



Bloomsburg University Intramural Sports Program

IM Sports - 3 on 3 BASKETBALL RULES

Current NFHS (National Federation of State High School Associations) & NIRSA (National Intramural Recreational Association) shall govern all intramurals rules used for basketball unless modified by the Bloomsburg University Intramural department for program needs.

Persons subject to the rules are team representatives, including players, substitutes, replaced players, coaches, trainers, spectators and other persons affiliated with the team are subject to the rules of the game & shall be governed by decisions of officials assigned to the game.

TEAM CAPTAINS: Team captains are responsible for their team's actions. They are also the only players allowed to talk with officials during the game. It is each team captain's responsibility to ensure that all team members are listed on the team roster. A player may be added to a team's master roster during the first week of the regular season. Therefore all rosters after the first week of play are final. Team captains are not only in charge of their team's actions, but also the fans that are present. **BU ID+ Cards are required from all players at all games.**

Forfeits: GAME TIME is FORFEIT TIME!!! If a team does not have the minimum number of players at the scheduled game time, the game will be called and either a default or forfeit will be recorded.

- a. **Forfeits:** Teams that have **FEWER THAN HALF THE MINIMUM PLAYER REQUIREMENT** present on the field/court at game time will lose the game by forfeit. A deposit of up to \$20.00 will be assessed to the team captain prior to participation.
 - i. **1st Violation=** Teams/individuals will lose forfeit deposit.
 - ii. **2nd Violation=** Teams that forfeit for the second time, without notification to the Intramural Sports Office, maybe dropped from the tournament.
- b. **Defaults:** Teams that have half the minimum player requirement, but not enough players to compete at game time will lose the game by default. Teams may also inform the Intramurals Office (389-5288) by 4:00 pm (after 4:00pm will be a forfeit) on game day to receive a loss by default.
 - i. **1st Violation=** Grace, teams/individuals are not penalized.
 - ii. **2nd Violation=** 1 Forfeit. Team/individual will lose their Forfeit Fee and team captain must speak with the Intramural Director to discuss further league play.
 - iii. **3rd Violation=** 2 Forfeits. Team/individual will be dropped from the tournament.

Forfeits: The team that is present and ready for play can choose to wait on the other team to play the game. However, the clock will be started and rolling until the other team is ready to play or 5 minutes has gone by, which is when the supervisor will call the game. In the event of a forfeit, the winning team will win the game by a score of 15-0.

THE GAME: The first team to score fifteen (15) points, win by 2, 20 point cap, or the team leading at the end of the 25-minute time limit will win the game. The clock will run continuously for the entire game. In case of a tie at the end of 25 minutes, the winner will be decided by the next basket made. Each basket scored in front of the 3-point line is worth one (1) point. Each basket scored behind the 3-point line is worth two (2) points.

TEAM ROSTERS: A maximum number of nine (9) players and a minimum number of three (3) players. A team needs to have at least two (2) players at game time to be eligible to play.

START OF PLAY: The home team will shoot from the top of the arc. After a made basketball the home team will choose if they want to start on offense or defense. After a missed basket, the visiting team will choose if they want to start on offense or defense.

TIMEOUTS: There are no time outs. In case of injury, time will be kept by the IM Supervisor for the affected game.

SUBSTITUTIONS: May take place during a dead-ball situation or any made basket.

OFFICIATING: All games are self-officiated. There is no fouling out. Fouls will be called on the honor system. The teams involved must mediate all questions of judgment. A "Do or Die" shot will be taken if a disagreement about a call ensues that cannot be decided by discussion. The player making the call will shoot the "Do or Die" shot from the top of the 3-point arc. If the shot is made, then the call stands. If the shot is missed, then there is no call.

Any game that cannot be completed due to continued disagreement between teams would be considered a double forfeit. The on-site IM Supervisor reserves the right to disqualify any player/team that continuously commits harsh and unnecessary fouls in an attempt to influence the outcome of a game.

FOULS: Any common foul shall result in loss of possession for the offending team. Any offensive foul shall result in disallowing a converted basket and loss of possession. Any shooting foul with a missed basket shall result in retained possession by the shooting team. Any shooting foul with a converted basket shall result in the basket being awarded and a change of possession. No free throws are awarded.

After a team has fourteen (14) points and is fouled in the act of shooting, that team has the option of shooting one free throw or retaining possession of the ball. This is a dead ball situation. There is no rebounding. If the foul shooter misses, the opposing team is given possession of the ball.

“CHECK LINE”/CHANGE OF POSSESSION: The “check line” shall be the 3-point arc around the court. A player must PASS the ball in play from the check line “top of the arc” after a dead ball situation (ie out of bounds, after a made basket, etc.). On defensive rebounds (including air balls), turnovers, or steals, the ball must be taken behind any point of the 3-point arc and the team in possession of the ball may maintain control and attempt to score.

