



# Intramural Sports

## 3-on-3 Basketball

### FOREWORD

The Intramural 3 on 3 Basketball league is organized for the purpose of offering Santa Clara University students, faculty and staff the opportunity to participate in an atmosphere of mutual respect and good sportsmanship. Captains are expected to familiarize themselves and their teammates with these rules and the Intramural Sports policies within the Intramural Sports Handbook. Any disruptive or unsportsmanlike conduct can be cause for suspending an individual and/or team from the program. The program is based upon cooperation and mutual respect among players and Intramural Sports Staff.

### GENERAL RULES

1. Teams consist of 3 players; however, a team may start or continue a game with 2 players. Team rosters are allowed a maximum of 6 players.
2. Each team must designate one captain. (S)he will speak for the team on all game issues and is responsible for all team members, coaches and spectators.
3. Coaches, substitutes and spectators are not allowed on the court during the game and must remain on the carpeted seating area.
4. Questions and concerns should be directed to the Intramural Sports Staff immediately.

### EQUIPMENT

1. Basketballs will be provided.
2. Only rubber soled shoes and non-marking closed toe shoes are allowed.

### SAFETY CONSIDERATIONS AND INSURANCE COVERAGE

1. Each player must have a signed "Release of Liability and Assumption of Risk for Use of Athletic Facilities and Programs" on file with the ACCESS office.
2. **Player safety is of foremost concern.** This is enhanced by rule modification, staff training, and facility inspection.
3. **Any and all injuries should be reported immediately to an Intramural Sports Staff member on-site at the event.**
4. All jewelry should be removed prior to play.
5. A player is not allowed to wear any equipment that, in the opinion of the Intramural Sports Staff, is unsafe or confusing (i.e. braces, sweatshirts, etc). Intramural Sports Staff will check for illegal or unsafe equipment before every game.
6. Each participant is responsible for his/her own medical insurance coverage. **Santa Clara University does not provide insurance to individuals for any injury incurred in Intramural Sports participation.** The university also does not provide any services to prepare or maintain a player's readiness to participate. One must bring their own athletic tape to prepare to play.
7. In the case that a participant sustains an injury that causes bleeding:
  - a. The participant must exit the area of play until the bleeding has been stopped and the wound is bandaged.
  - b. If blood stains any part of the participant's clothing, he or she may not return to the game until blood is no longer visible on the clothing.

### STARTING THE GAME

1. **GAME TIME IS FORFEIT TIME.**
2. Captains should check in with the Intramural Sports Staff at game table at least 10 minutes prior to game. Captains must confirm that only rostered players are being used. Rock-paper-scissors will determine which team gets the ball at the mid-court line.
3. **Each player must show a valid ACCESS card prior to every Intramural Sports contest.**
4. Team captains need to verify they are on the correct court before play begins.

## PLAYING TIME AND TIMEOUTS

1. The Intramural Sports Staff will maintain the 25-minute running clock.
2. The game will be played up to 21. If neither team reaches 21 points at the end of the 25 minute running clock, the team with more points will be declared the winner.
3. If the score is tied at the end of the 25-minute clock, the team who scores the next basket will be declared the winner.
4. Teams DO NOT have to win by two points (i.e. the final score can be 21-20).
5. Each team is permitted one 30-second time out per game. The clock will run during timeouts.
6. Timeouts are not permitted with less than two minutes left in the game.

## SUBSTITUTIONS

1. Substitutes may only enter game when ball is dead.
2. Substitutes must report to Intramural Sports Staff and be recognized by the opposing team captain before entering the game.
3. Any injured player whose injury causes an extensive time-out must leave the court and may re-enter the game at the next dead ball.

## SCORING

1. Field goal = 1 point.
2. Field goal beyond the three point arc = 2 points.
3. The three point line for men's league will be the black line (current NCAA Men's three-point line) whereas the three point line for women's league will be the red line (current NCAA women's three-point line).
4. Free throw = 1 point.

## SCORER/TIMER PROCEDURE

1. The 25-minute running period will not be stopped, even for time outs or injuries.
2. Teams are responsible for keeping their own score. Whenever a made basket occurs, the scoring team must call out the current score and the opponent should verify it.
3. When a basket is made, the defending team gains possession (also referred to as "Loser's Out").

