

Each player must present their own, valid LAKER ID Card before each contest to be eligible to participate.

Any player caught attempting to use another person's ID Card will be ejected and ineligible for participation in any Intramural Sports immediately and must meet with the Assistant Director for Intramural Sports.

NO EXCEPTIONS!

Students, faculty, and staff who are eligible for entrance into the Student Activity Center: Fitness Center are eligible to participate. Intramural Sports are **FREE** for all participants.

All Intramural Sports participants are responsible for their own medical expenses. Any student unsure of their physical condition should check with their family physician or the Student Health Care Center before participating in Intramural Sports.

Game time is forfeit time, however the team that is present shall choose to accept the 10 minute grace period before games are forfeited.

The officiating will be done by officials who are in absolute control of the game. Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in assessment of a technical foul, ejection or forfeiture of the game. Spectators must also remain in the area designated by the officials. The official shall have the power to make decisions on any matters or questions not specifically covered in the rules.

I. Team Composition & Player Equipment

- 1.1** Games are 3-on-3. Team rosters are limited to 6 players. Two players are required to avoid a forfeit. Substitutions may be made after a basket, a foul or stoppage of play.
- 1.2** All players on a team should wear similar colored shirts or jerseys. Teams may purchase their own jerseys however; pinnies are available at the court for each team.
- 1.3** Appropriate gym footwear must be worn. Running shoes or all-purpose cleats are not appropriate for basketball.
- 1.4** No participants may wear caps, bandannas, or do-rags while playing.
- 1.5** Each team is responsible for supplying their own ball for warm-up. Basketballs are available for check-out from the Front Desk of the SAC Fitness Center. The game ball will be chosen from the warm-up balls, or supplied by the Department of Recreation & Wellness. The officials and Intramural Supervisor shall be the sole judge of the legality of the ball and shall select the best ball available.
- 1.6** Jewelry, casts, or any items deemed dangerous by the official **MAY NOT BE WORN** during the game. There are no courtesy warnings. Any player in the game found to be wearing prohibited equipment (jewelry, etc.) will be assessed a personal technical foul and **MUST** remove him/herself from the game (can be replaced by a substitute). He/she may re-enter at the next substitution opportunity. This foul will count towards the team's foul total; however, the opposing team will be giving 1 point and the ball. A player is subject to ejection for failure to comply after an "equipment personal foul" has been assessed.

II. Game Time & Scoring

- 2.1** The game will consist of two 15-minute halves with a 3-minute halftime intermission. The clock will run continuously for the first 29 minutes. The clock will only stop for time-outs, protests, and injuries.
- 2.2** Each team has two 30 second timeouts per game.
- 2.3** If a game is tied at the end of regulation, there will be a 1 minute overtime period. The clock will act as it is the last minute of the second half. Timeouts do not carry over from regulation. Each team will be given 1 team time-out per all overtime periods.
- 2.4** All baskets made from inside the 3-point line will count as two points. All baskets beyond the 3-point line will count for three points. All converted foul shots will count as one point.
- 2.5** All relevant NFHS rules will be used including the closely guarded count.
- 2.6** Mercy Rule: If a team is up by 25 points or more with 5 minutes left in the game, the game will be considered over by mercy rule.

III. Game Rules

- 3.1 Possession to start a game will be determined by a coin toss.
- 3.2 Ball possession changes after a made basket unless a foul is awarded (NOT make it, take it). The imaginary "check line" is at the 3 point arc. To start a game/overtime, after a score or when a foul is awarded, a player must pass the ball in from this check line. On defensive rebounds or steals, the ball need only be taken anywhere beyond the arc.
- 3.3 The defense must take the ball behind the check line on any play in which they gain possession. Whether or not the ball has been shot or has touched the rim does not affect this rule. In the event that the defense obtains possession and does not take the ball behind the check line AND then attempts a shot, the shot and any related activity will be disregarded and a turnover will result. The "new defense" is awarded the ball behind the check line.
- 3.4 The in-bounding player may dribble around, but cannot attempt a shot. If the in-bounder attempts a shot, the non-offending team will receive the ball at the top of the key and the basket, if made, will not count.
- 3.5 On defensive rebounds the ball must be passed or dribbled beyond the "check line." The ball does not need to be given to a different player as long as the player in possession of the ball goes beyond the arc (both feet must be on or beyond the arc).
- 3.6 Any clean steal is a live ball and does not need to be taken behind the check line.

IV. Fouls

- 4.1 Common fouls (non-shooting) result in loss of possession for the offending team.
- 4.2 Offensive fouls shall result in disallowing any converted basket and loss of possession.
- 4.3 Shooting fouls with a missed basket shall result in retained possession for the shooting team (recheck).
- 4.4 Shooting fouls with a converted basket shall result in the basket counted and loss of possession (no penalty, play continues as if there was no foul with the defense taking the ball). NO "and one."
- 4.5 A team is allowed 7 Team fouls before 1 point is awarded for each foul in the "bonus."
- 4.6 Players allowed 5 personal fouls.

V. Substitutions

- 5.1 Substitutions may be made after a basket, a foul or stoppage of play. Notify the scorekeeper and officials of your intent to sub. The Officials will beckon you into the game.

VI. Sportsmanship

- 6.1 The mission of Intramural Sports is to provide a recreational environment for the University community which is safe and enjoyable. While the game atmosphere is often competitive, ensuring participant safety, providing a fun, social atmosphere, and promoting sportsmanlike behavior among participants, spectators, and team followers are our primary concerns. The game atmosphere should remain good-natured at all times. Participants shall maintain good sportsmanship throughout their participation in all facets of the intramural program.
- 6.2 Sportsmanship violations, cheating, and other blatant rule violations including repeated intentional fouling or flagrant fouling will not be tolerated. The game clock will continue to run during all disqualification proceedings and discussions.
- 6.3 The Sportsmanship Rating System is intended to be an objective scale by which teams' attitude and behavior can be assessed throughout the intramural sports league and playoff seasons. Behavior before, during, and after an intramural sports contest is included in the rating. The team captain is responsible for educating and informing all players and spectators affiliated with his/her team about the system.
- 6.4 A team is responsible for the actions of the individual team members and spectators related to it.
- 6.5 Sportsmanship is vital to the conduct of every Intramural contest. In order to encourage proper conduct during games, officials, administrative personnel, and supervisors shall make decisions on whether to warn, penalize or eject players or teams for poor sportsmanship. These decisions are final. The Intramural Sports administrative staff will rule on further penalties as a result of unsportsmanlike conduct.
- 6.6 Each participant should choose his or her team members carefully, as all team members will suffer the consequences of any disciplinary action taken by the Intramural Sports staff against that team for violation of the intramural rules and sportsmanship guidelines. Protests or appeals of sportsmanship ratings will not be recognized. The Intramural Sports administrative staff reserves the right to review any rating given to a team.