

3 on 3 Basketball Rules

ELIGIBILITY

- In order to be eligible to participate in intramural activities, player(s) must be a current OSU student enrolled in one or more credit hours. A faculty/staff members or Colvin Center Activity Card holders may also play, provided they have a valid Colvin Center Activity Card.
- All participants must present a valid OSU ID or a Colvin Center Activity Card in order to gain access into the Colvin Recreation Center, NO EXCEPTIONS.
- Team Captains are responsible for checking the eligibility status of their team members. A complete list of intramural eligibility criteria is available in the Intramural Sports Policies and Procedures Handbook, which can be obtained in the Intramural Sports Office, 104, Colvin Recreation Center.
- During play, an Intramural Supervisor will be on duty to answer questions and provide rules clarifications.

EQUIPMENT

- Athletic attire is required. (No jeans or jean shorts, no cargo or khaki shorts or pants etc). See IM Handbook for more details.
- Participants must remove all jewelry prior to competing.

FORFEITS

- GAME TIME IS FORFEIT TIME!!! Forfeit time is the scheduled starting time of the contest. A team must be present and ready to play by game time to avoid a forfeit. A game will begin as soon as the minimum number of players to play the game are present (2 players are the minimum # required).
- Any team that receives a forfeit will have a \$10 fee assessed to the Captain's Bursar's Account for each night.
- Teams that forfeit 2 (two) or more times in the regular season will be assessed the appropriate fees and the team will be dropped from further play. Forty dollars (\$20) will be the maximum fee that will be assessed for the forfeited game(s), regardless of how many subsequent games remain.
- In order not to claim a forfeit, a team must have the correct number of players present and ready to play; two (2) is the minimum amount. If neither team is able to begin a game, a double forfeit will be declared.

PLAY

- Each game will be played to a set score of 19 points (must win by two points if time has not expired with a max score of 21). If the score is tied when time expires, the first team to score wins.
- A coin toss will be conducted prior to the start of the game. The winner of the coin toss will have the option of playing offense or defense.
- The defense must clear the ball beyond the three point line upon EVERY change of possession - regardless if the ball hits the rim or the backboard (air balls). Only one (1) foot must clear the three point line in order for a change of possession to occur. Failure to do so will result in loss of possession. After a made basket, a player must enter the ball into play by passing the ball, after the ball is "checked" by an opposing player (this must occur at the top of the key). Stalling, holding or rolling the ball will result in possession and one point to the offended team.
- Possession will change after each score (no "make it - take it").
- The sidelines and the half-court line are considered playing boundaries and any contact with these lines will be considered out-of-bounds.
- Each game will be governed by a 30 minute time limit. If the score is tied after the thirty-minute clock expires, the next team to score wins. The supervisor will stop the game and a coin toss will determine which team shall have the first possession. This "overtime" period is "sudden-death" - the first team to

score wins. The game clock will start at the scheduled game time. All courts will be on the same clock.

SCORING AND FOULS

- Three-point baskets will be worth two (2) points, with two point baskets counting one (1) point. Free throws are worth one (1) point. Teams will keep and call out the score after each made basket or change of possession. At the end of the game, the winning team will be responsible for reporting the score to the site supervisor.

Fouls

- The offensive team will call the majority of all FOULS. Defensive players may call fouls when needed, i.e. charges, carries, traveling, by the offensive player.
- Once a team reaches fifteen (15) points, if they are in the act of shooting and get fouled, they will shoot one (1) foul shot for one (1) point basket attempts **or** two (2) shots for two (2) point basket attempts.
- Players may not foul out of a contest but may be ejected by the Intramural Supervisor or any member of the Campus Recreation staff for unsportsmanlike conduct.
- Any Technical Foul will result in two free throws and possession for the offended team.
- One Technical Foul on an individual will result in an ejection. Two Technical Fouls on one team will result in a Forfeit and a \$25 forfeit fee.

MISCELLANEOUS RULES

- Substitutes may enter the game during dead ball situations. Unlimited substitutions are allowed.
- No time-outs are allowed.
- Trash talk will not be tolerated. Any such instance may result in your team being removed from the tournament.
- Dunking is **NOT** allowed. Dunking the ball at any time during the tournament (this includes pre-game warm-ups) will result in forfeiture of the game and the violating team being removed from the tournament. In addition, Colvin Recreation Center privileges will be suspended for at least 2 weeks.
- An Intramural Supervisor will be present to provide rules clarifications - any protests that may occur will be handled on-site by the Supervisor.
- Deliberate stalling or attempts to freeze the ball will result in loss of possession. The site supervisor will issue a verbal warning prior to taking away possession.