



Florida Southern College Intramural 3v3 Basketball Rules

General Information

- 1) All participants must have their current valid FSC ID card with them
- 2) Jewelry is not allowed.
- 3) All participants must arrive to the playing surface 15 minutes before game time.

Rosters

Adding players to rosters is allowed in all team competitions. The player must bring their FSC ID card to the team's game to be added to the roster. The player must check in with the IM Staff and then they will be added to the roster. Players can be up to when playoffs start. Rosters are frozen after the team's last regular season game. After a player is added at the game-the following day the office will check to make sure the player is legal, if the player is found to be illegal the team will forfeit any games that the illegal player participated.

Eligibility Requirements

Intramurals are open to current FSC students, faculty, and staff with FSC ID. All current full-time students, faculty and staff regularly enrolled in any department of Florida Southern College are eligible to enjoy all Intramural activities. Participants shall remain eligible until they graduate, withdraw or fail to comply with the rules of eligibility. This privilege may also be revoked/suspended by the Intramural Advisory Council or the Assistant Director for just cause at their discretion. Participation in the Intramural program is entirely voluntary and is a privilege, not a right. All full-time students (twelve or more hours per semester constitute a full-load) are eligible to enter into any intramural activities provided they do not break any other eligibility policies listed in this Article. Any part-time student is eligible to participate in Intramural activities provided he or she meets all of the following criteria:

- Is pursuing a degree during the year in which they are classified as a part-time student.
- Is enrolled in a departmental day course offered by the college to earn credit for graduation.
- Has paid the college activity fee.
- Received approval from the Assistant Director of Intramural Sports

For any questions regarding a varsity athlete, club athlete or professional athlete, etc. and their eligibility within the Intramural Sports program, please refer to the Intramural Sports Participant Manual. This manual can be found on the Wellness Website or on IMLeagues.

If an Intramural employee determines that an individual is attempting to check in with false identification in order to participate in an Intramural activity, the ID will be **confiscated** and that individual will not be allowed to play. If it is determined the participant used improper identification, the team will forfeit any contest the person participated in. In addition, any individual caught trying to check in with an ID card that is not their own has jeopardized themselves and the owner of the ID to disciplinary action by the college. Non-FSC students are not eligible to participate in the Intramural program. Any non-student found to be participating will cause the team he participated with to forfeit any contests he participated in. Additionally, the forfeited games will result in a Sportsmanship Score of zero being averaged into the team's overall Sportsmanship Rating.

Weather Cancellation

In the event of inclement weather, decisions regarding playing conditions will not be made before one hour prior to the day's first game. Teams should not **assume** that games are cancelled. The Office will try to contact captains if games have been cancelled. We will also post information on our Facebook page "FSC Intramural Sports" or intramural website. The office will also try to send emails out to all captains before the game is supposed to start.

If a contest is postponed due to weather, the Assistant Director will attempt to reschedule the game.

Captains

Each team shall designate to the Referee the team captain or captains. The captain's first choice of any penalty option shall be irrevocable. Decisions involving penalties shall be made before any charged time-out is granted to either team. The team captain is responsible for all information contained in the Intramural manager's packet.

Jewelry

- 1) **Jewelry is not allowed. All jewelry must be covered by athletic tape or Band-Aids prior to the start of the game. Wellness Center staff are not permitted to provide material to cover jewelry.**
- 2) **Captains will be given a warning before the game that all jewelry should be taken off -it is up to the captain to inform their players before the game!**



If after that:

- a player is caught with jewelry on: both team captains will get a second warning and the specific player will be given a technical foul

If after the second warning any player that is caught with jewelry will be ejected from the game (it doesn't matter what team) and the game shall be a forfeit for the team with the 2nd illegal equipment penalty.

Mercy Rule

At the time of the last two minutes, if the following occur a mercy rule will be in effect and the game shall end.

- 20 points with two points remaining in the second half.

****Intramural 3v3 games will be conducted under the rules of the NIRSA – National Intramural/Recreational Sports Association – with the following modifications. NIRSA 5v5 Basketball rules will govern any rule not mentioned in the following****

Team Requirements and Equipment

- 1) A team shall consist of at least 3 players. You must have two players in order to start. All players must be checked in with the intramural supervisor before they are allowed to participate. They must show a valid FSC ID at every game. CoRec must play with 2 women at least in the 1st half, unless the team is only playing with 2 players (Combination: 1M/1W)
- 2) Teams must agree on which size ball is used. If teams cannot agree, they will default to a Women's sized ball.
- 3) Rosters may have as many people as needed. The intramural staff only recommends 5-10 players.
- 4) Casts and/or any other item deemed to be dangerous by the official or athletic trainer may not be worn during the game. Knee braces made of hard, unyielding substances covered on both sides with all edges overlapped and any other hard substances covered with at least 2 inch of slow recovery rubber or similar material will be allowed.
- 5) Any other questions please contact the Intramural Sports Office or check the intramural website for the intramural manager's packet.

