Participation Warning

There are inherent risks of mental and physical injury while participating in the Intramural Sports Program. Our goal is to reduce or eliminate as many risks as reasonably possible to provide a safe and fun program. This does not mean that injuries will not happen. We ask for your full cooperation in following instructions regarding proper conduct, proper use of equipment and facilities, and adherence to the rules of each sport as established by the Intramural Sports Program. Participants are responsible for the cost of any injury; therefore, you are encouraged and recommended to have adequate health insurance.

Rules of Play

Team and Equipment Regulations

1. Teams consist of three players. Teams will not be limited to a maximum amount on their roster. Additions to the roster can be made any time during league play and up to your first tournament game. Once the tournament begins you cannot add individuals to the team roster (unless someone is injured). You may not remove players from the roster once they have signed up.

2. You may start and finish a game with two players. If for any reason a team has less than 2 players, the game shall be forfeited.

   a. Co-Rec Rule: Teams must start the game with at least one person of each gender. The third person can be of either gender.

3. Mercy Rule: The clock will not stop when a team is ahead by 20 points or more within the last two minutes of the second half. If a team is ahead by 25 points within the last two minutes of the second half, the game will officially be over and the team with the lead will claim the win.

4. Shoes that are judged unsafe by the Officials (liable to cause injury to another player) will not be allowed. No open-toed shoes will be allowed. Shoes must be non-marking tennis shoes.

5. Teams are encouraged to furnish their own practice basketballs. Game balls will be provided.
a. Game balls will not be permitted to use before the game, at halftime, or after the game.

**Game Format**

1. Each contest will be the best two out of three games played. The first two games are 20 minutes or the first team to score 31 points, whichever comes first. Teams must win by 2 points with a cap at 34 points. If a third game is necessary it shall be played to 15 points or 10 minutes. Teams must win by 2 points with a cap at 18 points. There will be a 1-minute break between games, and each team will be given one 30 second time out for each game. Unused timeouts do not carry over. If there is a tie at the end of regulation play, the game is considered a tie (exception: tournament games will be played until there is a winner.)

2. The Competitive Sports Supervisor has the authority to change playing time if a game is going longer than expected due to an injury or other circumstances.

3. The student staff have jurisdiction over each contest with the authority to eject players, coaches, and/or spectators from the playing area or building for abusing the rules and/or any unsportsmanlike behavior.

4. Teams are expected to be ready to play at their scheduled time. Clock will start at game time.

5. Teams with less than two players will be given a five-minute leeway. A forfeit will then be assessed to teams with less than two players. For Co-Rec, it’s the same for following the gender rule.

6. Tournament Tie Situations: A two-minute overtime will be played if the game results in a tie. Each team will be given one additional timeout for each round of overtime played (timeouts from the game or from separate timeout rounds do not carry over). Double overtime will be one minute. Triple overtime will be played as sudden death, which means the first team to score wins the game.

**Game Rules**

1. The game clock will be stopped for all injuries.

2. For Men’s U6, we will have markings on the wall where individuals will stand with the inside of their heels against the wall to be measured for 6’ & under. Shoes are not required to be worn while being measured.

3. Only a Game Manager will be provided per court. The offensive player calls all fouls. If an agreement cannot be reached, the Game Manager and/or Competitive Sports Supervisor has the authority to make the final decision and to enforce the rules and regulations governing 3 on 3 basketball.

4. Paper, rock, scissors shall be conducted between the designated captains of each team. The winner shall have the choice of possession for the first or second half.

5. The “check line” shall be the three-point line. After each change of possession, including air balls, steals, etc., a player must clear the ball across the check line in order to advance the ball to score.

   a. After the ball is checked by the opposing team, the offensive player must pass the ball. They cannot shoot or dribble the ball.

   b. If a team scores without the ball crossing the “check line”, this is a violation and
the ball is awarded to the other team and the points will not count.

6. *All sportsmanship technical fouls count as personal fouls and as a team foul.*

7. All fouls shall be counted as a team foul. After the sixth team foul, a one-and-one situation shall be awarded for the remainder of the game. Players do not line up in the lane and the player fouled will be awarded one shot. If the shot is made, then the team whose player shot the ball will be awarded two points. The opposing team is then awarded possession of the ball.

8. Fouls committed while shooting will not result in a free throw unless the bonus foul is reached.

9. If a foul occurs while a player is in the act of shooting and the basket is made, then there is no foul and the basket will count.

10. Any offensive foul shall result in disallowing the basket.

11. All substitutions can only be made during a dead ball situation. *Substitutions must report to the score table, kneeling down, and wait to be beckoned on the court by the Game Manager.* Illegal substitutions will result in a technical foul (two foul shots, plus the ball for opposing team).

12. *Dunking will only be allowed during a game;* NEVER during pre-game, time-outs, halftime, or post-game. A technical foul, personal and team foul will result for dunking during pre-game, time-outs, half-time, or post game.

13. Co-Rec Rules:
   a. A regulation women’s ball will be used.
   b. Teams may start a game with two players.
   c. There must be at least one man and one woman on the court at all times. The third player can be of either gender.
   d. Men can guard women and women can guard men. There is no restriction for this particular sport on guarding a certain gender.

**Injured Player(s) Policy**

If someone on your team becomes injured, please contact the Intramural Program staff at intramurals@usu.edu or 435-797-8388 24 hours before your next scheduled game to inquire about replacing the injured player on your team. Doctor or Athletic Trainers note may be required. Intramural Sports Program staff has the authority to determine if an injured player will be allowed a substitute. There are limitations when it comes to who can substitute during tournament play. If someone becomes injured during the tournament, an eligible participant may play in their place. Once the injured individual becomes approved to play again, that substitute is then removed from the team roster.

