

DEPAUL UNIVERSITY
Campus Recreation
Intramural 3 on 3 Basketball Rules

Any rule or interpretation not covered in these rules shall be governed by the National Federation of State High School Athletic Association. Some minor modifications have been implemented for the intramural program to encourage sportsmanship, provide for the safety of the participants and to adhere to time restrictions.

RULE 1: Facility, Playing Areas, and Equipment

- Article 1. Facility- Ray Meyer Fitness and Recreation Center
 Article 2. Playing Areas- Goldberg Courts - 3rd level - half courts
 Article 3. Equipment-
- a)ball: a game ball will be provided by Campus Recreation
 - b)pinnies: numbered jerseys will be provided by Campus Recreation. If teams have their own jerseys they must be numbered on both the front and back.
 - c)shoes: each player must wear non-marking court shoes.
 - d)headwear: all hats and bandannas are illegal. The only legal headwear is a sweatband.
 - e)mouthguards: it is strongly recommended that a mouth piece be worn.
 - f)jewelry: any deemed unsafe by the officials or supervisors is illegal (including rings, earrings, necklaces, bracelets).
 - g)casts: no casts are allowed. Players who must wear a knee brace with exposed metal hinges are required to cover it with rubber or foam padding.

NOTE: Officials of each game will determine legality of all equipment. A player wearing illegal equipment will not be permitted to play.

RULE 2: Responsibilities of Captain's, Players, Teams, & Spectators

- Article 1. Rules of the Game- all team members are required to know the rules of the game and to abide by them.
 Article 2. Team discipline- the team captain is responsible for the discipline and proper conduct of team members and spectators. Any difficulties with a person's conduct will be handled through the captain.
 Article 3. Team Spokesperson- the playing captain is the only player who may address the officials, but only on matters of rule interpretations. Judgment calls which are protested may result in penalty for the offending team.
 Article 4. Sportsmanship Ratings- teams are rated on sportsmanship nightly based on their behaviors before, during and after each contest. Possible ratings include "Outstanding, Acceptable, Unacceptable, or Season Ending". Teams receiving an "unacceptable sportsmanship rating" will need to meet with the Assistant Director of Intramurals before the team is eligible to participate in any further games. A second unacceptable rating will result in a team being removed permanently from further play. Teams receiving "Season Ending ratings will be subject to immediate removal from the league and possible further sanctions with the Dean of Students office.
 Article 5. Spectators- spectators may observe intramural activities and must comply with the policies that have been set by the Campus Recreation staff. The team captain is ultimately responsible for the conduct of their spectators. Indoor sports, i.e. basketball, indoor soccer, volleyball and floor hockey, have limited spectator seating; spectators may not berate or attempt to intimidate the officials or opponents. Any volatile or unruly acts by a spectator will be handled by Campus Recreation staff and if necessary referred to the Dean of Students. Campus Recreation wants spectators to know that they are part of the game. Their participation is important to the outcome of the game. Please keep in mind however, it is still just a game. Have fun and encourage your own team, rather than discourage your opponent or the officials. Remember the team being cheered for may be adversely affected if spectator behaviors are inappropriate.

RULE 3: The Teams

- Article 1. Composition of teams and substitutions-
- a)required players: the game shall be played between two teams of three players each. Two players are required at game time to avoid a forfeit.
 - b)shorthanded teams:
 - 1. a team cannot play with less than two players. If a team becomes incomplete, (less than two players) for any reason, and there are no substitutes available, the shorthanded team will lose by forfeit.
 - 2. a team which loses two players due to ejection in the same contest will be forced to forfeit that contest.
 - c)substitutions: players may substitute during dead ball situations by entering the game prior to the ball being "checked in" to start play.

Page 2

RULE 4: The Game

- Article 1a. Each game shall last 30-minutes or until a team reaches 21 points, whichever occurs first. If at the conclusion of 30-minutes of play the game is tied, the next team to score shall win. No specific margin of victory is required.
- Article 1b. Last five minutes – in the last five minutes a 30-second clock will be used to prevent stalling. The monitors shall keep the clock.
- Article 2. Forfeit time-game time is forfeit time. Teams must have required number of players at game time to avoid a forfeit. **Should a team forfeit, they will be removed from further participation in the league.**
- Article 3. Time-outs- each team is entitled to 2 charged time-outs per game. These time-outs are not to exceed thirty seconds in length.
- Article 4. Injured player- any player that is injured (or apparently injured) who is discovered by an official when the ball is alive or dead and play is stopped for them, will be required to sit out at least until the next substitution opportunity (after the ball becomes live again). Any player that is found to be bleeding must immediately be removed from the game and must receive attention to stop the bleeding.

