



INTRAMURAL 3ON3 BASKETBALL RULES AND REGULATIONS

***INTRAMURAL 3 ON 3 BASKETBALL WILL BE PLAYED UNDER CURRENT NATIONAL FEDERATION
OF STATE HIGH SCHOOL ASSOCIATION RULES WITH THE FOLLOWING
EXCEPTIONS/AMENDMENTS (PARTICIPANT COPY):***

TEAM CAPTAIN S MEETING

- Attendance at the team captain s meeting is **MANDATORY**. Any team not represented at this meeting will not be included in the league, unless the captain is able to come to the University Recreation Office and listen to an audiotape of the captain s meeting.

SCHEDULES

- Schedules can be picked up immediately after the captain s meeting or after listening to the audio tape during office hours (7:45 a.m. — 4:30 p.m.) at the University Recreation Office.

GENERAL PROCEDURES

1. All intramural participants must be registered with the UW-EC, and have a roster on hand with the University Recreation Department, or is a faculty/staff member affiliated with UW-EC.
2. All team sports will follow an unlimited roster policy. New players can come to the competition and be added to your roster as long as they have their UWEC Blugold I.D.
3. To be eligible for the playoffs, a player must have played at least one regular season game for that team.
4. The regular season of all competitive leagues will be followed by a single elimination playoff tournament when time permits.
5. Abusive, derogatory, and demeaning comments & gestures will **NOT** be tolerated in Intramural Sports. Violators will face suspension or expulsion from the program. Serious incidents or repeated abuses will be subject to sanctions under the UWEC Code of Conduct.

GAME RULES

1. Only one basket will be used and the boundary will be half the regulation court.
2. Each team will consist of at least two players and a maximum of three substitutes. Teams must have two players or forfeit the game. Each team will designate a captain to represent the team.
3. Men s contests will consist of three games to 15 baskets. Women s contests will consist of three games to 11 baskets. The first team to score 15/11 baskets in each game wins.
4. Following a coin toss, the winning captain will choose between possession of the ball at the start of the game and the choice of pullovers. Possession will alternate throughout the contest including all held balls and the start of the second and third games.
5. A team scored upon will take possession of the ball at the top of the key. Prior to starting play, the defensive team must handle the ball and call out the correct score. Once the ball has been checked by the defense it becomes live. The offense may shoot immediately after the check. Each time possession changes between teams, the ball must be taken back beyond the three-point line or the top of the key. This includes rebounds as well as steals.

6. There are no jump balls. Teams will alternate possession on held balls. First possession belongs to the team losing the coin toss.
7. Fouls — A player who is fouled must call it immediately. Play stops at that point, no continuation of the play. The team who was fouled gets possession of the ball at the top of the key. (see # 5)
8. Substitution is allowed for any player. However, this can only be done during a dead ball.

Players Guide:

- a. There is no referee. Call your own fouls. Use the honor system.
- b. A player who is fouled must call it immediately.
- c. No jumpballs teams will alternate possession. (see # 6)
- d. The team that is fouled gets possession of the ball. (offense retains possession, defense obtains possession)
- e. Loss of possession takes place on violations such as traveling, holding, charging, kicking the ball, etc.
- f. No three pointers. All baskets score one point.
- g. This league is meant to be fun. Please keep that in mind at all times. HAVE FUN!

SPORTSMANSHIP

1. Team managers are responsible for the eligibility and conduct of all their players. Referees are instructed to speak with **team captains only!** The Referee may eject players who choose to ignore this rule.
2. The Referee may forfeit the game if physically or verbally abused by any team member or spectator.
3. If a player is ejected from a contest for any reason, the official and/or supervisor will document the reason for ejection on a daily report. Once on report, a player must meet with an Intramural Director before being reinstated for competition.

EQUIPMENT

1. A team may wear apparel of their choice. However, shoes and shirts must be worn at all times.
2. **NO JEWELRY** of any kind is permitted while participating in any Intramural activity. Failure to remove jewelry will result in ejection from the contest. Any exposed piercing must be taped. No hats, bandanas, or barrettes are allowed.

FORFEITS

1. Captains of any team forfeiting a contest must stop by the UR Office, in person by 4:30 p.m. of the next business day to re-enter their team. Failure to do this will result in the team being dropped from further competition. Any team forfeiting a game will not be eligible for post-season play.
2. Any team forfeiting two games will be automatically dropped from competition. Any team may be charged with a forfeit for unsportsmanlike conduct.

DEFAULTS

1. A team unable to attend a game may default their contest, if this is done twenty-four (24) hours in advance of the scheduled game time. Sunday games must be defaulted by Friday noon. A default will result in a loss by the defaulting team, and will have no effect on playoff eligibility.

