

-Arkansas State University-
INTRAMURAL SPORTS
TOURNAMENT EVENTS
3-ON-3 BASKETBALL RULES
SPRING 2009

RULE 1. SPORTING INFORMATION, PLAYERS, AND EQUIPMENT

1. **Registration:** Registration for this team event will open on Monday, 4/6 & close on Wednesday, 4/22. Rosters can be turned in at the Intramural office (HPESS 136). Rosters turned in after the closed date will not be added to the playing rotation. They will however, be placed on the waiting list. What does this mean? If a team drops out then we will plug in the first team on the waiting list.
2. **Rosters & limitations:** The minimum amount of players that you need to turn in a roster is three (3). The maximum amount of players that you can have on your roster is sixteen (16). For a player to be added onto your roster the captain must provide the following: Participants proper first & last name (no nick names) & Participants valid ASU ID. Rosters **WILL NOT** be accepted if they do not have the minimum amount of people or have the information mentioned above. Teams will not be added to the playing rotation until the captain reads the waiver & signs it. **PLEASE BE AWARE** that if the captain or alternate captain decides to take a player off of the roster that player that was taken off **CAN NOT** be added back on & **CAN NOT** play for another team in that sport. In short, chose your players wisely when making your final rosters. During ALL Tournament Events the rosters will never be frozen!
3. **Schedules:** Pool play schedules will be out Friday, April 24. You can only print off a copy of your playing schedule from one place & that is from the Intramural webpage at <http://union.astate.edu/intramurals>. From here you will be able to view scores, team records, point differential, sportsmanship grades, & rankings. Schedules will also be posted on the intramural board in the HPESS.
4. **Caps:** What is a cap? Cap is the amount of teams that we can allow to participate in an event due to the lack of time & space. For this event the cap is twenty (20).
5. **Length of play:** This is two (2) day event. Teams must be present & available on **ALL** days! Pool play will begin & end on Monday, 4/27. The tournament will begin & end of Tuesday, 4/28.
6. **Rescheduled games:** Games will not be rescheduled since it is only a two (2) day event.
7. **Defaults:** During tournament events teams do not have the luxury of defaulting any games.
8. **Forfeits:** A forfeit is when a team does not show up, does not have enough players to meet the minimum to start a game, or does not make it to there start time. When any of the above happens a team is given a forfeit. A team that forfeits is given a loss, is taken out of league, **AND** is charged a fee of \$20 per forfeit. **IF** a team forfeit's out the season then they will be automatically suspended from registering for all events. If they forfeit another season during that same semester then they will be suspended for that semester. This includes using the team name & suspending **EVERYONE** on the roster. Fees must be paid prior to those participants or team playing **ANY** future intramural events.
9. **ASU ID's:** Each participant must present a current, validated ASU student or faculty/staff ID card in order to be eligible to participate. Failure to produce a valid ASU ID will result in that participant not playing that evening. **NO EXCUSES WILL BE TOLERATED!**
10. Players **CAN BE** added to the roster on the field of play or can be added in the Intramural office.
11. **Number of players:** The game shall be played between two teams of three (3) players each. Each team must have a minimum of two (2) players in order to begin a game. Due to injury, a team may continue a game with less than the minimum number of required players. An ejection that leaves a team with less than the minimum number of required players will result in a forfeit by that team. **Game balls:** Warm up balls **WILL NOT BE PROVIDED** for teams to warm up with. One game ball per field will be provided & **WILL NOT** be used to warm up with. Men shall use a regulation-sized basketball & women shall use a 28.5 sized basketball. Teams **MAY NOT** play with their own or warm up ball's even if both teams agree so **DON'T ASK!** If you want to check a ball out from down stairs (Monday – Thursday), check into the scorers table first, then go down stairs & check out a warm up ball.
12. **Jerseys:** Each team must wear **numbered** shirts of one distinguishable color. We **STRONGLY** encourage teams to provide their own shirts or jerseys. If your team can not provide some we will have some on site for you to use. Having shirts or jerseys with numbers on the front or back is the only way that official's & staff members will identify players. Numbers must be clearly legible on the back or front of each jersey. No taped-on numbers or numbers written in via markers will be allowed. Any team not dressed in like-colored shirts may

wear the colored jerseys provided by Intramural Sports. If both teams are wearing the same colored jerseys then the home team must wear a different color.