**Eligibility Requirements**

Eligibility to participate in the Intramural Sports Program at Utah State University is restricted to certain members of the campus community. Review the following requirements carefully to ensure you and your teammates are, and remain, eligible. For questions concerning eligibility, please call our office at 435-797-8388 or email intramurals.usu.edu.
• Students: If you are enrolled at Utah State University with at least one (1) credit, paying the Campus Recreation fee, or are doing research and possess a current student activity card or proof of enrollment.
• Faculty and Staff: If you are currently employed by any department of Utah State University you can pay the Campus Recreation fee for $35.61 at the Registrar’s Office.
• Spouses of Students/Faculty/Staff: You can purchase a spouse pass at the Registrar’s Office that will give you access to participate for $40.
• Intercollegiate/Club Sport Athletes: You can only have two or three Intercollegiate or Club Sport athletes (depending on the sport) on an Intramural team that at one point were on the team roster during that current school year. See tables below for Intercollegiate and Club Sport Athletes on eligibility for Intramural Sports.

### Intercollegiate/Club Sports Athletes

<table>
<thead>
<tr>
<th>USU Sport</th>
<th>Club Sport</th>
<th>Intramural Sport</th>
<th># of Participants you can have on IM Team</th>
</tr>
</thead>
<tbody>
<tr>
<td>Basketball</td>
<td>N/A</td>
<td>3v3 Basketball</td>
<td>1</td>
</tr>
</tbody>
</table>

### Adding Players

Team captains are responsible for monitoring participants who join their team. If players are not on the team roster before 4pm of your scheduled game day, those players will need to get permission from the Competitive Sports Supervisor on duty. The cut off for adding players to rosters is one day after the season ends.

### Sportsmanship Rating System

The sportsmanship rating system is intended to be an objective scale by which teams’ attitudes and behaviors can be assessed. Behavior before, during, and after a contest is included in each rating. Each team captain is responsible for educating **ALL players and spectators** affiliated with his/her team about the system. **Teams must maintain a 3.0 (“B”) average in order to qualify for tournament play. Teams must also maintain a 3.0 (“B”) average during tournament play.**

The Intramural Staff will determine the score for the teams after each intramural contest. The Intramural Staff reserves the right to review and/or change any sportsmanship rating given. Captains inquiring about their team’s sportsmanship rating can do so in a few ways:

- Contacting the Assistant Director of Competitive Sports or Graduate Assistant of Competitive Sports by emailing intramurals@usu.edu the next day
- Asking the Supervisor at halftime of the game that is currently being played
- Checking online in the “Rankings” area of FusionIM

The sportsmanship rating system is based on the following criteria, **but not limited to:**

**4.0 = Excellent Conduct and Sportsmanship (A)**

- Team members cooperate with and demonstrate good sportsmanship toward members of opposing teams, spectators, and ALL campus recreation staff.
• Team manager exhibits control over his/her team and spectators, converses reasonably and rationally with officials about rule interpretations, and cooperates by providing any information requested by any intramural staff member.

3.0 = Good Conduct and Sportsmanship (B)
• Team members verbally complain about some of the decisions made by the officials and/or show minor dissensions, which may or may not merit an unsportsmanlike conduct penalty.
• Teams receiving one unsportsmanlike conduct penalty will receive no higher than a "B" rating.
• A team defaults the contest, meaning they contact the Intramural Sports office before noon on the day they are scheduled to play to let them know they will not attend.

2.0 = Average Conduct and Sportsmanship (C)
• Team shows verbal dissent toward officials and/or the opposing team throughout the game, which may or may not result in an unsportsmanlike conduct penalty.
  o There may be one player who consistently question calls in a rude behavior or speak negatively towards the opposing team throughout the game. A penalty may not be enforced as no one instance may warrant that, but the overall behavior may award the team a “C” in sportsmanship.
• Team captain exhibits minor control over team/spectators, but is in control of himself/herself.
• Teams receiving more than one unsportsmanlike conduct penalties will receive no higher than a "2.0" rating.
• Team is unable to produce a team at game time resulting in a forfeit.

1.0 = Below Average Conduct and Sportsmanship (D)
• Team continually dissents the officials and/or opposing team from the court/sidelines.
  o There may not be an unsportsmanlike penalty enforced as no one scenario may mandate that, but if multiple players exhibit rude or negative behavior toward the staff or the opposing team they will be awarded a “D”.
• Team manager exhibits little or no control over team/spectators or himself/herself.
• Teams that have a player ejected will receive no higher than a "D" rating.

0.0 = Poor Conduct and Sportsmanship (F)
• Team is completely uncooperative; manager has no control over team/spectators/self.
• Teams play with ineligible participants or withhold any information requested.
• Damage or destruction of any Campus Recreation facility/equipment.
• At least one player ejection or causing a contest to be forfeited by any reason than not having enough players will receive an "F" rating.
• Any threatening behavior (verbal/nonverbal) towards any player, spectator, or campus recreation employee.

Teams receiving a "0.0" rating during tournament will not be allowed to advance.

Teams receiving a "1.0" rating during tournament must have their team captain meet with the Assistant Director of Competitive Sports before their next scheduled contest.

Teams that do not maintain a 3.0 Average during Tournament play will be required to meet with the Assistant Director of Competitive Sports before their next scheduled contest.

Everything is at the discretion of the Assistant Director of Competitive Sports and the Graduate Assistants of Competitive Sports. If you have any questions, contact them at intramurals@usu.edu or 435-797-8388.

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