3 v. 3 Basketball Rules

Any rule not specifically covered will be governed in accordance with the National Federation of State High School Association Basketball Rules Book. Modifications have been made to suit Ohio State Recreational Sports programs.

Rule 1: Eligibility
A participant may be an Ohio State student taking a minimum of four credit hours. The Department of Recreational Sports defines a student as any individual who is currently enrolled at The Ohio State University and is registered with the university registrar. Students taking four or more credit hours automatically pay the Recreational Sports fee and therefore, do not need to purchase a membership.

The following people are eligible to participate after purchasing the appropriate Recreational Sports membership through the RPAC Welcome Center for the semester in which they intend to participate:

- Ohio State student taking less than four credit hours
- Spouse of a student or a faculty or staff member
- Faculty or staff member of The Ohio State University. The Department of Recreational Sports defines faculty and staff as all current faculty and staff, as well as visiting professor at The Ohio State University who are paid through the university payroll department.
- Affiliate of the department (alumni, member of the President’s Club, other recognized affiliate groups)
- Member-sponsored adult

To participate in any intramural activity, all participants must show a valid Ohio State issued photograph identification card. Acceptable identification cards are limited to BuckIDs, Ohio State Medical Center identification cards, and Recreational Sports membership cards. An Ohio State identification card must include the following information and be clearly visible to be considered valid: the individual's name, photograph, and identification number. Identification cards that do not have one or more of these requirements will not be accepted and the individual will not be allowed to participate.

Misuse of an identification card (borrowing, lending, counterfeiting, altering, etc.) is a violation of the Ohio State University Code of Conduct. The identification card will be confiscated and the individual attempting to use the card will be ineligible to participate. If the card belongs to another student, that student must meeting with a professional staff member to regain possession of their identification card.

Professional Athlete Rule
Any individual who has been paid to participate in basketball, under contract with a professional team, included a professional team roster, practiced with a professional team, and/or compensated for trying out for a team is NOT eligible to participate in intramural basketball.

Intercollegiate Athlete Rule
Intercollegiate basketball athletes are not eligible to participate in an intramural basketball game, activity, or event until a period of one year has passed following completion of all activities with the team. After the period has passed, former intercollegiate basketball athletes must participate in the highest level offered in each league. Intercollegiate basketball athletes are defined as individuals who are practicing with or competing with a team recognized as a varsity sport. Included in this rule are red-shirt athletes and practicing proposition 48 athletes.

Sport Club Rule
No more than two members of the club basketball team may participate on an intramural basketball team. Sport club members must participate in the highest level offered in each league. A sport club member is defined as an individual who has practiced or played in a contest for a registered sport club during the academic year.
Rule 2: Equipment
- Jewelry is not allowed. Medical or religious medallions must be removed, taped, or sewn under the uniform.
- A head sweatband is permitted; however, hats, bandanas, and “do-rags” are not permitted.
- Rubber, cloth, or elastic bands may be used to control hair. Hard items such as beads, barrettes, and bobby pines are not permitted.
- A guard, cast, or brace made of hard and unyielding leather, plaster, pliable plastic, metal, or any other hard substance, even though covered with foam padding, is not permitted on the finger, hand, wrist, forearm, or elbow.
- Knee and ankle braces that are altered from the manufacturer’s original design/production shall be permitted as long as they are soft and yielding or all exposed metal and other hard parts are padded with at least ½ inch foam rubber (or ¼ inch closed cell, slow recovery foam rubber).
- Shoes with non-marking soles must be worn to play intramural basketball.
- All participants should wear jerseys that are the same color during intramural play.

Rule 3: Team Captain Responsibilities
- Ensure their team members follow all eligibility requirements. Team captains are also advised to seek clarification on special eligibility requirements, if necessary.
- Responsible for communicating game time, location, and ID policy to teammates.
- Ensure that all teammates completely registered on the team’s roster via IMLeagues.com.
- Ensure teammate have a valid Ohio State ID prior to game time to check-in.
- Representing the team and communicating with Recreational Sports staff. The captain is the only player permitted to discuss the game with staff.
- Ensure good team sportsmanship among teammates.
- Cooperating with Recreational Sports staff at the game site and beyond concerning any protests, incidents, or accidents that may occur as well as with the Recreational Sports staff following such occurrences.

Rule 4: Players
- Each team shall consist of three players and may begin with as few as two players.
  - A game shall continue if a team drops below three players; however if a team drops down to one player, the game may continue only if that team feels that they have an opportunity to win.
- Players must check-in with the Competitive Sports Supervisor prior to entering the game.
- All players must check-in using a valid Ohio State issued ID.

Rules 5: Forfeits/Defaults
Forfeit Policy:
- All late teams shall start the game with a “B” sportsmanship rating.
- Teams ready for play may choose to decline any and all points.
- Not Ready for Play at Game Time: Team ready for play will be awarded the ball at half court to start the game receive the possession arrow.
- For every minute late, the team ready for play will be awarded a two-point field goal.
- Eligibility: One or more of the players participating is ineligible and therefore may not participate. Ineligibility may be due to the player being in violation of illegally being on the roster, being previously ejected, ruled ineligible for sportsmanship-related issues, etc.
- Sportsmanship: Game is ended by staff for sportsmanship-related issues.

