

**UNIVERSITY OF DAYTON**  
**CAMPUS RECREATION**  
Intramural Sports

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**3 ON 3 BASKETBALL**

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937.229.2731 • [udayton.edu/studev/campusrec](http://udayton.edu/studev/campusrec)

## **Basic Policies**

**REGISTRATION:** All players must be registered on IMLEAGUES.com using their University of Dayton email account and student ID numbers. This information will be completely classified and is for participation tracking only. Once registered on the site, each player must sign up for the team to become eligible.

**JEWELRY POLICY:** All Participants must **not wear jewelry** of any kind while playing Intramural Sports (including but not limited to earrings, rubber bands, hair pins, bracelets, rings, and/or necklaces). Any participant caught during the game will be removed from the contest.

**CANCELLATION:** Any team knowing in advance that they will be unable to play in a scheduled match may request to cancel. All cancellation requests must be completed prior to 2:00pm the day of the game, or Friday for Sunday games. A team member must come into the Intramural Sports Office and fill out a default game form to avoid a forfeit. **NO EXCEPTIONS!**

**FORFEIT:** A team must report to the game site and be "ready to play" with the minimum number of players to avoid a forfeit. "Ready to play" means checked in with the proper game equipment and on the field/court ready to begin play at the scheduled game time. It is advised that teams show up 15 minutes prior to their scheduled start time. The Intramural Sports Staff will be responsible for calling a forfeit.

- **Not ready for play at game time:** Team ready for play will be awarded the ball at half-court to start the game and receive the possession arrow.
- For every minute late, the team ready for play will be awarded a one-point field goal.
- **Ten (10) minutes late:** Forfeit, recorded as 10-0, and the forfeiting team will receive an "D" for its sportsmanship rating.
- If neither team is ready to play at game time, but they are ready before 10 minutes have elapsed, the game shall start as normal. However, the game clock will start at the originally scheduled game time.

**PROTESTS:** Under no circumstances will an official's judgment be grounds for a protest. Protests of rule interpretation must be made immediately after the play in question. Protest of an ineligible player must be made by

the end of the half or inning of that game. Team captains must notify the official/supervisor. A protest form with all information will be written down. The supervisor will rule on the protest if they are able to. All protest forms must be submitted in writing to the Intramural Director within 24 hours after the incident. All written protests will be handled by the Intramural Director. After receiving the protest, information of the protest will be clarified and the protest committee will respond no later than two days excluding Saturday and Sunday. During playoffs, the response will be the following day. All decisions of the Intramural are FINAL.

**CONDUCT:** All participants are expected to play according to the rules of the Division, Intramural Sports, and University Regulations. A major objective of the UD Intramural program is that good sportsmanship is vital to the conduct of every contest. In order to maintain this philosophy, each participant is accountable for his/her actions and each team manager/captain is responsible for the actions of the team members as well as team spectators. In order to encourage proper conduct during games officials, supervisors and administrative personnel shall make decisions on whether to warn, penalize, or eject players or teams for poor sportsmanship. These decisions are final. In addition, cases involving physical abuse of or between participants and/or spectators may be referred to the Office of the Dean of Students for possible action.

**INCLEMENT WEATHER:** During league play and/or playoff games, a game "under play" may be called due to inclement weather or mechanical failure of the lights. The Assistant Director or the Intramural Supervisor will have the responsibility for calling games due to inclement weather or light failure. Games that are called prior to starting by the supervisor will be re-scheduled (if time permits) by the Intramural Staff. These games will be re-scheduled by the Intramural Staff the next regular office day and notices of the re-scheduled games will be posted. Participants should look on the IMLEAGUES.com website for information.

**OFFICIAL GAME:** In the event of inclement weather during the postseason, if a game has reached halftime, it is over and the score is official. If the game has not yet reached halftime or four completed innings, it is considered a cancelled game. Only cancelled playoff games will only be made up.

**SCORECARD:** Prior to each game, all players must sign in on the official scorecard through IMLEAGUES.com. The

game officials will then verify each player's identity by checking the players ID at the playing site. All participants must display their valid University ID in order to participate. **NO ID, NO PLAY! (NO EXCEPTIONS)** An individual whose name appears on the official scorecard will be considered as having played in the contest. Players who are not on the official scorecard may sign in, and will be required to sign up for that team the next business day.

