

# Ithaca College

## Office of Recreational Sports

### Intramural 3v3 Basketball Rules



**Intramural Office: Hill 102**  
**(607) 274-3320**

**intramurals@ithaca.edu**  
**www.ithaca.edu/sacl/recsports**

#### **General Information**

##### ***Eligibility:***

1. All teams must have two forfeit bonds check on file to play in an intramural league.
2. All participants must be a current student or faculty and staff member at Ithaca College.
3. Participants can be on the roster of only one single sex team and only one co-rec team.
4. Teams may add new players to their roster up to conclusion of the regular season.
5. Players must participate in at least one regular season game to be eligible for the playoffs.
6. A maximum of two (2) club Basketball members may participate on a roster for teams. Teams that are found fielding more than the allowed club players will forfeit all games.
7. Intercollegiate Basketball players are not eligible for intramural basketball participation. A team will receive a forfeit for any games where intercollegiate basketball members are used. Any player listed on the current varsity/junior varsity roster is considered to have varsity/JV status, even if the player has quit or left the team for any reason during the season. The Office of Intramurals reserves the right to check varsity and junior varsity rosters for status.

**\*\* All players are required to present a valid Ithaca College ID Prior to every intramural contest. Those who fail to show their ID will not be allowed to participate. \*\***

#### **Forfeits & Forfeit Bonds:**

A team who does not field enough players within five minutes after a scheduled game time will receive a forfeit. If a team forfeits, it will lose its forfeit bond. After the 1<sup>st</sup> forfeit a team will be e-mailed that their first bond has been deposited, and the next forfeit will result in removal from the league. A 2<sup>nd</sup> forfeit will result in the second bond deposited and the team being dropped from the league. If a team knows ahead of time they will not be able to field a team for a scheduled game, they may notify the Intramural Office 24 hours before the game if it's on a weekday, and by 5:00pm on Friday for a weekend & Monday game. By notifying the office, the game will be cancelled and the team will receive a default loss instead of a forfeit. Defaulted games will NOT be rescheduled.

- **Penalty after 5-minute grace period:** Opposing team begins with a 10-point lead.

#### **Scheduling and Results:**

- Due to facility and time constraints, the rescheduling of games will only be done under extreme circumstances as deemed by Recreational Sports.
- The format of the league is round robin regular seasons followed by a single elimination playoff.
- Teams should plan to arrive 10-15 minutes before their scheduled start time, as games will begin on time.
- Game results will be posted on the bulletin board outside the intramural office (Hill Center 102) and online at <http://www.ithaca.edu/sacl/recsports/intramurals/offerings.php>
- In an event of a cancellation, team managers will be contacted. For outdoor sports, rainouts may occur, however assume your game will be played unless contacted by the office. You can also call Hill Center 102 or Hill Center 70 (4-1063) to ask about the status of the game.

#### **Player Conduct**

All players are expected to remain under control during an intramural event and are expected to treat all other players, officials, and intramural staff with respect. At any time an official or activity supervisor may eject a player for any reason they deem reasonable. If a player is ejected he/she must leave the premises immediately and will be ineligible to play the following game. The player must meet with the Recreational Sports Program Coordinator before they are eligible to play again. Two ejections will result in a player being disqualified from the league.

**\*\* No Smoking or Alcohol Consumption is allowed at an intramural event. \*\***

## **Game Location**

All games may be played in Hill Center, Gyms I and II and in the Fitness Center.

## **Rules and Regulations**

**All further rules not mentioned here will be as governed by the National Federation of State High School Associations.**

### ***The Game and Results***

- A team will consist of three players on the court.
  - A team may begin a game with as few as two players. If at any time a team has fewer than two eligible players, the team will receive a forfeit.
- Boundaries will consist of half the basketball court.
- Teams are allowed unlimited substitutions.
  - Substitutes may enter the game when there is a stoppage in play.
  - No substitutions may enter for the shooter of a free throw (unless for an injured player).
- All player names must be listed on the score sheet.
- Games will consist of two 12-minute halves with a 2 minute half time.
- The clock will be running time until the last minute of the second half, at which point it will stop on all dead ball whistles.
  - In the event of a tie at the end of regulation during regular season, the game will end in a tie.
  - In the event of a tie at the end of regulation during playoffs, a 3 minute overtime period will be used. If the game is still tied, a 2 minute overtime period will be used.
- There will be no time-outs
- Score will be kept with two and three point field goals. All free throws will be worth one point.
  - Possession changes after each basket (this is NOT make it, take it).

