



Basketball 3vs3

Schedules

League schedules will be posted on the bulletin boards at the Student Activity Center and on imleagues.com

General Procedures

1. All participants must register on imleagues.com and be accepted by the captain 24 hours prior to the game they wish to play. Upon the start of a competition, the IM Sports staff will check all rosters to ensure eligibility. Players who do not appear on a team's roster will be classified as ineligible and will be required to register before being allowed to play.
2. No roster additions will be allowed after the completion of regular season play.
3. Default vs Forfeit - Any team knowing in advance that they will be unable to play a regularly scheduled game has the opportunity to default. If a team defaults, they will receive a loss in the standings, an "Exceptional Sports" sportsmanship rating, and does not count as a forfeit. In order for a team to default, the team captain must contact the Intramural Coordinator in writing by 5:00 p.m. on the day prior to their contest. Otherwise, it is considered a forfeit. If a team forfeits, they will receive a loss in the standings and a "Needs Improvement" sportsmanship rating.
4. Teams must arrive 15 minutes before their scheduled start time to insure that the event runs on schedule. A 10 minute grace period will be allowed before a forfeit is awarded.
5. All players must have their valid LSSU ID card at the appropriate playing area in order to play.
6. Teams must present their LSSU ID's to the Student Activity Center to enter the facility and must present their LSSU ID to the site supervisor to check-in prior to play that night. Community members and alumni must present a photo ID to the site supervisor to check-in prior to play that night
7. Any player that is bleeding must leave the game immediately. The bleeding must be stopped and the wound securely covered with a bandage before the player can continue. If there is blood on any clothing or jersey, it must be changed before the player resumes play.
8. The Sport Supervisor and Intramural Assistant is responsible for recording scores, running clock, and keeping order. The Sport Supervisor has the authority to eject any player for unsportsmanlike behavior (profanity, fighting, and participating in a contest under the influence of alcohol or other drugs, etc.). See Intramural Participant Handbook for more details.

Reporting Scores

1. Scorekeeping/Reporting: Teams are responsible for keeping track of the score throughout the game. The score should be announced prior to every checking of the ball. **THE WINNING TEAM MUST REPORT THE GAME SCORES TO THE INTRAMURAL SUPERVISOR.** In the event of a score discrepancy, teams shall restart the game from the last agreed upon score.
2. If you have another game, always check with the Sport Supervisor about return time before you leave the facility. It is our intention to keep games moving.

Game Format

Players

1. Each team must have at least 3 players present to begin game play. If a team does not have 3 players at game time, they will forfeit the contest.
2. If a team falls below 3 eligible players during a contest due to injury or ejection, play can continue, but that team must compete shorthanded.
3. Jump balls alternate according to possession arrows

4. Teams must pass the ball to start play following checks.

Game Play

1. Format will be as follows: Teams will play best 2-out-of-3 half-court games to 11 points, by 1's and 2's. Teams must win by two points or first team to 15 points wins.
1. Each match-up will have a 45-minute time limit. If a match reaches this time limit without a winner the team that is ahead at that point will be declared the winner of the match.
2. Starting the game: After agreeing on a game ball (balls will be available for check-out with an ID if teams cannot agree on a ball), each team shall designate one person to shoot free-throws to determine which team will start with possession of the ball. After one person has made and one person has missed, the team making the free throw shall start with the ball at the top of the key. After the first game, the losing team of the previous game will start the next game with the ball.
3. Checking the ball: The ball shall be "checked" before the start of the game at the top of the key, and after all usual and unusual stoppages of play, including, but not limited to: made baskets, all fouls, out-of-bounds, and balls entering the court from another court. For any unusual stoppage of play, the team currently or last in possession of the ball shall retain possession, except after a made basket.
The check line is anywhere beyond the three point arc.
4. After a made basket, the team that was on defense will start at the top of the key on offense. There is no make-it-take-it.
5. If the defense gains possession off a missed basket or turnover, they must take the ball behind the check line before attempting to score
6. Fouls will be called by the players on the court. A defensive foul on a made basket shall result in the basket counting and the fouling team starting with the ball at the top of the key. A common foul, or a foul resulting in a missed shot, shall result in the fouled team starting with the ball at the top of the key. There will be no free throws. There shall be no foul limit for players to exceed. The Intramural Sport Supervisors have the right to issue warnings or disqualify teams from the tournament if teams continually foul their opponents.
7. Excessive fouling, with the intent to gain an advantage, and not in the spirit of Intramural Sports, will be penalized at the Intramural Staff's discretion.
8. Out-of-Bounds: In the event the ball is declared out-of-bounds, the game shall be restarted at the top of the key with the team not having last touched the ball being awarded possession. The half court line shall be considered an out-of-bounds line. If the ball passes over the backboard, it shall be the same as an out-of-bounds violation.
9. Alternating Possession/Jump Balls: On the first held ball, the ball shall be awarded to the team that did not start the game with possession. Possession on all held balls thereafter shall be awarded on an alternating basis. Teams are responsible for keeping track of the alternating possession.
10. After a defensive rebound of a shot attempt (regardless of the ball hitting the rim or not) the player must take the ball outside of the 3-point line with both feet before taking a shot at the basket.

Substitutions

1. Substitutions can be made on dead-balls or scores, but ONLY with the acknowledgement of both teams. The ball will then be checked at the top of the key before play begins again. Players looking to sub in should check in with the Site Supervisor.

