

Intramural Sports – 3 v 3 Basketball Rules

GENERAL INFORMATION

1. All participants must meet the eligibility requirements listed in the Intramural Sports Policies and Procedures handbook. **Each player must be an FIU student or FIU Wellness and Recreation Faculty/Staff Member.**
2. Participants must have their Panther ID at every game.
3. All intramural participants must personally sign the Waiver Release and are responsible for their own medical expenses.
4. Any games in which an ineligible player signs in will be considered a forfeit.
5. Teams are responsible for keeping their players and spectators under control. Misconduct of players, coaches, managers, or spectators may result in penalty, ejection, or forfeiture of the game. Spectators must also remain within the area designated by the Intramural Sports staff.
6. Alcoholic beverages, smoking, and pets are prohibited from all intramural contests.
7. Officials and Supervisors will have absolute authority during the contest and can make decisions on any matter or question not specifically covered in the rules.

OVERVIEW

1. All intramural Midnight Madness matches will take place in WRC South Gym.
2. Equipment
 - a. Game balls are provided by FIU IM Sports.
 - b. Participant may play with their own ball if both captains agree
3. Players
 - a. Rosters may consist of up to six (6) players.
 - b. The minimum number of players a team may field with is two (2) players.
4. The Game
 - a. Games are to be played to 15 (win by 2).
 - b. Made field goals are worth one point, unless shot from behind the 3-point arc, in which case they are worth two points. Made free throws are worth one point.
 - c. Playing time will consist of two 8-minute halves with a running clock.
 - i. Half time shall be 2 minutes in length.
 - ii. A tie score at the end of regulation time shall result in a 2-minute running clock overtime period, with ball possession determined by a coin toss.
 1. The overtime process will be repeated until a winner is determined.
 - d. There will be NO team time-outs. Officials will only stop the clock in the case of injury or other special circumstances.
 - e. Substitutions may be made after any stoppage of play.

- f. A coin toss will determine initial possession. The winner of the coin toss will take possession of the ball to begin the first half, while the loser of the coin toss will take possession of the ball to begin the second half.
 - g. Ball possession changes hands after each basket, unless a foul is awarded.
 - h. After each change of possession, the ball must be taken back across the check line.
 - i. The check line is the free throw line extended.
 - i. After any dead ball situation (foul, violation, made basket, etc.), the ball must be passed from the check line.
 - j. Deliberate stalling or attempts to freeze the ball shall result in loss of ball possession. If a team is warned for stalling, the official will administer a 10 second count during which a shot must be attempted. If a shot is not attempted, ball possession is lost.
 - k. Made field goals are worth one point, unless shot from behind the 3 point arc, in which case they are worth two points. Made free throws are worth one point.
5. Officiating
- a. 3 v 3 Basketball will be played as a self-officiated sport where responsibility for fair play falls on the players. All players are expected to know the rules, and the integrity of basketball depends on each player upholding them. Highly competitive play is encouraged, but never at the expense of mutual respect among competitors, adherence to the rules, or the basic joy of play.
 - b. A Court Monitor will be present to keep score and settle any disputes that cannot be worked out between the two teams. Disputes will be resolved by a coin toss.
6. Fouls
- a. Team captains are responsible for tracking fouls.
 - b. All common, personal, and technical fouls shall be counted against a team total. In each half, a bonus will be awarded on and after the fifth team foul. An individual player cannot foul out of a game but may be ejected by the official for cause.
 - c. Prior to the fifth team foul:
 - i. any common foul shall result in loss of possession for the offending team.
 - ii. any offensive foul shall result in disallowing a converted basket and loss of possession.
 - iii. any shooting foul with a missed basket shall result in a free throw awarded to the offended team and retained possession.
 - iv. any shooting foul with a converted basket shall result in the basket being awarded along with retained possession.
 - d. Following the fifth team foul:

- i. any common foul shall result in an awarded free throw to the offended player, along with retained possession.
- ii. any offensive foul shall result in disallowing a converted basket, a loss of possession, and possession awarded to the offended team.
- iii. any shooting foul with a missed basket shall result in a free throw awarded to the offended team along with retained possession.
- iv. any shooting foul with a converted basket shall result in the basket being awarded and retained possession.
- e. Any dispute will be settled by coin toss.

ADDITIONAL RULES

1. Gambling:
 - a. Players shall not bet on the outcome of a game.

SPORTSMANSHIP

1. Players must conduct themselves in a reasonable manner, maintaining an appropriate and respectful demeanor towards tournament administrators, and to other players as described in the FIU IM Sports Participants Guide.