RULE 5: Special Rules

- Article 1. Violations and fouls (not on made baskets) will result in the opposition of the team committing the infraction obtaining/retaining possession of the ball. Any ball going out of bounds shall also be inbounded from the top of the key.
- Article 2. Any foul on a made basket will result in the basket counting and the team that committed the penalty obtaining the ball at the top of the key.
- Article 3. If a team obtains 7 fouls during the course of the game, the opposing team will begin shooting a “bonus” free throw. The free throw shall be worth one-point. If the free throw is made, the team not shooting will get the ball at the top of the key. Free throws must be “checked-in” by the defense.
- Article 4. The court monitor/supervisor has the right to disqualify any individual at any time for any unsportsmanlike conduct. Malicious play will not be tolerated. Any disqualified individual will need to set an appointment with the Assistant Director of Intramurals before they will be allowed to play again. Any suspensions will not begin until this meeting has occurred.
- Article 5. Players are not to hang on the rim before, during or after the game.
- Article 6. Any new rule may be implemented during the season by the Assistant Director who will inform team captains by memo (via officials) of additions, clarifications, or changes.
- Article 7. To start the game, any overtime, after made baskets, on any violation, or turnover, the ball must be checked up top. After the ball is checked, the player must throw the ball in bounds (they may not dribble or shoot).
- Article 8. For any change of possession, the ball must be taken back behind the three-point line.
- Article 9. **All players are required to provide their DePaul I.D. to officials prior to game time to be eligible to play. No exceptions.**

RULE 6: Playoff Eligibility, Schedules, Sportsmanship and Awards

- Article 1. Playoff Eligibility- there are three factors considered when determining a teams playoff eligibility:
a)team representative’s attendance at captains meeting
b)team must have an acceptable sportsmanship rating
c)a team must have a .500 record in order to make the playoffs.
- Article 2. Playoffs- in order to determine an intramural champion in each division, regular season day and time requests cannot be adhered to during playoffs. Teams will be required to play on any given day and at any given time.
- Article 3. Playoff Schedules- Schedules will be available at the Ray Meyer Fitness and Recreation Center front counter or may be accessed on the website (www.depaul.edu/~rec) the week prior to when playoffs will begin. Captains are responsible to inform all their team members of game times and locations. No playoff information will be given over the telephone. When reading the brackets make sure that any questions are directed to the Assistant Director of Campus Recreation.
- Article 4. Playoff Sportsmanship- teams are required to maintain an acceptable sportsmanship rating during the playoffs. If a team receives an unacceptable rating, they will be eliminated from further playoff competition. If the rating follows the teams final contest, the rating may impact the teams and/or individuals eligibility for the next intramural activity in which the team and/or individual participates.
- Article 5. Awards- championship playoff team members will receive an intramural championship t-shirt.

RULE 7: Player Ejection

Extremely offensive conduct (obscene or insulting word gestures) towards Intramural staff, spectators or other players results in ejection of a team member(s) from the game in which the offense occurred. Ejected individuals must leave the playing area and possibly the gym. If they are asked to leave the gym they will be

given one minute to gather their belongings and depart. Further delay will result in team forfeiture. **All players ejected from an intramural contest, for any reason, must set an appointment to meet with the Assistant Director before they or their team is eligible to participate again. Ejected players will serve an automatic one-game suspension with the severity of the conflict dictating further suspensions.** This suspension will not begin until the meeting has taken place. **Also a player who is ejected from two contests during a season will not be eligible for playoff competition.** The Assistant Director reserves the right to impose further penalties against the player(s) or team at his own discretion.

RULE 8: Special Rules

Any new rule may be implemented during the season by the Assistant Director who will inform team managers by email or memo of additions, clarifications, or changes.