



The University of Michigan
Department of Recreational Sports
Intramural Sports Program

3-on-3 BASKETBALL RULES

I. INTRAMURAL POLICIES AND PROCEDURES

(NOTE: Listed below is a synopsis of important Intramural Policies and Procedures. For a more detailed explanation, please refer to the Intramural Sports Program Manager's Manual, which can be found on our website at www.recsports.umich.edu/intramurals.)

A. ROSTER AND ROSTER ADDITIONS

1. **Team Sports:** A team's roster is formed throughout the regular season. All players participating in a game must be listed on that game's scorecard. The players who are listed will be entered onto that team's roster and will appear on all future scorecards under that team's name. The manager is responsible for ensuring that each scorecard, including the printed roster, is complete and accurate (i.e. all team members who participated in that game are listed on the scorecard). Names of individuals can be added to the original roster, prior to the new team member playing, by listing that player's name as well as his/her ID number on the scorecard. A player must participate in at least one regular season game to be eligible to participate in the playoffs.

B. ELIGIBILITY

1. **Checking ID's:** Before a contest, event, or activity, all members of a team shall present to the official their pictured Student ID card. The supervisor shall then verify the participant's identity and so note on the scorecard. Those players listed on the scorecard and verified by an official are considered to have participated in that contest. Should a participant arrive at the contest after it has started, the participant assumes the responsibility to have his/her identity verified by the official during a stoppage of play. Should a player not be verified by an official, that individual shall be considered an ineligible player.
2. **Forgotten ID Policy:** If a player forgets his or her ID, the following procedure will be followed:
 - a. The player must present a form of pictured ID (i.e. state driver's license, state identification, etc.) to the sport supervisor.
 - b. The sport supervisor shall complete an Intramural Forgotten ID Form and give that form to the participant.
 - c. The participant shall present the completed Intramural Forgotten ID Form along with his/her ID to the game official for verification.
 - d. The player must come in the next working day between 9:00am and 4:30pm with their valid student ID or current Department of Recreational Sports user pass to verify that they are an eligible participant in the Intramural Sports Program. Failure to do so shall result in a forfeit against the violating team.
3. **Club Sport Members and Intercollegiate Athletes:** Teams may not play with any Intercollegiate Basketball players.

C. FORFEITS:

1. A team not ready to play (or failing to appear) at the designated day, date, time, and location of the scheduled contest will forfeit that contest.
2. In order to be credited for the forfeit “win,” the team receiving the forfeit “win” for the contest must have the minimum number of required players to start a game.

NOTE: Both teams are recommended to list the players present at the game site in order to have those players considered as having “participated” in that game.

3. A team may waive the right to forfeit and wait for the opposing team to arrive.
 - If a team decides to wait the 10 minutes for the opposing team to show they **must wait the entire 10 minutes.**
 - If 10 minutes after the scheduled game time passes, and the minimum number of players required to play for the opposing team has not arrived, the team present **must accept** the forfeit.
 - Should the opposing team arrive before the 10-minute time limit, the contest shall be played. The time lost shall not be made up.
 - If a team waives their right to a win by forfeit, and the match begins, that team cannot rescind their decision and take the forfeit.
 - If at game time neither teams have the minimum number required to play the officials will wait 10 minutes to see if either or both teams acquire enough participants to play or accept the forfeit.

D. SPORTSMANSHIP RATINGS

1. Each team in each contest shall be rated by the officials. A team begins an intramural game or event with a total of 10 sportsmanship points. During the course of the contest, teams may lose points if their behavior deteriorates. A contest will be terminated if the SRS Rating becomes zero or below.
2. Level 1 Sportsmanship Infraction: For each Sportsmanship infraction a team receives, one point will be deducted.
3. Level 2 Sportsmanship Penalty: For each Sportsmanship Penalty a team receives, three points will be deducted.
4. Level 3 Sportsmanship Ejection: For each Sportsmanship Ejection a team receives, seven points will be deducted.
5. Forfeits: Forfeiting a contest shall result in a seven point deduction.
6. Playoffs: In order to be eligible for the playoffs a team must have a SRS score of 31 or higher for the regular season. If in any playoff game, including the Championship, should a team’s actions cause that team to receive a SRS rating of less than seven (7), the game will immediately be discontinued; the opposing team will be declared the winner of the game; and the declared winner will advance to the next round in the playoffs. The declared winner must not have a SRS rating of less than seven.

