

USU Intramural 3v3 Basketball Rules

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.

The Game

1. 2 teams of 3 players (can start with 2 players)
2. Co-Rec teams must have at least one player of each gender on the court at all times
3. Each contest will be the best two out of three games played. The first two games are 15 minutes or the first team to score 21 points, whichever comes first.
 - a. If a third game is necessary it shall be played to 15 points or 10 minutes.
4. There will be a 1 minute break between games and each team will be given one 30 second timeout per game. Unused timeouts do NOT carry over
5. If there is a tie at the end of regulation play, the game is considered a tie (tournament games will be played until there is a winner)

Eligibility Requirements

1. Current USU students, faculty and staff, spouses of students/faculty/staff who have purchased membership to the ARC.
2. Players must bring a valid physical ID to EVERY game
3. NO ID = NO PLAY, NO EXCEPTIONS!
4. Current USU Varsity basketball players are not eligible
5. Two (2) club basketball players are eligible per roster. Current practice players count towards this limit.
6. Varsity basketball players are not eligible to participate in their respective or alike intramural sport, activity or event until a period of one year has passed following completion of all activities for the Department of Athletics. After the period has passed, former intercollegiate athletes must participate at the highest level of competition offered in their respective sport
7. Professional athletes, current or former, may not participate in their respective or alike sport, activity or event. A professional athlete is defined as a person who has been paid to participate in a sport, under contract with a professional team, included on a professional team roster, practiced with a professional team and/or compensated for trying out for a team.

Equipment

1. NO JEWELRY is permitted!
2. Proper footwear and attire is mandatory
3. Any articles that may endanger other players are not permitted (i.e. jewelry, plaster casts, etc)

Play

1. Half court division line, sideline and baseline will be out of bounds
2. Shoot for ball
3. Possessions alternate for jump ball situations

4. The ball is cleared at the top of the key after scoring (loser's outs)
5. The ball is checked at the top of the key for fouls or out of bounds calls
6. The ball is cleared to the 3-point line after change of possession
7. If the ball is stolen, or there is an air ball, the ball still must come back outside the 3-point arc
8. To start a game, after a score or when a foul is awarded, a player must pass the ball from the "check line" which is the 3-point arc

Violations

1. Players have 5 seconds to pass the ball into play
2. 5 second held ball: a closely guarded player must pass, dribble or shoot within 5 seconds
3. 3 in the key: no offensive player may remain in the key for longer than 3 seconds

Fouls

1. Teams will call their own fouls
2. Individual player limited to five fouls per game
3. No free throws
4. Any foul that occurs within the final moments of the game that results in the game clock running out may be subject to one additional possession being awarded to the offensive team with the supervising officiating the final possession

Scoring

1. Each team must provide a scorekeeper (or players keep score)
2. Points will be scored like normal basketball (2s and 3s)
3. Ties will stand during regular season games
4. PLAYOFFS: If tied at the end of regulation there will be a 3-minute overtime period. 3-minute overtimes will continue until a winner is decided

Substitutions

1. Unlimited substitutions on a dead ball

Officials

1. Teams officiate their own games
2. A supervisor will be present to settle rules disputes

Overtime- Playoffs Only

1. Overtime will be three (3) minutes long
2. Clock stops on every whistle during the final two (2) minutes of overtime.

3. During the regular season, if the game is tied at the end of regulation, the final score is a tie with no overtime.
4. Each team will receive one (1) time-out during the three (3) minute overtime period – playoffs only.
5. During the postseason, teams will continue to play three-minute overtime periods until a winner is determined. If a team uses a timeout in overtime period 1, they will have 0-timeouts remaining for any additional overtime periods.

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.

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 average in order to qualify for tournament play. Teams must receive AT LEAST a 3.0 during all tournament games in order to advance.** 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 Coordinator 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

Sport Code	Description
4.0	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	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 this 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	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. 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 this rating 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 this rating. Team is unable to produce a team at game time resulting in a forfeit.
1.0	Team continually dissents the officials and/or opposing team from the court/sidelines. 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 this rating. Team manager exhibits little or no control over team/spectators or himself/herself. Teams that have a player ejected will receive no higher than this rating. The team captain will be required to meet with a Competitive Sports Administrator
0	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 this rating. Any threatening behavior (verbal/nonverbal) towards any player, spectator, or campus recreation employee. The team captain will be required to meet with a Competitive Sports Administrator
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Teams that receive a sportsmanship rating lower than a 3.0 during any Tournament contest will automatically be disqualified from the tournament.

For full details and our entire Intramural Sports Program Manual, please visit https://www.usu.edu/campusrec/intramural_sports/homepage_intramural

Everything is at the discretion of the professional staff members in the Competitive Sports Department. If you have any questions, contact them at intramurals@usu.edu or 435-797-8388