



OHIO
UNIVERSITY

Division of Student Affairs INTRAMURAL SPORTS

3-ON-3 BASKETBALL RULES

BASKETBALL IS A CONTACT SPORT AND INJURIES ARE A POSSIBILITY. THE DEPARTMENT OF CAMPUS RECREATION INTRAMURAL SPORTS ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

THE GAMES WILL BE PLAYED ACCORDING TO THE 2016-2017 NATIONAL FEDERATION OF STATE HIGH SCHOOL ASSOCIATIONS BASKETBALL RULES WITH THE FOLLOWING OHIO UNIVERSITY CLARIFICATIONS AND EXCEPTIONS:

Changes from last year's rules are highlighted in grey.

Coed A rules are indicated with white text highlighted in black.

Coed B rules are indicated with an underline.

Rules that apply to both Coed A and Coed B are indicated with underlined white text highlighted in black.

SECTION 1. PARTICIPANT ELIGIBILITY & NUMBER OF PLAYERS

ART 1. . . All participants must be listed on the Official Team Roster prior to their participation in any Intramural Sports activity. All player additions must be completed in one of the following ways:

- a. Participants may be added to the team roster and approved on the IMLeagues.com website prior to 4:00PM on the day of the contest (4:00PM prior to the contest for Broomball contests that begin after midnight during the week) or by 4:00PM on Friday for all weekend contests for regular season play. This requires each participant to create an IMLeagues.com account using his/her OAK email address and accept the terms and conditions to legally appear on a roster. Names which appear on IMLeagues.com and subsequently on the roster should match or closely match that of the name on the participant's government-issued photo ID, which must be presented at the game site prior to participation.
- b. Participants may be added to rosters at the activity site prior to or during any regular season game. In this circumstance, each participant is required to sign the Assumption of Risk, provide his/her Ohio University OAK e-mail address, and display a government-issued photo ID to legally appear on a roster.

If a player who did not participate in a regular season contest with a team wishes to be included on the playoff roster, he or she must be added to the team roster and approved on the IMLeagues.com website prior to 4:00PM on the day of the bracket selection for that sport (5:00PM Friday is bracket selection is on a weekend). This requires each participant to create an IMLeagues.com account using his/her OHIO email address and accept the terms and conditions to legally appear on a roster. The Ohio University Intramural Sports Staff may periodically send an email to a participant's OHIO account regarding pertinent league information.

ART. 2. . . A game shall not be started with more than three or fewer than two players on each team. After the game is started, it may not be continued with fewer than two players on either team. If a team has fewer than two eligible players, the game shall be terminated and a forfeit shall be declared. In a coed game, a team may not play with more than one more male player than female players or vice versa.

EXCEPTION: Should a team drop below two players due to a player having to leave the court for minor injury or due to a blood-rule situation, the OUIIM Staff member may suspend the game momentarily until the problem is corrected and then continue the game.

ART. 3. . . If, at game time, one team does not have enough players, but their opponents do, then the team ready with the minimum number of players will be given two options:

- a. take the win by forfeit with a score of 1-0, or

b. allow a maximum 10-minute grace period to allow their opponents time to check in the minimum number of players.

During this 10-minute grace period, time will run off the game clock and the team with the minimum number of players will be awarded 2 (men's/women's/Coed B) or 3 (Coed A) points for every minute or part of a minute their opponents do not have enough people to play. If enough players arrive within the 10-minute period then points will stop accumulating but the game clock will continue to run. If the opponents do not obtain the minimum number of players to participate within the 10-minute period then the game will be forfeit and the score recorded as 20-0 (men's/women's/Coed B) or 30-0 (Coed A).

NOTE: This procedure is known as Captain's Choice.

SECTION 2. BEGINNING THE GAME & LENGTH OF GAMES

ART 1. .OUIM Sports will provide game balls, but teams may agree to use a ball other than the one supplied.

ART 2. .Teams will "Rock-Paper-Scissors" to determine which team shall be entitled to the first possession.

ART 3. .Games shall be played to thirty (30) points or to a twenty-four (24) minute time limit.