Level 1: Sportsmanship Infraction (1 point deduction)	- Any verbal warning that addresses conduct
Level 2: Sportsmanship Penalty (3 point deduction)	- Alcohol use by spectators - Spectator interference
Level 3: Sportsmanship Ejection (7 point deduction)	- Alcohol use by player - Physical contact with an official - Fighting - Intentionally injuring or attempting to injure an opponent - Threatening/Verbal abuse of an official - Use of an ineligible player - Use of a suspended player - Forfeiting a game

II. SPORT RULES

A. THE COURT:

The game is played in an area the size of half a basketball court. In cases where lines are not painted, cones will be used to mark a square area 40ft per side with a basket in the center of one of the sides. Cones will also be placed 20ft from the basket to indicate the "top of the key." An imaginary line across the top of the key from side line to side line is the "check line." The check line is *not* the 3 pt. line. The half-court line and the area past it is out-of-bounds.

B. THE PLAYERS:

Each team consists of three active players. Substitutions may be made by a team in control of the ball behind the check line. The offensive team must shout "sub" and then hand the ball to the nearest opponent. The defensive team may make substitutions at this time as well. Once all substitutions have been made, the defensive team will bounce-pass the ball to the offense to show they are ready and the offense will restart the game by in-bounding from the check line.

C. EQUIPMENT

1. Casts are illegal.
2. Clothing which has blood on it must be removed before the player may continue competition. A substitute player should enter the game to allow the player with blood to remove the soiled clothing.

D. GENERAL PLAY & SCORING:

1. The game will begin by either a coin toss or by alternating free throw attempts. This method will be chosen by the teams. A coin toss will start the game if both teams cannot agree.
2. Play will always start with an in-bound pass from behind the check line. (This includes fouls, out-of-bounds, and all other starts after a dead ball.) Teams do not need to in-bound on missed baskets but on defensive rebounds (and other live ball changes of possession), a player on the new offense with the ball must get both feet past the check line before that team can make a basket.
3. A basket made by an unchecked ball will not count and possession will go to the opponent.
4. *Each basket is worth one point*, even if the shot is from beyond the 3-pt. arc.
5. Teams fouled on the eighteenth or nineteenth points have the option of in-bounding the ball, or shooting a one point free-throw.
6. A free throw is a normal free throw, where the ball is live if missed. Players may enter the lane only after the ball has touched the rim or backboard.
7. The first team to score 30 points or the team leading at the end of the 45-minute time limit will win. It is not necessary to win by two points. In case of a tie at the end of 45 minutes, the winner will be decided by the next basket made.

E. TIMING

1. During semi-final and final games, each team will receive 1 time-out. The timeout shall be one minute in length.
2. In order to call a timeout, the team must have control of the ball or the ball must be dead.

E. CHECKING THE BALL

1. Each time a ball changes team possession, the ball must be "checked". To check a ball, a team must have player control of the ball beyond the check line (top of the key). Any basket scored by an unchecked ball will not count, and possession of the ball will go to the opponent.
Note: An offensive rebound *is not* a change in possession; loss of player control is not always loss of team possession; scoring a basket *IS* a change in team possession. Following a basket or a defensive rebound the ball must be checked.

2. Dead Ball Checking is done following a substitution, the settlement of a dispute, or any other long delay in the game. The procedure for checking a dead ball is for the defensive team to bounce pass the ball to the offensive player who is standing behind the check line. This procedure allows both sides to get ready prior to the start of play.

F. FOULS:

The game is self-officiated. Fouls may be called by either team at any time. However, calls are usually reserved for fouls, by the defense, which deprive an offensive player from scoring and/or fouls, by the offense, which enable a basket to be scored by an unfair act by an offensive player against a defensive player. Off the ball fouls should rarely be called, just as violations such as traveling. Constant calling of trivial fouls will take away from game time and decrease the general enjoyment of the game. Fouls may be called on shots up to the time of the basket or on a miss, the ball hitting the rim or backboard. (If the ball doesn't hit anything-ease up defense, either that was an air ball or that was a nasty foul.) As stated in General Play and Scoring, the fouled team will receive the ball at the check line.

G. DISPUTES:

In cases where teams can not reach an agreement on a disputed incident, one player (any one) from each team will shoot from the top of the key. The same two players will shoot the dispute in its entirety. However, any two are eligible to shoot the next dispute. Shots will alternate until one player has made a basket when the opponent has not. The team of the player scoring the unanswered basket will get the call. (Baskets do not count toward game score.) If this system does not work, the supervisor will decide the issue. The supervisor's decision may include the termination of the game.

H. CO-REC PLAY

1. Number of Players: Teams must have at least one female and one male to start and/or continue a game. Either gender may play with 2 while the other gender plays with 1.
2. There will be no point differential for baskets scored by females.
3. There are no restrictions on male players.

I. COURT MONITORS

1. Games may have court monitors. Their primary duties will be to keep score and handle any disputes that arise.
2. If in their opinion the game needs to be officiated due to rough play, they will officiate the games and be the ruling authority for the contest.