## OFFICIATING

1. Each game will have one (1) official to make calls.
2. Players cannot foul out of any contest.

## FOULS AND PENALTIES

1. All called fouls, whether shooting or non-shooting, shall result in one free throw shot, except on a successful field goal, in which case the basket counts and no free throw shot is awarded. However, if a player is beyond the two-point arc and is in the act of shooting when fouled, two free throw shots will be awarded.
2. A change of possession will result regardless of whether the free throw shot(s) is (are) made or missed.
3. After a foul shot, the ball will be placed into play from the mid-court line.
4. A technical foul results in one point for the offended team and possession of the ball.

## TECHNICAL FOULS AND FLAGRANT FOULS

1. The on-site Intramural Sports Staff reserves the right to determine a foul as flagrant. In addition, the Intramural Sports Staff reserves the right to assign a technical foul to any player, team, coach or spectator that exhibits unsportsmanlike conduct towards the other team, spectators or the Intramural Staff.
2. A second technical foul will result in a player/team being ejected/forfeiting the game.
3. A player who receives a flagrant foul is ejected from the game.
4. **A player who is ejected twice during the season is suspended for the rest of the regular season and playoffs.**
5. A team that has two players ejected or receives four technical fouls in a single game immediately defaults that game.
6. A team that accumulates either three ejections or six technical fouls during the season is immediately dropped from the league.
7. Ejected players must leave the Pat Malley Fitness and Recreation Center immediately, are suspended from their next two games, and must meet with the Assistant Director of Recreation and Intramural Sports Student Coordinator to seek reinstatement.
8. The captain for a team that defaults due to player ejections or technical fouls must meet with the Assistant Director of Recreation and Intramural Sports Student Coordinator to seek team reinstatement.

## 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 mid-court line.

## CHANGE OF POSSESSION / "CHECK POINT"

1. When the defending team gains possession of the ball, they must move the ball outside the three-point arc to "clear" the ball and establish offensive possession.
2. The ball must be cleared after any change of possession, regardless of whether or not the ball touches the rim during the offensive possession.
3. Scoring a basket without clearing the ball will result in no points. The ball will be awarded to the opposing team.
4. Following a dead ball situation, the offensive player must pass the ball from the "check point" to a member of the opposing team. The opposing player then passes the ball back and calls out "Ball In!" to signal the play has started.
5. The "check point" shall be just above the 3-point arc around the court.

## HELD BALL

1. On a held ball situation (jump ball, etc.), the ball will first go to the team which started on defense, with alternating possessions thereafter.

## STALLING

1. Stalling is prohibited.
2. Stalling is a style of play in which a team does not actively attempt to advance the basketball toward the basket and shoot the ball at the basket. It is a method used in an attempt to run out the game clock to preserve a win.
3. **Stalling is considered an unsportsmanlike act and will result in a technical foul against the offending team if the team continues to stall after a stall warning has been issued (see FOULS AND PENALTIES).**

## RULES NOT COVERED

The on-site Intramural Sports Staff reserves the right to make decisions on any point not specifically covered in the rules.

## FACILITY GUIDELINES

- You and your participants are expected to abide by all posted and written facility guidelines.
- To keep the playing areas clean and safe, food, beverages, gum, tobacco products, bottles, cans, bicycles, skateboards, and pets are not allowed. Please clean up after yourself and your team so we can keep the facilities clean for others.
- **Violations of facility policies by fans and/or teams may result in immediate forfeit and removal of team from the facility.**

## CONDUCT

- The value of Intramural Sports is in playing, not in winning - so you, your team, and your fans are expected to **behave in a sportsmanlike manner at all times, both on and off the field.**
- Profanity, intimidation, abusive language, threats, fighting or other physical contact is not tolerated and will result in disciplinary action as defined below.
- Possession or consumption of alcohol or illegal substances is not allowed. Any individual suspected of being "under the influence" will be asked to leave the facility immediately. Bellomy Field, the Malley Center and Stanton Field are facilities where no alcoholic beverages are permitted.
- Officials are fellow SCU students and must be treated with respect at all times.
- All students participating in Intramural Sports will be held to the Student Conduct Code in the SCU Student Handbook for more detailed info please visit the Office of Student Life website at <http://www.scu.edu/governance/student/index.cfm>

### *Disciplinary action includes but is not limited to:*

- Immediate participant ejection (must leave the facility within two minutes or game is forfeited)
- Ejected participant must meet with the Assistant Director of Recreation and/or Intramural Sports Coordinator staff.
- Two ejections within the intramural season (academic year) results in an automatic suspension from the program for that academic year. For example, if a participant is ejected from a flag football game & then a basketball game they may be suspended from all future play in the Intramural Sports program.
- Suspensions are a minimum two games (participant may not attend team's games during the suspension).
- Possible referral to Office of Student Life and/or Campus Safety.

