Drexel Intramurals
3v3 Basketball Rules

1. Players
   a. **Players will not be permitted to play without presenting their DragonCard or digital Drexel ID.**
   b. Teams must start a game with 3 players. Rosters can hold up to 6 players. Any concerns about your roster can be discussed with the Intramural Coordinator in person or via email (zaa28@drexel.edu).
      i. **Co-Rec ONLY** – There must always be at least 1 of each gender on the field for each team.
   c. Teams may finish a game with a minimum of 2 players because of an emergency or injury.
      i. Ejections resulting in a team with 2 players remaining will result in forfeiture of game.
   d. Only people listed on the current team roster are permitted in the team bench area. Team area refers to the 2 sides on either side of the scorer’s table.
   e. If a team knows ahead of time that they will not be able to field a team with the minimum player requirement, they have the option to default the game. **Defaults must be submitted by 4:00 PM the day of your game (4:00 PM on Friday for Defaults of weekend games).** Teams can default their game by communicating with the Intramural Office by:
      i. Going to the Rec Suite (Rec Center room 112) and declaring Default to the appropriate staff member and showing a valid DragonCard.
      ii. Email the Intramural Sports Office (intramuralsports@drexel.edu) stating intent to default, specifying your team, and the league and division the team is in. Emails must be sent from a valid Drexel Email.
      iii. Call in to the Intramural Sports Office (215-895-2676) and state intent to default, including your team name, and the league and division the team is in. Please include when your game takes place and who your opponent is.

2. Equipment
   a. Teams will be provided with a standard DUIM game ball and a set of matching intramural jerseys and standard-sized basketballs.
      i. Teams may use a personal ball if accepted by their opponents and intramural supervisor.
ii. Teams that have corresponding shirt colors are not required to wear pinnies.
   1. If teams are wearing pinnies, shirts must be worn underneath.
   b. **No hats or jewelry permitted unless worn for religious or medical purposes.**
   c. All participants must wear appropriate footwear. Basketball-specific shoes are recommended, but tennis shoes and running shoes are acceptable.

3. **Game Timing & Settings**
   a. Game time is start time. If both teams fail to report to IM staff by game time, each team will be charged with a forfeit. Forfeits are automatically given a 1 for sportsmanship.
   b. **Captain’s Choice** – If only one team is ready to start the game, the game clock will start to run at game time and the captain will have a choice to accept an automatic win by forfeit or wait 10 minutes for the opponents to show up.
      i. If the captain chooses to wait, the present team will receive 1 point per minute waited. The clock will stop when the team has enough players to start the game. If the other team does not arrive after 10 minutes past game time, the game will be declared a forfeit and the accumulated score will be final.
         1. EX: A late-arriving team that arrives at 7:07 for their Basketball game will start the game down 7-0.
   c. Games will be played as one continuous 24-minute half. The clock may stop for injuries and unusual delays designated by the Supervisor, but otherwise stays running.
   d. **Each team is allowed 1 timeout for the whole game.**
   e. If a game is tied at the end of regulation:
      i. In the regular season, the game will end in a tie.
      ii. In the playoffs, a 3-minute overtime period will be played.

4. **Gameplay**
   a. **Game Start**
      i. A coin toss will be conducted to begin the game. The winner of the coin toss will have the choice of starting on offense or defense.
      ii. Gameplay will cover one half of the court.
      iii. Games will begin via check ball at the center of the 3 point line.
   b. **Substitutions**
      i. Both teams may substitute only during dead balls.
      ii. Players do not need to notify Program Assistants prior to subbing in.
   c. **Scoring**
      i. Games will be played using pick-up Basketball scoring:
         1. 1 point for any made basket last touched inside the arc.
2. 2 points for any made basket last touched beyond the arc.

ii. The game will be considered over when one team has **30 points** or **game time has expired**.

1. There is no mercy rule for 3v3 basketball.

5. Fouls and Violations
   a. All fouls and violations will be called by the players.
   b. **Ball Don’t Lie:** If there is a disagreement on the call, the team that called the violation will shoot a shot from behind the top of the arc.
      i. If the shot is successful, the foul call will stand.
      ii. If the shot is unsuccessful, the foul call will be voided, and the other team will be awarded possession.
      1. Play will resume via check-in at the top of the arc.

6. Playoffs
   a. Forfeiting 2 games will result in your team being removed from the league and ineligible for playoffs.
   b. Players must have played at least one regular season game to play in the playoffs.
   c. Teams whose sportsmanship rating average less than a 3.0 during the regular season will be ineligible for playoffs.

7. Sportsmanship
   a. At the end of each game, the Intramural staff will give a sportsmanship rating for each team based on their attitude and behavior towards opposing teams and officials.
      i. Teams must average a 3.0 Sportsmanship Rating to be eligible for playoffs.
      ii. Teams must maintain a 3.0 rating to advance to the next round of playoffs.
      iii. Ratings:
          1. **5 (Outstanding Sportsmanship & Conduct)** – All players cooperate fully with staff and the opposing team throughout the course of competition. Players go “out of their way” to be courteous and sportsmanlike. The captain respectfully converses with staff when needed and has full control of his/her team.
          2. **4 (Good Sportsmanship and Conduct)** – Team members are in control throughout the contest. Sportsmanship and actions of team members are at acceptable levels. Team does not show any aggressive dissent towards staff or opposing team. No sportsmanship related disciplinary action is taken against any team member.
          3. **3 (Average Sportsmanship & Conduct)** – Minor dissent towards staff and/or opponents that may or may not result in a yellow card.
Teams that receive a sportsmanship-related YELLOW CARD will earn no higher than a “3” rating for that contest. Teams with an ineligible participant (registrar ineligibility will be handled on a case-by-case basis) will receive no higher than a “3”.

4. **2 (Below Average Sportsmanship & Conduct)** – Team members continually exhibit dissent towards staff and/or opponents (“trash-talking”) either on or off the playing field/court and/or sidelines. The team captain shows little control over the actions of his/her teammates or him/herself. Teams that receive multiple sportsmanship-related YELLOW CARDS or a RED CARD (or 2 or more yellow cards that result in an ejection) would earn no higher than a “2” rating for that contest.

5. **1 (Poor Sportsmanship & Conduct)** – The team is completely uncooperative, out of control or shows no respect for staff and/or opponents. The team captain shows no control over the actions of his/her teammates or him/herself. Any team that receives multiple RED CARDS will earn no higher than a “1” rating for that contest and may face disqualification for the remainder of the season.

    iv. Ratings of 2 or 1 may be subject to a meeting with the Intramural Coordinator without approval to play beforehand. This meeting is mandatory during playoffs.

b. All individuals participating in intramural sports are subject to the Drexel University Office of Student Conduct and Community Standards handbook. Issues of harassment, violence, disorderly conduct or detrimental behavior will be reported and handled according to university protocol.