START OF POSSESSION: The offensive player that starts a possession at the top of the arc, must “check” the ball with the defensive team. The offensive player can **NOT** shoot the ball until at least one other offensive player touches the ball.

OUT OF BOUNDS: If a player causes the ball to go out of bounds or over the mid-court line, the opposing team receives possession at the top of the key.

HELD BALL: On a held ball situation (jump ball, etc.), alternating teams will be in effect.

DUNKING: Players are allowed to dunk during games ONLY! Players are not allowed to touch the rim at all before, or after the game. Any player dunking by touching the rim not during the game will result in an ejection and suspension of the next game. All offenses will be kept on record. **THIS IS YOUR WARNING!**

HEADGEAR: is NOT permitted. Headgear for religious or medical reasons (with doctor's excuse) will be permitted only with staff approval. Elastic headbands are permitted. **NO HATS, NO BANDANAS and NO JEWELRY.**

A PLAYER MAY COMPETE WITH ONLY ONE TEAM. Once a player has played with a team, he/she may not play for any other team, regardless of division. Violation will result in suspension of the player and forfeiture of the game/s in question. See IM General Rules for details.

ELIGIBILITY: Current Varsity Basketball players are ineligible for Intramural Basketball. Former varsity letter winners of any collegiate program may not participate in the same sport until one full year after receiving the letter. Former professionals must sit out one year from participation in the same sport.

PLAYOFF ELIGIBILITY: Team must be in good standing with no unsportsmanlike conduct issues.

- Players must be on official team roster
- Players must have played in at least 2 regular season games.

TIE BREAKER: If teams are tied a tie breaker will occur. The first tie breaker will be the head to head game result. If there is still a tie after the first tie breaker the team with the better sportsmanship rating will win. If there is still a tie we will take the team with the fewest points given up. If teams are still tied, a coin toss will decide the outcome.

ELIGIBILITY: YOU MUST SHOW YOUR STUDENT or FACULTY/STAFF ID for every competition. Currently enrolled BU undergraduate students, graduate students, and BU Faculty/Staff personnel are eligible for intramural competition. A player is ineligible for any further activity as of the date he or she withdraws from school. Players listed on the current year's varsity sport roster are ineligible to participate in the same/comparable intramural sport.

PROFESSIONAL ATHLETES: Limits are placed on Professional Athlete participants to preserve the integrity of our Intramural tournaments. Our programs are intended to serve the general student body; therefore, members of club sports will refer to that sport IM registration details for participation limitations. Current professional athletes are not eligible to participate in their sport or any related sport. A professional player or athlete is defined as one who has

received monetary compensation for his/her athletic services. Former professional players may participate in their sport or related sport, but must wait until one full year from the date of his or her last contest.

VARSITY TEAM MEMBERS: Limits are placed on Varsity Team Member participants to preserve the integrity of our Intramural tournaments. Our programs are intended to serve the general student body; therefore, members of a varsity sport will not be allowed to participate in the same or "like" sport, in which they are classified as a Varsity Team Member. A varsity squad member is any individual participating in intercollegiate contests attending regular practice, whose name appears on the official squad list, or who has won a letter at a recognized college. The active squad rosters on the date of the first varsity contest shall be used to determine intramural eligibility.

Interpretations: Included as a varsity squad member are red shirts, junior varsity players, and freshmen. Anyone who works out with an intercollegiate team and/or retains a locker and equipment is also ineligible for the same or "like" sport. Any student receiving athletic grant-in-aid assistance shall be ineligible to compete in intramurals in the same or "like" sport responsible for such assistance. Once considered a varsity squad member, you are one for the entire school year unless you have been dropped from the squad list and are no longer playing or practicing with the team. You must drop before the second intercollegiate contest for varsity members or before the second junior varsity contest for junior varsity players.

NEW! FORMER VARSITY MEMBERS: Limits are placed on Former Varsity Member to preserve the integrity of our Intramural tournaments. Our programs are intended to serve the general student body; therefore, **Former Varsity Members will be limited to one (1) player per roster.** A former varsity player is defined as a student who has been listed on a "school's varsity squad list" for any 2-year or 4-year college/university team for more than one academic year: They will be considered a "former varsity member" for a period of two (2) academic years following the completion of the academic year in which s/he received his/her award. A student who has been a member of a varsity team at a four-year college or university in a particular sport is eligible for intramural competition in that or its related sport during the next academic year. The fall term is considered the start of the next academic year. Teams affected by this rule are limited to one (1) player on their team roster and must play in the highest available division for the league. Graduates or transfers from community colleges are also affected by this rule.