***Appealing disciplinary action includes:***

- A written request for reinstatement and a meeting with Assistant Director of Recreation and/or Intramural Sports Coordinators needs to be requested within 5 business days of the decision.

***Sportsmanship Rating:***

To ensure the conduct guidelines listed above, sportsmanship ratings will be assigned by the Intramural Student Coordinators and/or Officials and/or IM Supervisors on site at the conclusion of each IM competition. The sportsmanship rating for each team will be listed on the score sheet of each competition and will not be posted online. The intent of this new system is to allow Intramural Student Coordinators to resolve sportsmanship conduct concerns to prevent potential disciplinary action. Intramural Student Coordinators will address sportsmanship rating concerns with team captains as they arise. You may request your team's sportsmanship ratings by emailing intramurals@scu.edu.

Team sportsmanship is rated according to the following scale and criteria;

***4 points: Excellent Sportsmanship***

Respect shown to the game and staff by participants and spectators at all times. Participants speak to staff members appropriately in all situations. Players cooperate fully with the officials about rule interpretations and calls. The captain also has full control of his/her teammates and calmly converses with officials about rule interpretations and calls.

Teams that win by forfeit will receive a "4."

***3 points: Acceptable Sportsmanship/Good Conduct***

Team members and spectators are respectful of opponents and officials except for one or two minor incidents which may or may not merit a warning from officials or other IM Staff members. Participants question an official's judgment/rule interpretation in a disrespectful manner. Minor incidents such as trash talk, cursing in any manner, or mocking the skill level of an opponent might occur such that an official is prompted to provide 1-2 verbal warnings and might also include a yellow card (soccer), unsportsmanlike flag (flag football), technical foul (basketball) or something of the like. Teams that receive 1 yellow card, an unsportsmanlike flag or technical foul (or the equivalent) will receive no higher than a "3" rating. Teams that default will receive a "3."

***2 points: Sportsmanship Needs Improvement***

Team members repeatedly question the judgment of or an official's abilities. They, and/or spectators are disrespectful of opponents and/or officials on a number of occasions which may or may not warrant various sport specific penalties. Captain exhibits minor control over his/her teammates and spectators. Teams having a player ejected for an unsportsmanlike act will receive no higher than a "C" rating, including ejections for use of an invalid ID/ineligible player. Teams that forfeit without providing proper courtesy notice will receive a "2."

***1 point: Unacceptable Sportsmanship***

Teams constantly comment to the officials and/or opposing teams from the field and/or sidelines. Majority of individuals on this team are disrespectful of opponents or officials on a regular basis. The team captain exhibits no control over teammates or himself/herself. Teams focus more on bickering with officials than playing the game. Multiple unsportsmanlike calls and/or technical occur.

See Disciplinary Action listing above for possible sanctions applied. Intramural Staff working the competition will be required to submit an Incident Report for any teams receiving a D rating.

The team captain will be required to meet with the Assistant Director of Recreation and/or Intramural Sports Coordinator staff prior to their next scheduled competition and the team will not be eligible to return to participate until approved by the Assistant Director of Recreation and/or Intramural Sports Coordinator staff.

***0 points: Season Ending Rating***

The following actions can result in an “0 point” sportsmanship rating:

Team is completely uncooperative and out of control before, during, or after intramural sports contest(s).

Team captain (spokesperson) exhibits loss of control over self, the team, and/or the spectators.

Multiple ejections or blatant unsportsmanlike conduct that endangered participants, fans, officials, or supervisors.

Fighting or contest ended due to extenuating conduct circumstances: Includes threatening an employee. If involved in a fight your team could be removed from the league for the remainder of the season.

Instances include multiple players being ejected for sportsmanship reasons;

A team accumulating 4 sportsmanship technicals/penalties in the game;

Physical contact, threats, and/or attempts to injure other participants or intramural staff. All players on the team roster will be suspended from intramural sports program for an unspecified period of time.

The incident will be referred to the Office of Student Life and/or Campus Safety

Updated: 3/30/2016