

IM 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 3 and 4

- a) 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.

Article 2. Equipment

- a) The Intramural Department will provide game balls and jerseys. Teams can choose to use a different basketball as long as both teams agree on the same ball. If teams cannot decide on the same ball, than the IM ball will be used.
- c) Jewelry is not allowed during any intramural sport. The only exception to this rule is wedding bands and medical bracelets. If jewelry cannot be removed, tape must be used to cover the jewelry up. The Intramural Department will not provide tape. Penalty for wearing any of these will result in a technical foul.

Rule 2: Eligibility

Article 1. Eligibility

- a) Ferris State students, staff, and faculty are allowed to participate in IM Sports.
- b) **NO ID, NO PLAY. NO EXCEPTIONS!** All players must present their own personal FSU ID card before every game in order to participate.
- c) 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.
- d) Former varsity basketball athletes can participate if they were not on the varsity team’s roster to begin the year, and can only be 1 player per team.

Rule 3: Intramural 3v3 Basketball Specifics

Article 1. The Game

- a) Game will be played to 15 points or 25-minute time limit.
- b) The winning team must win by two points. We will cap the game at 21 points.
- c) Teams are allowed 1 timeout per game
- d) A regulation game consists of 3 players per team. Each team can have more than 3 on their roster. A minimum of 2 players is required to play a game.
- e) A coin toss or an even/odd call will be used to determine which team shall take the first possession.
- f) Make it take it rules will be in effect. This means if you score a basket, your team will retain possession of the ball.
- 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.



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Article 2. Violations and Fouls

- a) All violations, fouls, made baskets, and out of bounds will result in a dead ball situation.
- b) Players will call their own fouls. Court officials and supervisors will have all final say on any foul called
- c) If a player calls a foul on a shot, they retain possession. The basket will not count if it goes in.
- d) Once a team reaches 7 fouls, you can decide to shoot a 1 pointer or 2 pointer. If the shot is made, your team retains possession. If the shot is missed, the other team will take the ball and checkup.
- e) 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.
- f) A steal outside the 3-point arc can be converted into an immediate basket.
- g) There is no foul limit per person.
- h) Each player is allowed 2 technical fouls before being ejected for the remainder of the game.
- i) 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 8 games, 2 per night.
- 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 Assistant Director of Intramurals and Club Sports.
- 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) There will be no time limit in the playoffs.
- d) Double elimination format for the playoffs.
- e) If there is a tie at the end of the 25 minutes, teams will play until one gets to 15 points.

Article 5. Mercy Rule

- a) No mercy rule in 3v3 basketball.

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 3 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 \$25.00 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 \$25.00 fee and their current team will be removed for the rest of the season.
- e) **If the Captain is unable to make it into the Student Recreation Center to pay the forfeit fee in time, he/she is allowed to contact the Intramural Office to authorize the fee to be charged to their Student Account. We will try our best to contact the captain the next morning after to remind them about the fee. However, this is ultimately the Captain's responsibility!**



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- f) **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 judgment on the part of an official.
- b) The appeal must be made before the next play.
- c) The following may be appealed/protested:
 - 1) Misinterpretation of a playing rule
 - 2) Failure of an official to apply the correct rule to a given violation
 - 3) Failure of an official to impose correct penalty for a given violation

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.)

