

Indiana University South Bend Intramural 3 on 3 Basketball Policies and Procedures

RULES

The Office of Athletics and Recreation will use NFHS governing body rules for the rules of basketball. However, there will be some rules that will be added or changed for the best of the program.

WAIVERS

Each participant will be required to read and sign a WAIVER form before they will be allowed to participate. The University assumes NO medical or financial responsibility for any voluntary participation in Intramural Sports. The University encourages all Intramural participants to maintain their own health and/or accident insurance, as well as insurance to cover personally owned equipment.

ELIGIBLE PLAYERS

- A. All students, faculty/staff who are matriculated, registered, and who pay IUSB tuition and have a SAC membership are eligible. Also, Alumni who are part of the Alumni Association and have a SAC membership.
- B. All sport participants must be listed on a team / individual waiver form, located at the front desk of the SAC or on the field/court the night that you play.
- C. (Team sports) a team may add players at any time during the regular season, providing they have not already played for another team. A player can be added at game time provided he/she has proper identification. This player's name will then be added to the team roster after checking eligibility. Rosters are frozen for teams participating in playoffs. To be eligible to participate in a play-off game, a team member must have played one regular season game. You may play on a team in your gender specific league and one co-rec league.
- D. Every participant will be required to present his/her **IUSB valid Student/Faculty/Staff picture ID** card to the game official prior to the start of the game or event. **If a valid IUSB Student/Faculty/Staff picture ID is not presented, the participant will not be allowed to play.**
- E. Current intercollegiate (varsity or junior varsity) and military academy players are ineligible. If listed as a member of a varsity sport (or on "Squad List") in the same or related activity and gender during the 2007-2008 academic year you are ineligible.

EQUIPMENT

No jewelry is allowed to be worn during Intramural activities. The only jewelry permitted are medical bracelets, wedding bands & stud earrings (**must be taped and we do not provide any tape**).

FORFEIT POLICY

- If game time arrives and one team does not have the minimum number of players, then the team will be awarded an additional 5 minutes to show up.
- If the team has enough players show up to have enough during the additional time period, then the game must start promptly, and game time will be reduced by five (5) minutes.
- If the team does not show up with the minimum number of players, then the win will be awarded to the team that has enough players.

- If neither team has the minimum of players, then there will be a double forfeit.

Once a participant or team has forfeited twice (2) you will automatically be eliminated from the league and post tournament play.

CONDUCT

All players are encouraged to play to the best of their ability and make every effort to win within the spirit of the rules. Teams or individuals are responsible for the actions and behavior of their players, coaches and spectators. Please behave in a courteous and responsible manner. Good sportsmanship is required at ALL TIMES.

- Any player ejected from a game must sit out the remainder of that game and will not be allowed to play again until they have met with the Intramural Coordinator.
- Any player/participant ejected from a game will be asked to leave the field/facility.
- An ejection of a participant is also subject to further discipline that can go to the Judicial Affairs department at IUSB.

SPORTING BEHAVIOR RATINGS

All teams will be rated by the officials and/or supervisor at the conclusion of each game on "sporting behavior" displayed before, during and after games.

The rating scale is as follows:

- 5** Excellent
- 4** No Problem with team
- 3** Occasional Problems
- 2** Many Problems
- 1** Unreasonable comments and conduct
- 0** Abusive (language, fighting and protesting)

Any team receiving a "2-0" rating will receive a notice from the Intramural Coordinator that another unacceptable rating "2-0" received during the same sports season will result in the team being automatically dropped from further competition.

PROTESTS

- A. Only a team manager (captains) may file a protest when a rule has been violated which affects the outcome of a game.
- B. Procedures:
 - The manager must inform the official that he/she wishes to place the game under protest immediately before the next live ball.
 - The Intramural supervisor and officials will immediately complete a protest form and review the rules in the rule book and come up with call.
 - If the manager is still not satisfied he or she must file a written letter of protest by 5 p.m. the next business day to the Intramural Coordinator indicating exactly what is being protested.
- C. Eligibility questions must be filed in writing and may be filed by anyone throughout the duration of the season. During playoffs, all protests will be decided on site.

AWARDS

The championship team will be awarded IUSB Championship T-shirts immediately following the Championship games/tournaments.

LENGTH OF GAME

- 1) Possession at the start of the game will be determined by a 3 point shot. The captain or player(s) chosen by the captain from each team

will shoot a 3 point shot until one team makes the shot and the other team misses.

- 2) A game ends when one team reaches 25 points or the 25 minute time limit is reached. Must win by 2 points unless time runs out. Co-Rec 35 points or 35 minutes.
- 3) Each team may take one (1) one-minute time out per game. No time outs in the last two minutes of the game.

SCORING

Two points will be awarded for 3 point shots. One point will be awarded for baskets inside the 3 point line.

TEAM RESPONSIBILITIES

Players are responsible for calling their own fouls. Disputed calls or plays will be resolved with a three point shot by the player(s) involved.

FOULS

- 1) In order to keep the game moving and to give players more actual playing time, we will not shoot fouls.
- 2) The player fouled should take the ball at the top of the key.
- 3) If a player is fouled in the act of shooting and makes the basket, the basket counts and the other team gets the ball at the top of the key.

JUMP BALLS

A jump ball situation results in alternate possession of the ball, meaning that the team that began the game on defense will take possession.

AFTER MADE SHOTS

- 1) Following a change in possession, the ball is to be taken out at the top of the key.
- 2) The ball must be checked by the other team before play resumes. After the ball is checked, it must be "passed in".