



## West Chester University Department of Campus Recreation Intramural 3x3 Basketball Rules

West Chester University Intramural Basketball will follow the current rules of FIBA (Federal International Basketball Association) and NIRSA (National Intramural and Recreation Association) unless modified to accommodate facility and program needs. Those who are subject to the rules are: team representatives (players, substitutes, coaches and spectators) and other persons affiliated with the team are subject to the rules of the game and shall be governed by the decisions of the Intramural Staff assigned to the game.

### **Player Eligibility**

1. Participation is limited to all currently enrolled, fee-paying WCU undergraduate and graduate students. Faculty, staff and alumni are not eligible to participate and no exceptions will be made.
2. In order to be eligible to participate, each eligible player MUST present a current, valid RAMCard. Check-in takes place at designated sign-in locations at the facility, field or court (usually at the Scorekeeper's table). Individuals who are unable to provide a current, valid RAMCard will not be permitted to participate. No other forms of identification will be accepted (email, class schedule, Driver's License, etc).
3. For additional information regarding player eligibility, team rosters and participant check-in refer to the WCU Intramural Handbook available online at the WCU Intramural Sports website and in the Intramural Sports office in the Student Recreation Center.

### **Team Composition and Substitutions**

1. Players can compete on only one team regardless of league classification. (Example: a player can only participate in Men's A **OR** Men's B, NOT BOTH)
2. A minimum of (3) three players are required to register a team. All players must show their current, valid WCU RAMCard at the game site in order to be eligible to participate. A maximum of (6) seven will be allowed to participate on a team.
3. A team must have three (3) players to start a game. Players who arrive late must check-in with the scorekeeper/s and must wait for a dead-ball situation in order to enter the game.
4. Substitute players reporting into the game should move along the sideline of the court to the scorer's table. Substitutions are not to be made until acknowledged by one of the officials during a dead ball. Subs must wait by the scorer's table until summoned to come on the floor.
5. Team rosters will be formed based on the players who compete in the team's first regular season game and every subsequent regular season game. No new players can be added after a team's last regular season game.
6. In order for a player to be eligible for playoffs, they must participate in at least one regular season game for that team. \*No player may participate on more than one team\*
7. Any player who is injured or bleeding, has an open wound, or has an excessive amount of blood on the uniform must leave the game.

### **Equipment and Court**

1. The game will be played on a traditional basketball half court setting. 42 feet (width) x 50 feet (length).
2. The game shall consist of 1 or 2 referees and 1 time/scorekeepers.
3. Basketballs are available for check-out at the Student Recreation Center. The Campus Recreation Staff will provide game balls only; teams must furnish their own practice basketballs.
4. Teams are encouraged to wear their own like-colored jerseys. Scrimmage vests (pinnies) are available for checkout at the courts.
5. Individual Player Equipment must meet the following requirements:
  - a. Shirts: Shirts must be worn throughout the game. Shirts must not have arm openings that are larger than four inches. Referees will measure the arm openings with their fist. Shirts that have been altered and are missing more than the length of the sleeve will not be permitted.
  - b. Pants: Players may not wear pants or shorts that have belt loops, metal, cargo pockets or exposed drawstrings. Players may not wear towels that hang from the waist.
  - c. Headgear: Baseball caps or other rigid headwear is not permitted. Players may wear rubber or cloth elastic headbands that are used to control hair.
  - d. Pads or Braces: No pads or braces may be worn above the waist. Leg and knee braces made of hard, unyielding material must be covered on both sides and all edges with slow-recovery padding.
  - e. Shoes: All players must wear shoes. Athletic/Tennis shoes are permitted. Any other type of shoe that the official deem unsafe is prohibited.
6. Jewelry is NOT allowed to be worn by any participant during the game. Jewelry consists of visible rings (wedding bands), watches, necklaces, earrings, studs (including tongue or lip rings), bracelets (metal or cloth) and any other such similar jewelry. Medical alert bracelets must be taped to the body or secured under clothing such as a sock to be worn during play. Taping of any other forms of jewelry, other than a medical bracelet, is prohibited. Players are subject to ejection for failure to remove jewelry.
7. Campus Recreation requires that patrons participating in any program in the Student Recreation Center to wear a t-shirt or cap sleeved shirt and appropriate lower body apparel.
  - a. Our definition of "any program" will be open recreation, climbing wall, group fitness, intramurals, sport clubs, and working out on the fitness floors.
  - b. Our definition of a t-shirt or cap sleeved shirt does not include cut off sleeves, tank top, crop-top shirt, or a sports bra. Lower body apparel will be defined as gym shorts, warm up pants, running pants, yoga pants, and spandex shorts that cover all areas of the glutes.
  - c. If you wear any apparel other than what is required you will be asked to change your apparel.

