



ASI INTRAMURAL SPORTS

3v3 BASKETBALL RULES

GENERAL INTRAMURAL RULES

The International Basketball Association (FIBA) will govern play with the exceptions of the rules below.

1. ELIGIBILITY

- a. Only LBSU Students, Faculty, Staff, and Alumni
- b. All participants must be **active members of the SRWC** and have a current Fusion Play account.
- c. Participants must present a CSULB Picture I.D. before the start of the game.
- d. Alumni may use Driver's License for picture I.D
- e. NO EXCEPTIONS! NO I.D., NO PLAY.

2. ROSTERS

- a. The team rosters will be updated every Tuesday before the league starts. Players cannot play until they pay their \$20 league fee.
- b. Players MUST BE on the Fusion Play roster in order to play.

3. TRADES

- a. Teams are allowed to add to their roster and trade players between teams up to the first game on the 4th week of games.
 - i. There will be no exceptions for this rule.

4. UNIFORMS

- a. All players must bring a black shirt and a white shirt to every game; unless your team has a uniform.

5. APPROPRIATE TEAM NAME POLICY

- a. All team names must be appropriate and respectful for a diverse campus recreation environment. Team names may **not** include language or references that are:
 - i. Offensive, vulgar, or contain profanity
 - ii. Sexually explicit or suggestive
 - iii. Discriminatory or derogatory toward any individual or group (including race, ethnicity, gender, sexual orientation, religion, ability, etc.)
 - iv. Promoting violence, illegal activity, or substance abuse
 - v. In violation of university policies or community standards

6. FORFEITS

Purpose

Our season is short, and every scheduled game matters. Forfeits reduce playing opportunities for teams and participants who look forward to competing each week. To protect the integrity of the league and the experience of all players, the following forfeit policy applies.

a. Defaults

- i. A default is recorded when your team forfeits the game by notifying the league supervisor that they are unable to attend the game at least **6 hours** prior to game time.
- ii. If a team records two defaults in a single season, it qualifies as one forfeit.
- iii. If a team records three defaults in a single season, they are disqualified from playoff contention

b. Forfeits

- i. A forfeit is recorded when your team does not notify the supervisor at all (no call no show) or notifies them but fails to do so at least **6 hours** before game time.

c. Forfeit Penalty Structure

- i. The first and second forfeit will result in a \$10.00 penalty that needs to be paid at the Intramural Desk one day prior to the team's next game. If the fee is not paid, the team will be removed from the schedule until the fee has been paid
- ii. The third forfeit will result in elimination from playoff schedule

d. Playoff Implications

- i. Teams that accumulate any combination of **three (3) forfeits and/or defaults** during the regular season will be **removed from playoff contention** and become ineligible for postseason participation.

7. SPORTSMANSHIP

- a. Teams must display good sportsmanship throughout the intramural season in order to qualify for playoffs.

- b. Teams that fail to display good sportsmanship throughout the season can potentially be eliminated from the playoffs at the Recreational Sports Manager's discretion

8. PLAYER CONDUCT

- a. Actions that are potentially dangerous to participants, spectators, game officials or supervisors and/or conduct that is detrimental to the mission of the Intramural Sports Program will not be tolerated.
 - i. No players may physically intimidate or verbally abuse Intramural Sports Staff. Violations of this nature are considered unsportsmanlike conduct and at the discretion of the game official or supervisor may result in an ejection.
 - ii. Acts of aggression or physical violence will not be tolerated. These include but are not limited to throwing a punch, kicking an individual or any other aggressive act. Any player guilty of such an act immediately before, during, or after an Intramural Sports contest shall be expelled from further participation in Intramural Sports.
 - iii. Leaving the Bench Area or Defensive Position to participate in an altercation: A player, coach, or bench personnel shall be ejected if s/he leaves the bench or coaching area to participate in an altercation. In addition, any player who leaves his position to participate in an altercation, regardless of his/her intentions, shall be ejected.
- b. In any case, if you are ejected from the game for any reason, you are **SUSPENDED** for one week league play. The Recreational Sports Manager has the final say on the matter and can extend suspension if deemed necessary.

