Intramural Sports 2024-2025 3v3 Basketball Rules

BASKETBALL IS A CONTACT SPORT, AND INJURIES ARE A POSSIBILITY. THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

ALL RULE CHANGES ARE HIGHLIGHTED IN GRAY.

THE GAME WILL BE PLAYED ACCORDING TO THE NATIONAL FEDERATION HIGH SCHOOL RULES WITH THE FOLLOWING EXCEPTIONS AND CLARIFICATIONS:

## STARTING THEEAME

- 1.
- 1. START TIME: Teams are to be at the court and signed in before the official game time. If any team is not at the court and ready to play at the scheduled game time, the game will be declared a forfeit. It is recommended that teams arrive at the game site fifteen (15) minutes prior to the scheduled start time.

IDENTIFICATION: All participants must bring a current valid Photo I.D. to the playing area

- 19. BENCH CONDUCT: All substitutes, coaches, and spectators must adhere to Intramural Sports and Burdick Hall rules, and are subject to the authority of the Intramural Sports Supervisor and all sportsmanship-related rules and policies.
- 20. DRUG, ALCOHOL & TOBACCO POLICY: Teams and fans are not permitted to bring alcohol and/or drugs, or come under the influence of alcohol and/or drugs. Teams and fans are also not permitted to use any tobacco products in Burdick Hall. Violators may be removed from the facilities with possible forfeiture of the game, at the discretion of the Supervisor.
- 21. INTRAMURAL SPORTS POLICIES: Team captains are responsible for making sure that all members of their teams are aware of all Intramural Sports policies and rules. Captains are responsible for their teams' sportsmanship, and may be held accountable for the actions of individuals on their team.

All of the above rules apply with the following exceptions:

- 22. TEAMS: Three (3) players constitute a team. At least one (1) female and one (1) male shall be on the floor during games. If a team is playing with less than three (3) players, the male/female ratio must be 1:1
- 23. GAME BALL: A women's ball (28.5 inch) will be used.