13. Due to injury, a team may continue a game with less than the minimum number of required players. An ejection that leaves a team with less than the minimum number of required players will result in a forfeit by that team.
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15. **Shoes:** Tennis shoes must be approved court shoes which have non-marking soles. Players may not play barefoot!
16. Players may wear soft, pliable pads or braces on the leg, knee, and/or ankle. Braces made of any hard material may not be used due to safety reasons. Elbow pads are not permitted. For safety reasons participants **CAN NOT** participate with a cast.
17. Headwear containing any hard, unyielding, stiff material, including billed hats, or items containing exposed knots (i.e. bandanas) is prohibited.
18. Jewelry that may cause harm to others and/or your self is also prohibited. There are exceptions to wedding bands, medical bands & necklaces, and religious necklaces.

RULE 2. HPESS COURT POLICY

1. **ALL** games will be played from 6:00 PM – 10:00 PM at the HPESS on courts 1 & 2.
2. Food & beverages are **NOT** allowed on the courts!
3. If you do not have your ASU ID you **CAN NOT** get in as a spectator or a participant!
4. The Intramural Sports Staff & Director reserve the right to refuse **ANYONE** access to the complex. Please remember that participating or observing any and all Intramural & Recreational Sports events is not a right but a privilege. And at anytime we have the right to take that privilege away!

RULE 3. CONDUCT OF PLAYERS

1. Any player who acts in a manner not showing good sportsmanship shall be penalized with an technical foul followed by a possible ejection from the game & complex. The official(s) shall have the authority to warn, penalize, or disqualify any player(s), substitute, or spectator for violations of sportsmanship including, but not limited to the following:
 - a. Disrespectfully addressing an official or IM staff member.
 - b. Questioning the official's judgment or decisions.
 - c. Showing disgust with official's decisions.
 - d. Using profane or insulting language or gestures toward an official or opponent.
 - e. Baiting or taunting players of the opposing team.
 - f. Disrupting the game so that it may not be continued in an orderly fashion.
2. Captains are responsible for the action of their team members.
3. **ANYONE** who is asked to leave or is ejected from a game **MUST** leave the **ENTIRE** complex before play is resumed. If they refuse to leave UPD will be called to physically remove them from the complex. **ANYONE** who is ejected from a game will be suspended from playing **ANY & ALL** intramural events until they make an appointment with the Director of Recreation & Intramural Sports. They **WILL NOT** be reinstated to play until they talk with him first the next business day! It is important to note that this meeting **WILL NOT** take place on the court of play but the **NEXT BUSINESS DAY!**
4. If a player receives two (2) technical fouls (behavior) then they are ejected from the game & the complex.
5. During pool play if a team receives three (3) unsportsmanlike conduct penalties (for behavior issues) in one game then it shall be called with the losing team losing all points gained but retaining all points against.
6. During tournament play, for a game to be called solely on the number of technical fouls it shall be reduced to two (2) rather than three (3). If a team receives a grade less than a 2.0 (C) during tournament play then they do not advance. This rule is in effect even if that team is winning. The opposing team will advance in their place.

7. **Sportsmanship:** If a team receives one (1) technical foul will effect their sportsmanship grade that game to a 2.0 "C", two (2) technical fouls will result in a 1.0 "D", three (3) technical fouls will result in a 0.0 "F", & the game shall be called.