9. PLAYOFF SEEDING AND FORMAT

- a. Playoff seeding and postseason formats will be determined by the Intramural Sports staff and/or Intramural Supervisor based on league size, facility availability, scheduling limitations, and overall league operations.
- b. Depending on the league and number of participating teams, postseason formats may include, but are not limited to:
 - i. All teams qualifying for playoffs
 - ii. Only the top teams qualifying (ex: Top 4, Top 6, or Top 8)
 - iii. Play-in games prior to the official playoff bracket
 - iv. Single-elimination or modified bracket formats
- c. Regular season standings, sportsmanship ratings, forfeits/defaults, and overall team eligibility may all be considered when determining playoff qualification and seeding.
- d. The Intramural Supervisor reserves the right to adjust playoff structures, tie-breakers, and scheduling as needed in the best interest of league operations and participant experience.

THE GAME

1. START TIME

- a. Game time is start time. If the minimum number of players are not present at game time, there will be a five minute grace period. After five minutes, the game will be forfeited. All players must check in with the ASI Intramural League Supervisor with their student ID card.

2. THE PLAYERS

- a. 3v3 basketball will be played by two teams of three players. Two players are required at the start of game time to avoid a forfeit.
 - i. If at any time during the game a team has fewer than two eligible players, the game is over.
- b. Any team may pick up current rostered player(s) from another team in the same league (nomad) to play in order to avoid a forfeit. (See nomad section)

3. MANAGERS MEETING

a. PRE-GAME MANAGERS MEETING

- i. Prior to the start of the game, a meeting between the two team managers and the official will take place at midfield. They will discuss rules and regulations which the manager must relay back to the team. .

b. HALFTIME MANAGERS MEETING

- i. At halftime, a meeting between the team managers and the officials will take place. They will discuss the flow of the game and any changes to the style of officiating for the second half.

4. TEAM SPOKESPERSON

- a. The team manager is the only person who may address the official and is the spokesperson for the team.

5. THE COURT

- a. Games will take place at Main Court A of the Student Recreation and Wellness Center in a half-court setting.
 - i. To ensure the safety of participants and staff, the maximum capacity for each team, including spectators, is 15 people. Only during playoffs may this number be exceeded at the discretion of the Intramural Sports Supervisor.
 - ii. Intramural Sports staff reserves the right to stop a game if any team exceeds this capacity. If a team fails to comply with the posted capacity, they will be assessed an administrative technical foul.

6. EQUIPMENT/ DRESS CODE

a. UNIFORM

- i. The home team wears white and the away team wears black.
- ii. Players must check their schedules on IM Leagues to know which color shirt to wear. If there is any doubt, bring both colors.
- iii. If every member of the team has the same uniform, they will be allowed to play at the discretion of the supervisor.
- iv. A player with blood anywhere on their uniform will be instructed to leave the game until the uniform has been changed or approved after an evaluation by an ASI Intramural Sports supervisor or an ASI facility supervisor.

b. DRESS CODE

- i. Closed-toe shoes must be worn at all times during play.
- ii. Athletic attire must be worn at all times during play.
- iii. Wearing a hat is not allowed during play.
- iv. Intramural officials can remove a player for improper dress code at their discretion.

7. JEWELRY

- a. Jewelry is not permitted; players must remove all jewelry before the start of a game.
- b. If jewelry is not removed, an administrative technical foul will be assessed.

