc and 3pts outside the arc.
- c) Males CANNOT block a female's shot attempt in the paint. Points will be awarded for block or block attempt.

## Rule 5: Captain Responsibilities and Sportsmanship

### Article 1. Captain Responsibilities

- a) The Captain must maintain control of his/her team's sportsmanship. Your team will be graded each game and must maintain a 2.75 average to make the playoffs. Every team makes the playoffs as long as they have the proper sportsmanship average. The Captain is also in charge of the fans that come to support his/her team. The fans sportsmanship can also have an effect on your team's sportsmanship rating.
- b) **GAMETIME IS FORFEIT TIME.** If your team does not show up ON TIME for your scheduled game, your team will receive a forfeit and a 0 sportsmanship rating. If at least one member of the team shows up before the scheduled start time, a 5 minute grace will be added to the forfeit time.
- c) If your team forfeits, a \$35.00 fee will be issued to the Captain, and will need to be paid by 3pm prior to the next game. Failure to do so will result in a second forfeit.
- d) If your team forfeits a second time, by any means, the Captain will be issued another \$35.00 fee and their current team will be removed for the rest of the season.
- e) **Defaults** are an alternative to forfeiting a game. If your team will not be able to make it to a scheduled game, you may contact the Intramural office by **1:30 on the day of the game (1:30 on Friday for Sunday games)** and let us know you will default the game. Your team will receive a loss, but you will not have to pay a forfeit fee.

### Article 2. Appeal Play/Protest

- a) Protests will not be received or considered if they are based solely on a decision involving the accuracy of judgement on the part of an umpire.
- b) The appeal/protest must be made before the next legal or illegal pitch or before the defensive team has left the field of play. The following may be appealed/protested:
  - 1) Misinterpretation of a playing rule
  - 2) Failure of an umpire to apply the correct rule to a given violation
  - 3) Failure of an umpire to impose correct penalty for a given violation

**ONLY THE CAPTAIN IS ALLOWED TO APPEAL THE PLAY/PROTEST THE GAME.**

\*\*\*Written protests may be filed in the Intramural Office anytime between the initial time of the incident to the following day by 3pm. (See desired articles under Rule 3: Intramural Sport Specifics for rule clarifications.)\*\*\*

