KSU Intramural Sports
3v3 Basketball Rules
Updated 9/21/2015

Team Requirements

• Teams: 3 players on the court per team, maximum
  o Minimum required: 2 players
• Up to 7 players can be checked in per game.
• All players must show their KSU ID to the Intramural Sports Staff to sign-in for each game. Players without their KSU ID will not be permitted to play.
• If one or both teams do not have the minimum number of players ready to play, the grace period will begin at game time, please see the grace period table in the IM Handbook.
  o If a team does not have the minimum number of players at the end of the grace period, that team will forfeit the match. If neither team has the minimum number of players, the game will be ruled a double forfeit.
• If a team knows that they will not be able to field a team for their upcoming match, they must complete the default form at www.ksuimsports.com by noon on the day of their game to report a default. The team will still be given a loss, but will not lose their forfeit deposit. A team can only default once per season.
  o 1 forfeit or 2 defaults in a season result in loss of forfeit deposit and removal from league
  o Following a forfeit, teams must call the Intramural Sports Office by 12:00pm the next day to remain in league
• Intramural Sports Participant must complete the Spectator Request form by 5pm to receive a Spectator Pass for their Guest at the Sports and Rec Park

Player Equipment and Behavior

Player Equipment
• All players must wear appropriate athletic uniform consisting of athletic shorts or pants, sweatpants or jogging pants, and a uniform.
  o Uniforms must be of like color
  o Player numbers must be at least 6 inches high and half an inch wide
  o Player numbers must be whole numbers between 0 and 99
  o There will be no “Shirts vs. Skins” or numbers made of tape.
• Teams must wear their designated color
• Players must wear athletic shoes appropriate for gym floors (no cleats, boots, sandals, etc.)
• All jewelry must be removed.
  o Medical alert jewelry is the only jewelry allowed and it must be taped down
  o If jewelry is seen by a staff member, it must be removed. It cannot be taped over.
• Hats and bandanas with knots will not be allowed
• Players are not allowed to wear casts or braces made of hard, unyielding material on the hand or arm. Knee and ankle braces are permitted but all exposed hinges must be covered.
• Intramural Sports staff reserve the right to not allow an injured player to play or continue playing in a match
  o A player who is in obvious pain or discomfort by performing basic sport-specific skills will not be allowed to continue

Player Behavior
• Unsportsmanlike conduct will not be tolerated. The following behaviors will result in a
• Refusal to comply with or abide by a request or decision of an official
• Intentionally kicking, spiking, or throwing the ball aside from game play
• Attempting to influence the decision of an official
• Disrespectfully addressing an official or an opponent
• Playing or attempting to play without signing in with their KSU ID
• Participating in a fight (AUTOMATIC EJECTION)
• Any act deemed by an official to be unsportsmanlike

• No dunking is allowed at any time. This includes before, during, and after the game. Any player dunking will be assessed a technical foul.
  o If a dunking occurs before the game, the game will start with free throws and the offended team getting possession at half court.
  o Dunks occurring after the game will result in a technical foul on the player and free throws will be administered if it could change the outcome of the game.
• All unsportsmanlike fouls will result in two free throws and possession of the ball for the offended team, regardless of whether the foul is on a court or the bench
• Technical fouls can be assessed before, during, and after the game
• Officials should not be pursued off the court to discuss game issues. Harassment of an official or Intramural Staff member will result in suspension from play.
• If a team accumulates 3 unsportsmanlike penalties in a game, they will forfeit the contest
• The team captain is responsible for the conduct of his/her spectators. A team can be penalized for the actions of their spectators, including influencing the sportsmanship rating for the game.

**Game Length and Timing**

**Playing Periods**
- Games will be played best two out of three, games to 15
- There will be no game clock

**Overtime**
- There will be no overtime

**Mercy Rule**
- There is no mercy rule

**Timeouts**
- Each team will have 1 timeouts per game

**Facility Specifications**
- All facility specifications are to be in line with the specifications laid out in the NFHS rule book
- The game will be played on half of a NFHS regulation court

**Rules of Play**

**Possession**
- “Rock, paper, scissors” shall be used to determine possession
  o The winner starts with the ball on the first and third (if applicable) game
  o The loser will start with the ball in the second game
- A possession arrow will be used for subsequent jump ball situations

**Substitutions**
- Substitute players must report to the scorer’s table and can only enter the game during a time when the ball is dead. Illegal substitutions may result in a technical foul.

**Officiating**
Players will call their own fouls
If players cannot come to an agreement on the call, the play shall be redone
  - Ex: An offensive player calls a foul for pushing when attempting to shoot the ball, if the defensive player disagrees, he/she says “I contest.” The ball is sent back to the top of the arc and the play is redone.

The game can be canceled at the discretion of the IM Staff if arguing affects gameplay
  - IM Staff will keep the score and may be called upon to settle questions regarding rules, fouls, etc.

Team Area
  - A team’s bench area shall be the area immediately in front of the team’s chairs. All bench players and personnel must stay in the bench area at all times; failure to do so may result in a technical foul
  - Bench personnel should limit questions and comments to the scorer’s table
  - Only eligible players and one coach (non-eligible)

CoRec Modifications

Teams
  - A team can have no more than 2 of any one gender on the court at once and no fewer than 1 of any one gender
    - Ex: 2 males and 1 females, 1 males and 2 females, or 1 males and 1 females (minimum)

Scoring
  - Males will use regular basketball scoring: 2 points inside the arc, 3 points outside the arc
  - Females scoring: 3 points from inside the arc, 4 points from outside the arc
    - When shooting free throws, females will shoot in correlation to where they were fouled
      - Ex: inside the arc, 3 shots; outside the arc 4 shots.
  - Technical/Intentional/Flagrant Fouls will always result in 2 shots, no matter the gender of any player involved in the play
    - If the intentional foul/flagrant foul was a shooting foul, see the table above

Any rules not specifically covered by this document will refer to the National High School Federation rule book for clarification and ruling.