8. FOULS AND PENALTIES

a. SPECTATORS

- i. Spectators who interfere with the court or play are subject to ejection from the Student Wellness and Recreation Center.
- ii. Teams are responsible for their spectators. Poor spectator behavior may cause a team to receive a minus behavior rating.

b. ZERO TOLERANCE POLICY

- i. Alcohol and drugs are not allowed at ASI Intramural Sports games. If a player or fan is under the influence, they will be ejected immediately and disciplinary action may follow. If an ASI Intramural Sports supervisor feels that there is a threat to participant safety or suspects that a team might be under the influence, they are required to stop the game immediately. If there is no proof of substance use, the game will be rescheduled for another time.

c. FOULS AND FREE THROWS

- i. A team is in a penalty situation after it has committed 6 fouls. Players are not excluded based on the number of personal fouls
- ii. If the foul is committed on a player in the act of shooting, that player shall be awarded a number of free throws as follows:
 - 1. If the shot released from the field goal area is successful, the goal shall count and, in addition, 1 free throw. 2 free throws shall be awarded as of the 7th team foul
 - 2. If the shot released from inside the arc is unsuccessful, 1 free throw. 2 free throws shall be awarded as of the 7th team foul.
 - 3. If the shot released from behind the arc is unsuccessful, 2 free throws.
- iii. Unsportsmanlike and disqualifying fouls are counted as 2 fouls for team fouls purposes. The first unsportsmanlike foul of a player shall be penalized with 2 free throws and ball possession. All disqualifying fouls (including the second unsportsmanlike of a player) shall be penalized with 2 free throws and ball possession.
- iv. Team fouls 7, 8 and 9 shall always be penalized with 2 free throws. Team foul 10 and any subsequent team fouls shall be penalized with 2 free throws and ball possession. This clause is applied also to unsportsmanlike fouls and to fouls on the act of shooting
- v. All technical fouls shall be always penalized with 2 free throw. The free throw shall be administered immediately. After the free throw, the check-ball shall be administered by the team which had control of the ball or was entitled to the ball when the technical foul was called. The game shall be resumed as follows: •
- vi. Note: An offensive foul shall not be penalized with free throws.

BASKETBALL RULES

1. GAME RULES

- d. Games will be played to best of three. Each game will have a running 10-minute game clock, with a 12 second shot clock
- e. The first team to score 21 points wins the game if it happens before the end of regular playing time
- f. Rock Paper Scissors shall determine which team gets the first possession. The team that win can either choose to benefit from the ball possession at the beginning of the game or at the beginning of a potential overtime.
- g. If the score is tied at the end of regular playing time, an overtime shall be played. There shall be an interval of 1 minute before the overtime starts. The first team to score 2 points in the overtime wins the game
- h. The clock shall be stopped during the game when official stops play:
 - i. Because of an injury. Note: When a player incurs a head injury or a wound that causes bleeding, the official must stop the game at the earliest possible moment and instruct the player to leave the game for

treatment by an ASI Intramural Sports supervisor or ASI facility supervisor.

- ii. To confer with the scorer, timer, or another official.
- iii. Because of an unusual delay in a dead ball being made live.
- iv. For an emergency.
- v. To grant a charged timeout
- i. Following each successful field goal or last free throw (except those followed by ball possession):
 - i. A player from a non-scoring team shall resume the game by dribbling or passing the ball from inside the court directly underneath the basket (not from behind the end line) to a place on the court behind the arc.
 - ii. The defensive player is not allowed to play for the ball in the “no-charge semi-circle area” underneath the basket.
- j. Following each unsuccessful field goal or last free throw (except those followed by ball possession):
 - i. If the offensive player rebounds the ball, he may continue to attempt to score without returning the ball behind the arc.
 - ii. If the defensive player rebounds the ball, he must return the ball behind the arc (by passing or dribbling).
- k. If the defensive team steals or blocks the ball, it must return the ball behind the arc (by passing or dribbling).
- l. Possession of the ball given to either team following any dead ball situation shall start/resume with a checkball, i.e. an exchange of the ball (between the defensive and the offensive player) behind the arc at the top of the playing court.
- m. A player is considered to be “behind the arc” when neither of his feet is inside or on the arc line.
- n. In the event of a jump ball situation, the game shall be resumed with a check-ball for the last defensive team. The shot clock shall be reset to 12 seconds.