Comparable varsity sports are as follows:

BU Varsity Sport – Comparable IM Sport

Baseball/Softball – Softball

Basketball – 5 on 5 Basketball

Football – Flag Football

Soccer – Outdoor; Indoor Soccer

Volleyball – Sand; 6 on 6 Volleyball

PLAY for "ONE TEAM" You may PLAY for ONE TEAM within a league. Playing in ONE game "declares your team" for the remainder of that tournament. You cannot switch teams or brackets within a league. See "Protests" for penalty.

A participant may play on one team and one team only in its respective division (men's, women's, coed). I.e. A participant may play on one men's team, and one coed team in the same sport, but not two men's teams, or two coed teams. Any participant playing on two teams in the same division (men's, women's, coed) will automatically be disqualified from participating in the division in which the offense occurred for the remainder of that sport season. In addition, any game(s) the participant played illegally will result in a forfeit. **Teams violating eligibility rules or forfeiting will be ineligible for playoffs.**

REFEREE'S AUTHORITY: The referee has authority to rule promptly, in the spirit of good sportsmanship, on any situation not specifically covered in the rules. The referee's decisions are final in all matters pertaining to the game.

PROTEST PROCEDURE:

- Whenever a matter of protest arises during a contest, the captain or manager of the protesting team must notify the official and the opponent of his protest BEFORE THE NEXT BALL IS "LIVE." Failure to lodge a protest will void the protest.
- Upon notification of a protest, the official in charge will suspend play.

- The protesting captain or manager will state specifically the basis for his/her protest. In turn, the official in charge will explain the basis of the decision.
- If the protesting party wishes to appeal the decision of the official in charge, he/she must request that the field/court supervisor review the decision before play resumes. The supervisor will render a decision on the question.

INELIGIBLE PLAYER Policy: Bloomsburg ID Cards will be required for eligibility verification prior to each contest and at any given time. Refer to the "ELIGIBILITY" and "ONE TEAM" sections for details on eligibility.

The use of "ineligible players" will result in...

1. Default of Game* involved.
2. Ineligibility of Player from future IM play within that tournament.
3. Ineligibility of both Teams for playoffs within that tournament.

* Note: Eligibility violations discovered after the 24-hour limit will NOT result in game default; however, #2 & #3 will still apply.

ELIGIBILITY PROTESTS: Protesting the eligibility of players will be the responsibility of the individual team or team captain and should be made at the start of the game or when the player in question arrives at the game site, but must occur prior to the next contest.

- In protests regarding player eligibility, all pertinent information (i.e. date, time, location of contest, and names) must be noted as well as notifying the supervisors at the game site, if possible. If player identification is needed, the supervisors or officials will be utilized.
- Individual players found ineligible automatically forfeit the game in which they participated. During playoffs, eligibility protests must be filed before the accused team plays another contest or the protest becomes null and void.

If you suspect an ineligible player AFTER THE GAME HAS ENDED... You have a 24 hour limit from game time to submit a Written Protest Form to the Intramurals Office to receive a "Win by Default". Teams found to involve ineligible players will be dealt with according to the above policy. Provide the players name (if possible), team name, the game date, time and location, and why you believe they are ineligible, to assist with verification.

WRITTEN PROTEST: Must be presented to the Intramural Director within 24 hours after the event. All protests will be given to the Intramural Director for a ruling. Protest forms will be available at every contest.

SAFETY CONCERNs: THIS IS A NONCONTACT SPORT. Hats, jewelry, or metal joint braces will not be permitted. We have these rules to protect the participants' safety. Please respect this policy.

BLOOD BORNE PATHOGENS: If a player is found to be bleeding, they must immediately leave the game. Substitutions may occur at this time and the official may take a timeout. The player may not reenter the game until all bleeding stops, and all injuries are properly cleaned and bandaged. All blood soiled clothing must be removed before the player can reenter the game.

UNSPORTSMANLIKE CONDUCT: Any offensive behavior towards officials, fans, and opposing teams will result in an unsportsmanlike foul. If a player receives two of these fouls they will be ejected. Behavior that would be considered an immediate ejection would include foul language towards an official, hitting another player or fan, an alcohol related incident, and any other action an official deems worthy.

EJECTIONS: If any one of these instances occurs, a player will be automatically ejected.

All ejections will result in at least a one game suspension and scheduled meeting with the Director of Intramurals and that sports coordinator. The player that is ejected will be given 2 minutes to leave the playing area and field. If the player does not leave within 2 minutes their team will be penalized a misconduct penalty. If the player has still not left the playing area and field the game will be called a loss to the team the player was a member of.

- Combative behavior.
- Threatening the wellbeing of another person.
- Intentional contacting an official.
- Extreme circumstances deemed unsafe by officials.

FAN SPORTSMANSHIP: Team captains are in charge of their fans. If fans become unruly the acting supervisor may stop the game and ask the fans to leave the area or take action accordingly