### **Game Timing**

1. Game time is forfeit time. Any team that forfeits a game can jeopardize any playoff potential due to a low sportsmanship rating. Teams who forfeit more than once will be dropped from the league.
2. Both teams shall warm-up simultaneously prior to the game.
3. Scheduled games will consist of three 10-minute games with a 3-minute intermission between games. A 15-second shot clock will be enforced in the final thirty seconds of regulation and will be counted down by a referee.

4. A coin flip shall determine which team gets the first possession. The team that wins the coin flip can either choose to benefit from the ball possession at the beginning of the game or at the beginning of a potential overtime.
5. During the game, there will be a running clock for the first nine minutes and thirty seconds, which means the clock will not stop until the last thirty seconds of play, except for timeouts. The clock continues to run on fouls, violations, and all made basket situations. After a timeout, the clock will start when the ball is given to the team that had the ball before the timeout.
6. Teams will receive one (1) time-out for the whole game. All time-outs will be (30) thirty seconds in length. Only players in the game can call timeouts. The officials will not recognize any timeouts called from the bench by players or coaches.
7. Regular season games will end in a tie.
8. Playoffs ONLY - If the game is tied at the end of playing time, an extra period will be played. There will be a (30) thirty second interval before the overtime starts. First possession will go back to the pre-game coin flip. The first team to score (2) two points in the period wins the game. (NOT WIN BY 2) The game can end on a (2) point field goal.

### Scoring

1. Baskets made from inside the arc shall count as 1-point field goals. Baskets made from beyond the arc shall count as 2-point field goals.
2. All free throws shall count as 1-point.
3. Technical Foul shots shall count as 1-point.

### Fouls

1. A team is in a penalty situation after it has committed (6) fouls. Players are not excluded based on a number of personal fouls.
2. Fouls during the act of shooting inside the arc shall be awarded (1) one free throw and fouls during the act of shooting behind the arc shall be awarded (2) two free throws.
3. Fouls during the act of shooting followed by a successful field goal shall be awarded (1) one additional free throw. (Played the same as an AND-1)
4. Team Fouls 7, 8 and 9 shall always be awarded with (2) two free throws. The 10<sup>th</sup> and any subsequent team foul will be awarded with **(2) two free throws and possession of the ball**. This clause is also applied to fouls during the act of shooting and overrules points 2 and 3.
5. No free throws are awarded after an offensive foul. (Same as NFHS/NIRSA)
6. An intentional foul at any time during the game results in two uncontested free throws and possession of the ball.
7. All technical fouls will be always awarded with (1) one free throw and possession of the ball, while unsportsmanlike fouls will be awarded with (2) two free throws and possession of the ball. The game shall continue with an exchange or check of the ball behind the arc at the top of the court after a technical or unsportsmanlike foul. Upon a 2<sup>nd</sup> technical foul charged to a player, that player is ejected from the game and will be documented. If at any point a player receives a 3<sup>rd</sup> technical foul, he or she will be suspended for the rest of the season immediately.
8. Any profanity or degrading of officials will result in a technical foul. Continued verbal harassment will result in a 2<sup>nd</sup> technical foul and ejection from the game.
9. Anyone who directs any form of verbal threat at either Intramural Staff or other participants will be ejected from the game. Furthermore, West Chester University Public Safety will be notified of the incident and possible referral to University Judicial Affairs.
10. Ejected players must leave the game site and may not return for the remainder of the night.

## **Playing Rules**

1. Dunking **PROHIBITED** at all times.
  - a. Dunking shall be defined as any shot in which the shooter touches the rim with their hand or arm.
  - b. Any attempt by a participant to dunk pre-game, during game time or after the game will result in a technical foul for that player. The player could potentially be ejected from the game.
2. Substitutes must report to the scorer's table and notify the scorekeeper that the individual wishes to enter the game. The substitute may not enter the game until the official beckons him/her into play. Substituting with failure to notify the scorekeeper or officials may result in a Technical Foul.