RULE 4. GAME FORMAT

1. Each game is played to (20) twenty points or (20) twenty minutes (must win by 2 points or to a 25-point cap).
2. The will be a running clock up till the last minute of play. The ball will stop for every dead ball situation.
3. **Game time is forfeit time.** A team must have the minimum number of players to start a game. If there is an insufficient number of players, the opposing captain has the option of taking the win or waiting for the minimum number of players to show. In the event that he/she decides to wait, that decision is irreversible and game clocks will be adjusted accordingly. If a team chooses to wait, it must wait for at least 10 minutes. The minimum number of players to start a game is two.
4. **No Mercy Rule.**
5. A coin toss at the beginning of the game will determine which team receives the first possession of the ball. The ball is put in play from the designated spot inside the mid-court circle.
6. One time our per game.

RULE 5. RULES OF PLAY

1. The ball is put in play from the designated spot inside the mid-court circle after each goal scored, following all free throw attempts, violations, and out of bounds plays. The offensive team does not have to pass the ball to begin play but must "check" the ball with the defensive team. Ball possession changes after each basket, unless a basket is awarded.
2. Point values for each field goal will be one (1) point and two (2) points for each successful three-point basket.
3. When a try for a goal is recovered by the defense after the ball touches the rim or backboard, that team must take the ball back behind the three-point line before attempting a goal. If a goal is scored before the ball is taken behind the three-point line, any points scored are awarded to the former offensive team. In taking the ball back, either the ball or the foot of the player is possession must touch the three-point line or the area behind it. If the defense steals the ball or recovers a try for a goal that does not touch the rim or backboard, that team may attempt a goal without taking the ball back.
4. No make it take it.
5. All common, personal, and technical fouls will be counted toward a team total. An individual cannot foul out of a game, but may be ejected by the Intramural Supervisor if warranted. No free throws will be attempted until on or after the 7th team foul.
6. One free throw will be awarded for a player fouled in the act of shooting and the two or three-point try is successful.
7. One free throw will be awarded for a player fouled in the act of shooting whose two-point try is unsuccessful, and two free throws will be awarded for an unsuccessful attempt beyond the three-point line.
8. Bonus free throws (one-and-one) for each common foul (except player control) will be awarded beginning with the offending team's 7th personal foul during each half. Two free throws will be awarded for every foul on or after the 10th team foul of each half.
9. On all one-shot and one-and-one free throw attempts (not the first of a two-shot sequence), offensive and defensive players may enter the lane when the free throw attempt has contacted either the rim or the backboard.
10. No free throws will be awarded for the following:
 - a) Each common foul before the bonus rule is in effect;
 - b) A double foul;
 - c) A player control foul.
- a) **Technical Fouls:** On all technical fouls, one (1) point will be awarded to the offended team, plus the ball at the division line for a throw-in. No free throws will be attempted for a technical foul.

Technical fouls are counted towards each player disqualification total (five fouls) and the team's bonus situation. Two unsportsmanlike technical fouls charged to any individual (player or coach) will result in his/her ejection from the game and the facility. Any technical foul assessed to the bench, manager, any coach, or an obvious fan of a team will also be charged to the head coach/team captain. Any team receiving three (3) unsportsmanlike technical fouls in one game shall forfeit the contest.

12. Hanging from the basket/rim will result in a technical foul charged to the player and disqualification from the game and facility. An exception may be made in the event a player grasps the rim to prevent injury. Note that this is the judgment of the game official. Any player damaging the rim and/or backboard may be held liable for the cost of replacing damaged equipment.
13. **Intentional Fouls:** One (1) point and possession of the ball at the spot nearest the foul will be awarded to the offended team for all intentional fouls during an unsuccessful two-point try. An intentional foul during an unsuccessful two-point try will result in two (2) points and possession of the ball. For a successful one-point or two-point try, the basket will be counted and the ball will be awarded.
14. **Flagrant Fouls:** On all flagrant fouls, the offended team will be awarded one (1) point and possession of the ball. The offending player will be ejected from the game.