**ELIGIBILITY:** A participant may play for only one team. They may play on two teams if one of the teams is a Co-Rec team. For more eligibility policies please see the link below to the Intramural Sports Handbook.

**MORE POLICY INFORMATION:** For additional information please review the Intramural Sports Handbook online at: <http://campus.udayton.edu/~recsport/intramurals/rules.htm>

## Equipment

**SHOES:** Players must wear non-marking athletic shoes.

**JERSEYS:** Players must wear shirts. Players must wear athletic shorts or pants. Jerseys will be provided. Each player must have their ID's with them to receive a jersey. No jewelry, hats, or anything that would be considered potentially harmful to other participants may be worn.

**BALLS:** Basketballs will be provided. A team may use their own basketball as long as both captains agree prior to the game starting. For the Co-ed league either size of ball may be used as long as both captains agree.

## Game Regulations

**PLAYERS:** An official team shall consist of four (3) players on the court. Games may be started with a minimum of two (2) players. For Co-ed games there must be 1 male and 1 female present to start the game.

**SUBSTITUTIONS:** Teams may substitute only during dead ball situations. An unlimited number of substitutions may be made throughout the match. Players arriving late must first sign in with the intramural supervisor before entering play.

**CAPTAINS:** Captains are required to attend a captains meeting prior to the tournament. If the captain meeting cannot be made the captain must contact the intramural office before the meeting. Captains are also responsible for getting their team's forfeit bond paid prior to the tournament.

**GAME LENGTH:** A 25 minute time limit will be enforced by the intramural supervisor. Teams will not receive any time outs. Injury time outs may be determined only by the intramural supervisor.

**OVERTIME:** Should the score be tied at the time limit a 1 point sudden death tiebreaker will take place. Ball possession will be given to the team who last had possession.

**OFFICIALS:** There will no officials on the courts. Teams will be responsible for calling their own fouls, out of bounds, etc. A supervisor will be present to help with any problems but it is recommended that any discrepancies result in a replay of the point.

**PLAYING AREA:** Games will be played on one half of the basketball court. Out of bounds will then be the normal out of bound lines and the half court line. The intramural supervisor will assist teams with court assignments.

**Mercy Rule:** There is no mercy rule for this tournament.

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## Sport Specific Rules

**OVERVIEW:** Teams are responsible for keeping their own score. The defense will gain possession after each made basket (no "make-it-take-it). On a change of possession such as a steal or rebound the defensive team must take the ball outside the 3-point arc to establish itself on offensive. Even on an air ball the defensive must take the ball outside the 3-point arc. After a score, foul or out of bounds violation, the offense will begin possession at the top of the 3-point arc. Rock, Paper, Scissors will determine which team starts with the ball.

**WINNING THE GAME:** The first team to reach 15 points will win the game. Teams must win by two (2) or be the first to reach 18 points.

**SCORING:** All two-point field goals are worth one (1) point and all 3-point field goals are worth two (2) points. No free throws will be awarded. Teams will receive ball possession instead.

**CHANGE OF POSSESSION:** After each dead ball, teams will be required to "Check" the ball to the defense before restarting play. The check process occurs at the top of the 3-point arc. Defense gains possession after each made basket (no make-it-take-it). On a change of possession such as a steal or rebound the defensive team must take the ball outside the 3-point arc to establish itself on offense. Even on an air ball the defensive must take the

ball outside the 3-point arc. After a score, foul or out of bounds violation, the offense will begin possession at the top of the 3-point arc.

**SLOW PLAY:** Teams will not be allowed to stall or "freeze" play. Offensive teams holding the ball, this includes passing it back and forth to one another, without attempting to "attack" the basket for longer than 20 seconds will result in a violation. "Attacking" the basket consists of an attempt to score; it does not necessarily have to be a shot. Violations will result in a turnover.

**FORFEIT:** In the event of a forfeit, a score of one (1) game to zero (0) will be given. The given team that forfeited will not receive their forfeit bond back.