



DEPAUL

Campus Recreation: Intramural 3v3 Basketball Rules

Any rule or interpretation not covered in these rules shall be governed by the National Federation of State High School Athletic Association. Some minor modifications have been implemented for the intramural program to encourage sportsmanship, provide for the safety of the participants and to adhere to time restrictions.

RULE 1: Facility, Playing Areas, and Equipment

- I. Facility - Ray Meyer Fitness & Recreation Center
- II. Playing Areas - Goldberg Courts (3rd level) 4 playing surfaces - one or two courts will be available for intramural play depending on season/league numbers.
- III. Equipment-
 - a. Ball: a game ball will be provided by Campus Recreation.
 - b. Uniforms: Participants will be provided with jerseys. All jerseys need to be placed in the “dirty jersey bin” immediately after their game. T-shirts must be worn under the jersey. If a team provides their own jerseys they must be numbered on both the front & back.
 - c. Shoes: each player must wear a non-marking court shoe of soft-pliable rubber.
 - d. Headwear: all hats and bandannas are illegal. The only legal headwear is a sweatband.
 - e. Mouth guards: it is strongly recommended that a mouthpiece be worn.
 - f. Jewelry: all jewelry must be removed in order to participate in Intramurals.
 - g. Casts: no casts or splints are allowed.

NOTE: Officials of each game will determine legality of all equipment. A player wearing illegal equipment will not be permitted to play.

RULE 2: Responsibilities of Captains, Players, Teams, & Spectators

- I. All team members are required to know the rules of the game and to abide by them.
- II. The team manager and/or playing captain is responsible for the discipline and proper conduct of team members and spectators. Any difficulties with a person’s conduct will be handled through the manager.
- III. The playing captain is the only player who may address the officials, but only on matters of rule interpretations. Judgment calls that are protested may result in penalty for the offending team.
- IV. Sportsmanship Ratings
 - a. Teams are rated on sportsmanship nightly based on their behaviors before, during and after each contest. Possible ratings include: “Outstanding, Acceptable, Unacceptable, or Season Ending”.
 - b. Teams receiving an “unacceptable sportsmanship rating” will need to meet with the Assistant Director of Intramurals before the team is eligible to participate in any further games. A second unacceptable rating will result in a team being removed permanently from further play.
 - c. Teams receiving “Season Ending ratings will be subject to immediate removal from the league and possible further sanctions with the Dean of Students office.
- V. Spectators

- a. May observe intramural activities and must comply with the policies that have been set by the Campus Recreation staff.
- b. The team manager is ultimately responsible for the conduct of their spectators.
- c. Indoor sports, i.e., basketball, floor hockey, soccer, and volleyball, have limited spectator seating; therefore admittance of spectators may be limited. Outdoor sports, i.e., flag football, soccer, and softball; there is no limit to the number of spectators a team may have present. Spectators are to encourage and support their teams, not to berate or attempt to intimidate the officials or opponents.
- d. Any volatile or unruly acts by a spectator will be handled by Campus Recreation staff and if necessary referred to the Dean of Students. Campus Recreation wants spectators to know that they are part of the game. Their participation is important to the outcome of the game. Have fun and encourage own team, rather than discourage opponent or the officials. Remember the team a spectator is cheering for may be adversely affected if behaviors are inappropriate.

RULE 3: Team Composition and Eligibility

- I. Player eligibility: All DePaul University students, faculty and staff with proper I.D. are eligible provided:
 - a. The player is not already participating with another team in the same division (open, women or co-rec).
 - b. The player has not competed as a varsity athlete (or been red-shirted) in a parallel sport(s) in the previous one year (calendar year). If playing with an ex-varsity college athlete, the team must be in the competitive division.
 - c. No more than two current club members of a parallel sport may be listed on any roster (additionally, if playing with a current club member or former varsity athlete, a team may have no more than two club members/ex-varsity athletes).
 - d. All players are required to provide their DePaul I.D. to officials prior to game time to be eligible to play. No exceptions.
- II. IM Leagues
 - a. Will be used for all scheduling which means that each player must register with IM Leagues.
 - b. Their first and last name **MUST** match the name on their student, faculty, or staff ID card in order to be eligible to participate.
 - c. Captains **MUST** accept each player to their playing roster. After they are on the IM Leagues score sheet AND have signed the waiver they will be eligible to play.
 - d. Teams are permitted to add eligible members throughout the season until the playoffs (league play) or until the semi-finals of a tournament.
 - i. Additions must be made in accordance with the policy on adding players.
 - e. A player must have played in at least one previous game to be eligible for the playoffs (league play) or semi-finals (tournament play).
- III. Required Players
 - a. The game shall be played between two teams of three players each.
 - b. Two players are required at game time to avoid a forfeit.
- IV. Shorthanded Teams

