

**STUDENT RECREATION & WELLNESS CENTER
WASHBURN UNIVERSITY**

INTRAMURAL 3 on 3 BASKETBALL RULES

1. **ALL PARTICIPANTS MUST BRING THEIR CURRENT WASHBURN PICTURE ID TO ENTER THE SRWC.** ID checks may be made to verify eligibility of players. Players without proper ID will not be allowed to participate. Washburn Intramural guidelines concerning eligibility are in effect.
2. National Federation of State High School Association rules will govern play except where Washburn Intramural modifications are stipulated.
3. Each team will consist of three (3) players. Game time is forfeit time. Teams must begin and end the game with a minimum of two (2) players. Teams failing to be represented by at least two (2) eligible players game time shall forfeit the game. The intramural supervisor shall have the official time piece.
4. Prior to each match, team captains must check the roster on the score sheet for accuracy and write in jersey numbers. **To be eligible, players must sign the official team roster prior to participating. THE SCORE SHEET IS NOT THE ROSTER!!** Roster checks will be made throughout the season. Players may sign the team roster in the SRWC Gym prior to any regular season game or at the SRWC front desk Monday through Friday, 8am – 5pm.
5. Jerseys with numbers on either the front or back must be worn by each player. Jerseys may be checked out at each scorer's table (a T-shirt with sleeves must be worn under these jerseys). Teams may provide their own T-shirts or jerseys; however, they must be of similar color and must have **clearly visible** numbers on either front or back.
6. The court boundaries will be defined as one half of a SRWC size basketball court.
7. The match will consist of three (3) separate games, played to 21 points by two-point and three-point goals. The team that wins the best two out of three games will be declared the winner. Prior to the beginning of the match, a coin toss will be conducted to determine possession for the first two games. The team winning the toss chooses first possession in either game one or game two. A separate coin toss will be used to determine beginning possession in the final game (if necessary). Alternating possession on all jump ball situations will be in effect during each game.
8. Each team will get two (2) one minute time-outs per match. Teams must have possession of the ball to call time-outs.
9. Following a made basket or out-of-bounds where possession changes hands, the ball will be checked at the top of the key. Following the check the ball must be passed into play.
10. To establish possession of the ball after an opponent's missed shot or turnover, a player in possession of the ball must touch the ground anywhere behind the three point line.
11. All substitutes must be beckoned on to the court by an official. Substitutions will be allowed after any made basket or stoppage in play. A team technical may be assessed for failure to follow proper substitution procedures.
12. If a player is wearing illegal equipment, including jewelry, the game will be stopped when the offending team next gains possession and the offending team may be charged a time-out. The player may not return to the game until the equipment has been removed. If a substitute reports to the scorer with illegal equipment, the sub must return to the bench area, remove the equipment, and report back to the scorer prior to entering the game.
13. If a player is bleeding, the game will be stopped and the player must come out of the game and receive first aid treatment to stop the bleeding and cover the wounded area.

**For complete information on general intramural information and sportsmanship policies visit
www.washburn.edu/getfit**

14. The score sheet shall be the official score. Score will be called out by the offensive team prior to checking the ball in.
15. Each player is allowed six (6) fouls per match before disqualification. Every foul, personal or technical, counts towards player disqualification and total number of team fouls per game.
16. Bonus free throws (“**one and one**”) will be awarded to the offended player for every common foul, beginning with the fourth team foul in each game. Double bonus (2 shots) will be awarded for every foul, beginning with the seventh team foul in each game. (EXCEPTION: free throws are never shot for player control fouls).
17. On free throws, no player occupying a marked lane space may break the plane of the free throw line until **after the shot hits the rim**. All teams will line up above the last block as lowest position. If during the final attempted free throw the shot does not hit the rim, the ball will be blown dead and the non-shooting team will gain possession under the basket.
18. Team captains are the only players allowed to talk to the officials during the game. Technical fouls given to fans or bench personnel shall be assessed against the team, not the captain.
19. All technical fouls will result in two (2) points and possession awarded to the non-offending team. All three officials, including the scorekeeper, may call technical fouls.
20. Excessive swinging of the elbows, with or without contact, may be a technical foul.
21. Dunking is legal during play, but is illegal before and after the game, during halftime, and during any timeout or dead ball. Grasping or hanging on the rim is illegal at all times, unless done to prevent injury. Violations of this rule are penalized by a technical foul. Inadvertently slapping the backboard as in an attempt to block a shot will be ruled as goaltending and not a technical foul. Slapping the backboard out of frustration or in a way that is interpreted by the officials as poor sportsmanship will be ruled a technical foul.
22. Any action by a player or team that delays the game is prohibited (e.g., huddling before free throws, not lining up promptly for free throws, excessively slow substitution, knocking the ball away from the end line after a made basket, failing to promptly give the ball to an official after play has been whistled dead, etc.). PENALTY: Any first violation by a player or team shall result in a team warning. Any subsequent delay by any player on that team shall result in a team technical foul.
23. The Washburn Intramural Sportsmanship Rating System will be in effect. Any person receiving a yellow card must come out of the game until the next available substitution. Any person receiving a red card or second yellow card will be ejected from the game. All ejected players must leave the SRWC immediately and arrange to meet with the Intramural Program Coordinator before they or their team are eligible for further competition.

