

STUDENT RECREATION & WELLNESS CENTER
WASHBURN UNIVERSITY
INTRAMURAL 3-ON-3 BASKETBALL RULES

Location

- Games will be played in the Student Recreation and Wellness Center (SRWC), Courts 2 and 3.

Schedule

- Regular season will be played for 3 consecutive weeks at your scheduled day and time. Playoffs for qualifying teams will follow the regular season.
- If your team is unable to make your game contact the Intramural Office at 785-670-1314 by 3:00pm the day of your game to default.

Eligibility

- 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.

Players

- 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 at game time shall forfeit the game. The Intramural Supervisor shall have the official time piece.
- Players may be added to the roster at any time via IMLeagues, before the end of the regular season. Roster addition instructions are available at the SRWC or online at <http://www.washburn.edu/getfit>.

Equipment

- No jewelry is permitted.
- 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.

Gameplay

- **The Playing Court**
 - The court boundaries will be defined as one half of a SRWC size basketball court.
- **Scoring**
 - The match will consist of best two out of three games. The first two games will be played to 21. If necessary, the third game will be played to 15.
 - Games will be played by two-point and three-point goals.
 - There will be a (30) thirty minute cap on each match. The team that is winning when times runs out will win. If the score is tied, the next point will win.
 - A game of chance will be used to determine first possession in either game one or game two. If necessary, another game of chance will be used to determine beginning possession in the final game.
 - Possessions will alternate on all jump balls.

- **Time-Outs**
 - Each team will get one time-out per match. Teams must have possession of the ball to call a time-out.
- **Possession**
 - 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 can be passed or dribbled into play but not scored.
 - To establish possession of the ball after an opponents missed shot or turnover, a player in possession of the ball must come anywhere behind the three point line with both feet.
- **Fouls**
 - Teams will call their own fouls.
 - No free throws will be shot. The ball will be taken to the top of the key after every foul.
- **Substitutes**
 - Substitutions can be made at any dead ball.

CoRec Modifications

- **Gameplay**
 - Women's made baskets will count as three-point and four-point goals.
 - A Women's size basketball will be used

Officials

- Players will call their own fouls and keep track of their score. The offensive team will call out the score before every checked ball. The supervisor/official will keep score. At the end of the game each team's captain will come to the supervisors table to report/check the score and sign the scoresheet.

Sportsmanship

- 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 Assistant Director of Intramurals before they or their team are eligible for further competition.