

**STUDENT RECREATION & WELLNESS CENTER
WASHBURN UNIVERSITY**

INTRAMURAL 3 on 3 BASKETBALL RULES

1. **ALL PARTICIPANTS MUST BRING THEIR CURRENT WASHBURN PICTURE ID TO ENTER THE SRWC.** ID checks may be made to verify eligibility of players. Players without proper ID will not be allowed to participate. Washburn Intramural guidelines concerning eligibility are in effect.
2. Each team will consist of three (3) players. Game time is forfeit time. Teams must begin and end the game with a minimum of two (2) players. Teams failing to be represented by at least two (2) eligible players at game time shall forfeit the game. The intramural supervisor shall have the official time piece.
3. Jerseys with numbers on either the front or back must be worn by each player. Jerseys may be checked out at each scorer's table. Teams may provide their own T-shirts or jerseys; however, they must be of similar color and must have **clearly visible** numbers on either front or back.
4. The court boundaries will be defined as one half of a SRWC size basketball court.
5. 3 teams: Round Robin Tournament. Each match will consist of best two out of three games. Games will be played to 21.
4-5 teams: Double Elimination Tournament. One game to 25 by 2s and 3s will be played.
6+ teams: Single Elimination Tournament. One game to 25 by 1s and 2s will be played.
To win: a team must be ahead by at least 1 point.
6. Each team will get two (2) one minute time-outs per match. Teams must have possession of the ball to call time-outs.
7. Following a made basket or out-of-bounds where possession changes hands, the ball will be checked at the top of the key. The team with possession of the ball will call out the score before checking to ball. Following the check, the ball must be passed into play.
8. To establish possession of the ball after an opponent's missed shot or turnover, a player in possession of the ball must come anywhere behind the three point line.
9. All substitutions will be allowed after any made basket or stoppage in play.
10. No jewelry is allowed. If a player is wearing illegal equipment, including jewelry, the game will be stopped when the offending team next gains possession and the offending team may be charged a time-out. The player may not return to the game until the equipment has been removed.
11. If a player is bleeding, the game will be stopped and the player must come out of the game and receive first aid treatment to stop the bleeding and cover the wounded area.
12. Score will be called out by the offensive team prior to checking the ball in. At the end of each game the two team captains will come to the scorer's table and give the games results.
13. Fouls will be called by the players. When a foul is called the ball will be awarded to the offended team behind the three point line. No free throws will be shot.
14. Dunking is legal during play, but is illegal before and after the game, during halftime, and during any timeout or dead ball. Grasping or hanging on the rim is illegal at all times, unless done to prevent injury.
15. The Washburn Intramural Sportsmanship Rating System will be in effect. Any person receiving a yellow card must come out of the game until the next available substitution. Any person receiving a red card or second yellow card will be ejected from the game. All ejected players must leave the SRWC immediately and arrange to meet with the Intramural Program Coordinator before they or their team are eligible for further competition.

**For complete information on general intramural information and sportsmanship policies visit
www.washburn.edu/getfit**