The Game

- 1) Games will consist of four 8-minute quarters with a running clock and a 3-minute half time. The clock will not stop in the first, second, or third quarters, but will only stop in the last two minutes of the fourth quarter.
 - a. Under two minutes in the fourth quarter, the clock will stop after a made basket. The clock will resume after the pass off of the neutral check.
- 2) Games are 32 minutes long, or the first team to 50 points.
- 3) The winner of rock, paper, scissors will determine if they want to start on offense or defense
- 4) Each team will receive one timeout per half. Timeouts do not carry over to the 2nd half.
- 5) There will be 1 timeout per team given for the overtime period. Timeouts do not rollover
- 6) Substitutions may occur during any dead ball situation. Substitutes are expected to check-in with the scorekeeper at the scorer's table.

Definitions

5-second closely guarded – applies only in the frontcourt to players holding or dribbling the ball whose defender has established a closely guarded position at least 6 feet from the player with the ball. The count shall stop when a player loses control of the ball, or if the defender concedes their guarding position.

3-second lane violation– applies to offensive players who have any part of their foot in the lane are when the ball is in their frontcourt. The count stops on loss of team control, and on any shot. **A player in the lane may receive a pass prior to 3 seconds and be permitted to make an offensive move to the basket.**

Overtime (Playoffs Only)

Games tied after the end of regulation will result in a three-minute overtime period in playoffs only. Regular season games may end in a tie.

The clock will stop in the last one minute of overtime. If the game is still tied after first overtime, overtime periods will be played until the tie is broken.

Scoring

- 1) Scoring in 3 on 3 Basketball will be as follows.
 - a. All baskets will be inside the 3PT line are worth one point.
 - b. If a basket is made beyond the 3PT line, it is worth two points.
- 2) Possession changes after each made basket. It is NOT make it take it

Change of Possession and Check-Line

After a basket, out of bounds, violation or foul the ball must be checked.

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.



Players involved in the check must be positioned in the designated check area

- Outside the 3pt line, and within the black 10ft volleyball lines

Once players are legally positioned inside the check area, the referee will blow a "ready to play" whistle

- Players involved in the check must wait for the "ready to play" whistle before checking the ball

Defenders have 5 seconds to get appropriately positioned in the check area

Penalty: Technical Foul for stalling

Players must cleanly check the ball; they cannot attempt to deceive their opponent or steal possession in any way.

Penalty: Technical Foul

The offensive and defensive player who are checking the ball must not leave the 10-foot area until after the pass out of the check.

Neutral Check – the person checking the ball cannot dribble or shoot out of the check, and the defender must remain stationary and cannot attempt to steal or deflect a pass out of a check

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.

Fouls, Violations, & Free Throws

Beginning with the 5th team foul committed in each quarter, the opposing team will receive one [1] free throw. If the free throw is missed, the ball will be a live ball and the ball must be returned to a point anywhere behind the 3-point arc regardless of the team in possession. If the free throw is made, the opponent will receive the ball at the "check line". The clock will only stop for free throws during the last two (2) minutes of the fourth quarter. See the rule for game timing for when the clock resumes after free throws in the last two minutes. During free throw attempts, the non-shooters may enter the lane on the shooter's release and the shooter may enter the lane after the ball contacts the rim.

Fouls

- 1) Free throws will be awarded, and teams will need to line up like 5v5.
- 2) If a player receives a technical foul that will count as two fouls. Any player that receives two technical fouls in one game will automatically be ejected. Any team that receives three technical fouls in any game will automatically have to forfeit the game.
- 3) The non-technical foul team will receive an automatic point and the ball.
- 4) Shooting fouls are only one free throw, unless the foul was committed behind the 3PT line, then two free throws are awarded.
- 5) Teams enter in to the Bonus when five team fouls are reached on the opposing team. Bonus is one-shot regardless of how many fouls the other team has.
- 6) **Players awaiting a missed free throw can move upon release of the ball**

Officials

- 1) There will be two officials and one scorekeeper per game. The officials will call all fouls and be in charge of game control. The scorekeeper will be in charge of the score and tracking fouls. If a problem does occur please contact the intramural supervisor.