2. **SCORING**

- a. Every shot from inside the arc (1-point field goal area) shall be awarded 1 point.
- b. Every shot from behind the arc (2-point field goal area) shall be awarded 2 points.
- c. Every successful free throw shall be awarded 1 point.

3. **SUBSTITUTIONS**

- a. Substitutes who desire to enter the game must report to the scorer’s table.
- b. The substitute must wait for the official to signal the substitute into the game.
- c. While waiting for the official to signal a substitute onto the court, the substitute must take a knee so as not to obstruct the view of the official operating the scoreboard.

4. OUT OF BOUNDS

- a. The top of the backboard and supports are out of bounds, while the sides and bottom are in play.

5. TIMEOUTS

- a. Timeouts must be called by a player on the court or may be called by a designated manager on the bench.
- b. Unused timeouts do not accumulate and may not be carried over to extra periods.
- c. Each team shall be granted 1 time-out per game. Any player or substitute can request a time-out when the ball becomes dead prior to a check-ball or free throw.
- d. After a timeout, the clock shall start once a player inbounds has touched the ball in play.

6. TRAVELING

- a. When a player is on the ground, every part of the body that is touching is considered a pivot, and if one of them lifts off the ground, it is a travel.
- b. Traveling will be called when a player moves while inbounding the ball, unless the inbounding play comes after a made basket by the opposing team.
 - i. On a stationary inbound, a player is entitled to three feet of space left or right and is allowed to move directly back as far as the court permits.

7. FREE THROWS

- a. Players within the free throw lane play the release, while players at the free throw line and beyond play the rim.

8. STALLING

- a. Stalling or failing to play actively (i.e. not attempting to score) shall be a violation.
- b. If a team is not sufficiently trying to attack the basket, the officials shall issue a warning. Once the warning is issued, the player has 5 seconds to give in the last 5 seconds the offensive team an information on the remaining second by counting them loudly and signaling them with an extended arm.
- c. An offensive player, after the ball has been cleared, shall not dribble inside the arc with his back or side to the basket for more than 3 consecutive seconds.

NOMAD POLICY

Purpose: To establish a guideline for teams short of the minimum number of participants required to participate in a scheduled intramural game the opportunity to field a competitive roster without compromising the integrity of the league.

NOMAD DEFINITION: Any current LBSU student/faculty/staff/alumni with an active SRWC membership and eligible Fusion Play account; rostered and playing an intramural sport

HOW IT WORKS: Any team may pick up current rostered player(s) from another team in the same league to play for their team to avoid forfeit and play competitively. Teams must be scheduled for a sanctioned intramural game and have at least one less player than the required minimum per sport. Teams may only add enough nomads to bring their team roster up to the required minimum needed to participate.

TEAM ELIGIBILITY:

- i. Teams may not play nomads at any "position of significance" as defined by sport
- ii. Teams must announce nomads to officials and opposing captain during pregame captains meeting
- iii. Teams may only pick up enough players to field the minimum required participants as defined by sport
- iv. If at any time during the game a current rostered player signs in, a corresponding nomad must sign out.
- v. Teams are responsible for the sportsmanship/actions of entire team
- vi. Teams may NOT use nomads during the playoffs

NOMAD ELIGIBILITY

- vii. Nomads must be eligible to participate in LBSU Intramural Activities
- viii. Nomads must prove that they have a current Fusion Play account
- ix. If a nomad is currently not on a roster, they will automatically be added to the first team they play with.
- x. Nomads cannot play a "position of significance" at any time during the game or serve as a team captain
- xi. Nomads cannot play in playoffs
- xii. Any sportsmanship/behavior penalties will carry over to Nomads current team.

Nomad "Position of Significance" Chart:

Sport	Position of Significance
Indoor Soccer	Keeper and PK Shooter

Coed Softball	Pitcher and Top Six Hitter
Coed Volleyball	N/A
Flag Football	Quarterback
Open Soccer	Keeper and PK Shooter
Coed Basketball	Tech Shooter
Open Basketball	Tech Shooter
6v6 Coed Soccer	Keeper and PK Shooter