## **How the Ball is played**

1. Following each successful field goal or last free throw (except those followed by ball possession); a player from the non-scoring team will resume the game by dribbling or passing the ball from inside the court directly underneath the basket (NOT from behind the end line or out of bounds) to a place on the court behind the arc. The defensive team is not allowed to steal the ball on a dribble clear but can intercept a pass to behind the arc.
2. Following each unsuccessful field goal or last free throw (except those followed by ball possession); if the offensive team rebounds the ball, it may continue to attempt to score without returning the ball behind the arc. If the defensive team rebounds the ball, it must return the ball behind the arc by passing or dribbling. **A player is considered to be "behind the arc" when both feet and the ball are outside of the arc.**
3. In the event that a player does NOT clear the ball behind the arc, a violation occurs when the player ATTEMPTS a field goal. This is a violation and the ball is awarded to the defensive team. If the player is fouled in the act of shooting, the violation takes precedence and the foul is ignored.
4. Possession of the ball given to either team following any dead ball situation shall start with a check-ball or exchange of the ball (between the defensive and the offensive player) behind the arc at the top of the key.
5. In the event of a jump ball situation, the defensive team shall be rewarded the ball.

## **Violations and Throw-ins**

1. All 5 on 5 NFHS/NIRSA basketball rules are in effect. Violations include traveling, double dribble, carrying/palming the ball, kicking the ball, excessive elbow swinging, five second closely guarded, three seconds in the lane, basket interference and goaltending.
2. After any violation (i.e. traveling), the ball will be awarded to the opposite team at the top of the key. A check-ball must occur for live play to resume.
3. After any called time-out, the game will resume from the top of the key. The offensive player at the top of the key must pass the ball once after the ball is checked. When the ball is checked, the defense must stay within the arc, giving the offense at least three (3) feet of space.

## Sportsmanship

1. **Team Names** - The Assistant Director of Intramural Sports reserves the right to change names of teams deemed offensive, profane, and/or inappropriate.
2. **Ejected Participant** - Any participant who is ejected must exit the playing court/field immediately. Intramural supervisors will address the situation with the ejected individual(s) and also communicate what the required process is for reinstatement. Even after an ejection, players will still be held accountable for their actions and behavior which may be noted by the Intramural supervisor. Once a participant is ejected from an intramural activity, he/she is ineligible until the reinstatement process has been complete and all suspensions (if sanctioned) are served.
3. **Ejected Participant Reinstatement** – Any ejected participant seeking reinstatement must petition via the reinstatement form on the campus recreation website. Upon receiving the petition, a hearing will be arranged between the ejected participant, the GA and/or Assistant Director of Intramural Sports where a decision will be made regarding reinstatement.

**Team Sportsmanship Ratings** Intramural staff and game officials will evaluate teams and assign a sportsmanship grade following each game. Ratings are given based on the following criteria:

- **4: Excellent Sportsmanship** - Outstanding sportsmanship and conduct: All players cooperate fully with staff and officials and the captain controls his/her team
  - **3: Acceptable Sportsmanship** - Team members and spectators are respectful of opponents and officials except for one or two minor incidents which may or may not merit a warning from the game officials or supervisor.
  - **2: Sportsmanship Needs Improvement** - Verbal disagreement with the officials and/or conflict with the opposing team. Any team receiving one sportsmanship-related yellow card, technical foul, or unsportsmanlike conduct penalty will receive a 2.
  - **1: Unacceptable Sportsmanship** – Team members continually show disrespect for the opposing team and officials. The team captain shows little or no control over the team. Any team receiving two sportsmanship-related yellow cards or one red card, two technical fouls, or two unsportsmanlike conduct penalties will receive a 1.
  - **0: Season Ending Rating**  
The team is completely uncooperative, resulting in multiple ejections or blatant unsportsmanlike conduct. Any team receiving three sportsmanship-related cards, technical fouls, or unsportsmanlike conduct penalties and/or causing the game to be ended early will receive a 0.  
\*\*Teams which receive a “0” rating are subject to immediate dismissal from league or tournament play.\*\*
- a. **Forfeits** – Any team receiving a win by forfeit or default will receive a 4 sportsmanship rating for that game, and any team receiving a loss by forfeit will receive a 0 sportsmanship grade.