Any team knowing in advance that they will be unable to play a regularly scheduled contest is provided the opportunity to default the contest. This will result in the team receiving a loss and “A” sportsmanship rating for the contest. To receive a default, the captain must call the Rec Sports Competitive Sports Office by 2 p.m. on the day of the contest with their request. The office will contact the opposing team to
let them know they do not need to arrive for their scheduled contest.

A team is allowed one default per sport per season. Any request after the first default will be counted as a forfeit. If a team has been granted a default and the contest is then canceled due to weather or scheduling issues, the default will be removed and the contest will be played normally if it is rescheduled.

**Rule 6: Protests**

**Rules Protest:**
The Competitive Sports Supervisor must address questions pertaining to the interpretation of the rules of 3 v. 3 basketball at the time the misinterpretation occurs and prior to the next live ball. The procedure shall be:

1. If a team believes that a rule is misapplied, the captain shall calmly and immediately request a “time out” and inform the Competitive Sports Supervisor that he or she wishes to protest and address the misapplication of a rule.
2. No protest that involves judgement shall be upheld. Judgement is final. This includes the judgement of Competitive Sports staff.
3. If corrections are necessary, the competitive sports supervisor shall rule immediately and the team shall not be charged.

**Eligibility Protest:**
Protests involving player eligibility must be called to the immediate attention of the Competitive Sports Supervisor prior to the completion of the contest while all individuals involved in the protest are present. Participants may not make eligibility protests after the completion of the contest. A Protest Form should be obtained from the Competitive Sports Supervisor on site and completed. The contest will continue from that point "under protest".

**Rule 7: Play**

**Starting the game:**
1. Your team must have a minimum of 3 players to participate.
2. Rock, paper, and scissors will be used to determine which team has first possession.
3. The ball must start behind the 3-point line and be passed in after checking up with opponent.

**Players & Substitutions:**
1. You can have up to 5 players of any gender on your team.
2. Subs are permissible only when the ball is dead following scores, out of bounds, or fouls.

**Timing and Scoring:**
1. All games will begin at the time scheduled and be played with a 30 minute time limit.
   a. Any team not having the minimum number of players at game time is penalized a point per minute and your opponents are awarded possession of the ball.
2. First team to reach 11 points shall be deemed the winner.
   a. Scoring will be on a 1 point and 2 point system. Traditional 3-point baskets worth 2 points and everything else worth 1 point.
   b. If the contest is tied when the time limit is reached, the next team to score wins.
3. There are no timeouts.

**Fouls:**
1. Every shooting foul committed in the game will result in 1 free-throw attempt.
   a. Players may enter the lane after the release of the free-throw attempt(s).
2. Every non-shooting foul committed in the game will result in ball being checked at the outside of the 3-point line (above free-throw line extended).
Misc.
1. The ball must be taken back behind the 3-point line (above free-throw line extended) if there is a change in team possession after a shot attempt.
2. If there is a steal or turnover, the team with new possession does not have to take the ball back behind the 3-point line.
3. Games will not go into overtime.

Tournament tiebreakers will be determined by:
1. head-to-head result
2. point differential
3. one player from each team will compete in a best out of 5 free throw shooting competition.

Rule 8: Sportsmanship
The team captain is responsible for the actions of his or her team and their spectators. Additionally, the captain will ensure that his or her team is familiar with the rules as well as the intramural policies and procedures contained in the Intramural Sports Handbook. Sportsmanship is a vital component for success in every intramural contest. Participants and spectators are expected to display good sportsmanship toward opponents and the intramural staff at all times.

Unsportsmanlike Conduct
Participants and spectators shall not commit acts of unsportsmanlike conduct. This includes, but is not limited to, arguments with anyone, flagrant fouling, fight, etc. before, during, or after a contest. No player or team shall:
- use foul or derogatory language, threaten, or verbally abuse any other participant or intramural employee before, during or after the game
- participate in a game for which he or she is ineligible
- argue with intramural staff. Only the captain should address staff, and only if done so in a courteous manner
- intentional strike, push, trip, or flagrantly foul anyone
- mistreat the facility, equipment, or supplies of The Ohio State University and/or the Department of Recreational Sports

Unsportsmanlike Conduct: Penalties
Any participant displaying unsportsmanlike conduct will be issued either a conduct warning or ejection by the Intramural Supervisor.
- 1st Unsportsmanlike Conduct Action: Warning = One Technical Foul
- 2nd Unsportsmanlike Conduct Action: Ejection = Two Technical Fouls or One Flagrant Foul
- 3rd Unsportsmanlike Conduct Action: Team Forfeit = Three Technical Fouls

Disciplinary Action
Any player receiving two conduct warnings in one game or ejected from a game is required to meet with professional staff. The player will be suspended from ALL Recreational Sports facilities and programs until the meeting occurs and for a minimum of 7 days from the time of the meeting.

Rule 9: Playoffs
In addition to a positive playoff point total, teams must also maintain a “3.0” or “B” sportsmanship average during the regular season to be eligible for the playoffs. Team’s averages will be formulated in the same way a student’s GPA is calculated. Each sportsmanship letter grade is assigned a numerical value:
- “A” – Four (4) points
- “B” – Three (3) points
- “C” – Two (2) points
“D” – One (1) point
“F” – Zero (0) points

The grades for each regular season contest will be added together and divided by the total number of contests held. This will equal the team’s sportsmanship average.

For any questions or clarifications, please contact the Office of Competitive Sports at 614.292.2732