- a. A team cannot play with less than two players. If a team becomes incomplete, (less than two players) for any reason, and there are no substitutes available, the shorthanded team will lose by forfeit.
- b. A team which loses two players due to ejection in the same contest will be forced to forfeit that contest.

V. Substitutions

- a. Players may substitute during dead ball situations by entering the game prior to the ball being “checked in” to start play.

RULE 4: The Game

I. Timing

- a. Each game shall last 30-minutes or until a team reaches 21 points, whichever occurs first. If at the conclusion of 30-minutes of play the game is tied, the next team to score shall win. No specific margin of victory is required.
- b. Last five minutes – in the last five minutes a 30-second clock will be used to prevent stalling. The monitors shall keep the clock.

II. Teams must be signed in with the required number of players (and ready to play) at game time to avoid a forfeit (see forfeit policy in [policy and procedures](#)).

III. Time-outs

- a. Each team is entitled to 2 charged time-outs per game.
- b. These time-outs are not to exceed thirty seconds in length.

IV. Injured player

- a. Any player that is injured (or apparently injured) when the ball is alive or dead and play is stopped for them, will be required to sit out at least until the next substitution opportunity (after the ball becomes live again).
- b. Any player that is found to be bleeding must immediately be removed from the game and must receive attention to stop the bleeding.

RULE 5: Special Rules

I. Violations and fouls

- a. Fouls and violations (not on made baskets) will result in the opposing team obtaining/retaining possession of the ball.
- b. Any ball going out of bounds shall also be inbounded from the top of the key.
- c. Any foul on a made basket will result in the basket counting and the team that committed the penalty obtaining the ball at the top of the key.
- d. If a team obtains 7 fouls during the course of the game, the opposing team will begin shooting a “bonus” free throw. The free throw shall be worth one-point. If the free throw is made, the team not shooting will get the ball at the top of the key. Free throws must be “checked-in” by the defense.

II. Free Throw

- a. The bottom lane spaces closest to the basket will not be occupied during free throw attempts. A maximum of four defensive players and two offensive players will be allowed in the lane spaces during any free throw attempt.

- b. Players in the marked lane spaces must remain in their designated lane space until the ball has been released for a try.
- III. Players are not to hang on the rim before, during or after the game.
- IV. To start the game, any overtime, after made baskets, on any violation, or turnover, the ball must be checked up top. After the ball is checked, the player must throw the ball in bounds (they may not dribble or shoot).
- V. For any change of possession, the ball must be taken back behind the three-point line.
- VI. Any new rule may be implemented during the season by the Assistant Director who will inform team captains by memo (via officials) of additions, clarifications, or changes.

RULE 6: Player Ejection

- I. The court monitor/supervisor has the right to disqualify any individual at any time for any unsportsmanlike conduct. Malicious play will not be tolerated.
- II. Extremely offensive conduct (obscene or insulting word gestures) towards Intramural staff, spectators or other players results in ejection of a team member(s) from the game in which the offense occurred.
- III. Ejected individuals must leave the playing area and possibly the gym. If they are asked to leave the gym they will be given one minute to gather their belongings and depart. Further delay will result in team forfeiture.
- IV. Reinstatement Procedure
 - a. All players ejected from an intramural contest, for any reason, must set an appointment to meet with the Assistant Director before they or their team is eligible to participate again.
 - b. Ejected players will serve an automatic one-game suspension with the severity of the conflict dictating further suspensions.
 - c. This suspension will not begin until the meeting has taken place.
 - d. A player who is ejected from two contests during a season will not be eligible for playoff competition.
- V. The Assistant Director reserves the right to impose further penalties against the player(s) or team at his own discretion.