### ***Players and Equipment:***

- Players cannot wear any jewelry, hats or anything considered dangerous by an official.
- Casts or braces made of a hard substance cannot be worn unless completely covered by padding and checked by officials.
- Teams are encouraged to wear shirts of uniform color. If not, teams members should have both a light and dark colored shirt to differentiate the two teams.
- All players must wear non-marking rubber soled shoes.

### ***Co-Rec Modifications***

- At least 1 female player must be on the court at all times.
- At no time may all players on court for a team be of the same sex.

### ***Offensive Possessions***

- A coin toss will determine which team receives the ball first. Alternating possession will be used to determine who retains possession for any held balls.
- Offensive possessions will begin with an offensive player checking the ball with a player from the defensive teams at the top of the three-point arc.
- After checking the ball, a player must pass the ball in play.
  - If the player shoots or dribbles to begin a possession, play will be stopped and any made baskets will not be counted.
  - Upon first infraction a team will receive a warning and retain possession. Any further infractions will result in a loss of possession.
    - Note: Defensive teams may not intentionally delay the checking of the ball. If this occurs an official will issue an initial warning, then a technical foul will be addressed.
- All rebounds from field goal attempts are live balls.
- If the defensive team gains control of the ball at any time the ball must be cleared behind any portion of the three-point.
  - If a team gains possession and does not clear the ball, scored baskets will not be counted.

- Upon first infraction a team will receive a warning and retain possession. Any further infractions will result in a loss of possession.

### ***Fouls, infractions, and free throws***

- **Personal Fouls:** A foul committed by a player while the ball is live and the offended player is in the act of shooting while the foul occurs.
  - If the offended player:
    - Made field goal attempt – one free throw is awarded
    - Missed field goal attempt – two free throws are awarded
    - Missed three point field goal attempt – three free throws are awarded.
- **Common Fouls:** Any personal foul that occurs while the offended player is not in the act of shooting (all player control fouls will be considered common fouls).
  - All common fouls prior to the fourth team foul will result in the offending team gaining possession.
  - All common fouls (excluding player control fouls) on or after the fourth team foul will result in the offended player receiving a one-and-one.
  - Any player control foul will result in a loss of possession and any made baskets will not be counted.
- **Intentional Fouls:** Any foul that in the official's judgment is not a legitimate attempt to play the ball. The offended player is awarded two free throws and their team receives possession.
- **Flagrant Fouls:** Any foul that involves excessive or severe contact. The person committing the foul is automatically ejected from the game. The offended player is awarded two free throws and their team receives possession.
- **Technical Fouls:** A technical foul will be issued to a player or coach for the following. The offended team is awarded two free throws (which any player in the game may shoot) and receives possession of the ball at the top of the three-point arc:
  - Arguing with or coming in contact with an official
  - Vulgar or profane language
  - Taunting, baiting, or making obscene gestures at another player
  - Delay of Game (warning may be issued)
  - Calling Excessive time outs
  - Illegal Substitution
  - Too many players on the floor
  - Unruly fans
  - Hanging on the rim
  - Unsportsmanlike conduct
  - **A player may receive a *automatic ejection* for the following:**
    - Violent conduct and fighting
    - Using insulting, offensive, vulgar or abusive language towards another player or official

**Note:** A player ejected from the game for any reason must leave the premises immediately and will receive an automatic suspension for the next game. That player must come see the Program Coordinator before he/she is allowed to play again. If a player accumulates three technical fouls during the season he/she will be removed from the league.

### ***Miscellaneous Rules***

- **Free Throws:**
  - All players must wait for the ball to hit the rim during a free throw attempt.
  - Possession will change after made free throws awarded for personal or common fouls.
  - Unsuccessful attempts are live ball if the attempt is the last one of a set
    - If the defense gains possession of the miss, they must clear the ball. Offense does NOT have to clear the ball.
  - The offending team will gain possession after intentional, flagrant, or technical fouls.
- There shall be no shot clock.