ART 4. .In Coed A, games shall be played to forty (40) points or to a twenty-four (24) minute time limit.

ART 5. .Neither game may start until the OUIM Staff member starts the game clock.

SECTION 3. DEAD BALL & PUTTING THE BALL INTO PLAY

ART 1. .The sidelines, end line and division line are out of bounds.

ART 2. .To begin the game, and to resume play, the ball shall be "checked" at the top of the key. The ball must be passed following the "check," and a player may not dribble to begin possession.

ART 3. . Following a score, the ball is awarded to the team that did not score.

ART 4. . Possession:

- a. After obtaining possession of the ball following a rebound of the opponent's shot, the ball must be taken back beyond the three-point line before a basket can be scored. Failure to do so will result in the opposing team gaining possession of the ball.
- b. If a team rebounds its own shot, the ball remains live, and the team may attempt to score immediately.

ART 5. . Fouls:

- a. The player fouled will be responsible for calling his/her own fouls.
- b. If a foul is called during the course of the game, the ball will be checked at the top of the key with the opponent and play shall continue. If a player is fouled in the act of shooting and the basket is made, the basket is good and the ball next belongs to the defense. If a player control foul occurs, the basket is always no good and the ball belongs to the defense.
- c. Games are not officiated, but any foul or rough play deemed flagrant by the staff assistant will result in the immediate disqualification and ejection of the violating player. A continuation of intentional fouls observed by and warned by the OUIM Staff member will also result in the offender being charged with a flagrant foul and ejected.

NOTE: In both cases, a team shall be charged with two technical fouls for record keeping purposes.

PENALTY: For a flagrant foul, the offended team shall receive one point and possession of the ball.

- d. Any unsportsmanlike conduct observed by the OUIM Staff member shall be penalized with a technical foul.
PENALTY: For a technical foul, the offended team shall receive one point and possession of the ball.
- e. In a regular season or postseason tournament game, if a team is charged with three technical fouls, the game shall be forfeited to their opponents.
- f. In a postseason tournament game, if a player is charged with two technical fouls or one flagrant foul, the game shall be forfeited to the opponents.

NOTE: If a game is forfeited after it has started, the score shall be 1-0 in favor of the offended team unless the offended team was ahead at the time of the forfeit, in which case, that score stands as final.

ART 6. .The ball becomes dead as soon as the horn sounds that signals the end of the game unless a shot is in flight. In such a case, the ball remains live until the shot ends.

SECTION 4. SCORING

ART 1. . . In a men's/women's/coed open game, any basket made from inside the three-point line shall be worth one (1) point. Any basket made from outside the three-point line shall be worth two (2) points.

ART 2. . . In a Coed A game, any basket made by a female from inside the three-point line shall be worth two (2) points, and any basket made by a female from outside the three-point line shall be worth three (3) points. Any baskets made by male players in coed games have the same value as outlined in Section 4, Article 1.

SECTION 5. OFFICIAL GAMES & TIE GAMES

ART 1. . . In the event a game must be suspended because of conditions which make it impossible to continue play, the OUIIM Staff member shall declare it an official game if twelve (12) minutes or more of the game has been played (regular season or post-season tournament if the game is not tied). If less than twelve (12) minutes of the game has been played, or the game is tied at any point, the game may be restarted from the suspension of play (post-season tournament only).

ART 2. . . Resolving tie games:

- a. In the regular season, games which are tied after twenty-four minutes shall be recorded as a tie.
- b. In the post-season tournament, games which are tied after twenty-four minutes shall be resolved in the following manner:
 1. Teams will "Rock-Paper-Scissors" to determine which team shall be entitled to the first possession.
 2. One two (2) minute period shall be played. The team ahead following that period shall be the winner. Also, the first team to score three (3) points shall be the winner. In such a case, the entire two (2) minutes need not be completed.

SECTION 6. SUBSTITUTIONS

ART 1. . . Players may substitute during any dead ball. This includes periods where the ball is dead following a made basket. Teams shall not substitute only for the purpose of delaying the game.

PENALTY: For continued abuse, the offended team shall receive one point and possession of the ball.

(Updated 9/22/16)