

**CU • STUDENT REC CENTER INTRAMURALS**  
**3v3 BASKETBALL • RULES**  
Office Line: 303-492-2893 • Email: [imsports@colorado.edu](mailto:imsports@colorado.edu)  
Website: [www.colorado.edu/rec-center/intramurals](http://www.colorado.edu/rec-center/intramurals)

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**ROSTER SIZE IS LIMITED TO 8 PLAYERS**  
**Teams winning a championship will receive a maximum of 6 t-shirts.**

Games will be governed by the current rules of the National Intramural and Recreational Sports Association (NIRSA) and the National Federation of State High School Associations (NFHS), with the following modifications and points of emphasis:

**GENERAL**

- Participants should have adequate health insurance to cover any injury which may occur.
- Alcoholic beverages and drugs are prohibited in the Student Recreation Center, on any recreation center property and at all Intramural Sports sanctioned events. Participation while under the influence of these substances is also prohibited in these areas. Any violation of this policy will be grounds for immediate ejection, forfeiture and possible suspension.
- NO JEWELRY is allowed in any intramural competition.
- **Game time is forfeit time! Players should check in with the Intramural Supervisor at least 15 minutes before their scheduled game time. If you do not have enough players to field a team at game time, your team will receive a Forfeit. NO EXCEPTIONS!**
- **No Buff OneCard = No Play! All intramural participants are required to have either their Buff OneCard or Rec Center membership card with them at EVERY intramural event. Failure to do so will result in ineligibility. NO EXCEPTIONS!**
- The following are situations in which your team WILL NOT be allowed to advance to the post-season tournament:
  - If you forfeit one regular season game.
  - If you accumulate two or more Honest Effort Forfeits (HEF).
  - If your team fails to average a 3.00 or better sportsmanship rating.
- The Intramural Sports Office **DOES NOT** reschedule regular season or post-season tournament games once the schedule has been posted. If your team is unable to make a regular season game, **your team captain must** email the intramural office at least 24 hours prior to your scheduled game time Monday-Friday, and by no later than 5:00pm on the Friday preceding a Sunday game. The intramural office will then be responsible for offering out your game. If your game is picked up by another team, your team will not be credited with a Forfeit. However, if your game is not picked up by another team, your team is still responsible for playing that game. Failure to notify the intramural office by the deadline stated will result in a Forfeit. Failure to show up to a game where no replacement team was found will result in an Honest Effort Forfeit (HEF).
- All games picked up by a team count as a real game and will count towards your record and sportsmanship rating.

**FORFEIT POLICY**

- **GAME TIME IS FORFEIT TIME!** All teams should arrive **15 minutes prior** to the scheduled start of the game to check in and get the necessary equipment for the game. Any team failing to report ready-to-play at the scheduled starting time shall forfeit to their opponent. Any team that forfeits will be removed from the league for the remainder of the season.
- If you are not playing at least 50% of your scheduled games due to other teams forfeiting, please contact the intramural office to see if we can schedule more games for your team.

**ELIGIBILITY**

- Every eligible intramural participant must be a full fee paying University of Colorado student or recreation center member.
- Every eligible intramural participant must present their Buff OneCard or Student Recreation Center Membership Card in order to check in before every game. If a player fails to have one of these two proofs of identification, they will not be allowed to participate. NO EXCEPTIONS!
- Players may play on no more than one team in the Equal Opportunity division and one in the Co-Rec division per sport per session.
- A player must have played in at least one of the first four regular season games in order to be eligible to play in the post-season tournament.
- **Intercollegiate Athletes:** Current intercollegiate athletes are not eligible to participate in their sport or any related sport. An intercollegiate athlete is any individual participating in intercollegiate contests attending regular practice, whose name appears on the official squad list, or who has won a letter at a recognized senior college. Varsity, red shirts, junior varsity players and freshman are all considered intercollegiate athletes. You are considered an intercollegiate athlete for one entire academic year unless you have been dropped from the squad before the first intercollegiate contest and no longer playing or practicing with the team.
- **Club Players:** A member of a club sport is defined as a student who participated or practiced with the club during the current academic year. Intramural teams are limited to three club players per team in their specific sport or any related sport, and athletes must play on a team in the most competitive league offered.

## TEAMS/ SUBSTITUTIONS

- A team consists of three players on the court.
  - A minimum of two players must be present at game time to start a game.
- An Honest Effort Forfeit (HEF) will be given to teams that have only one player at game time. Any team receiving an HEF will be given 3.0 points towards their sportsmanship rating. If a team receives two or more HEFs in a single season, they will not be allowed to advance to the post-season tournament.
- Teams with any less than one player will be given a standard Forfeit and will be dropped from the league.
- All Intramural 3v3 Basketball is Equal Opportunity (EO) and therefore may be played with any combination of players, regardless of gender.
- One player may finish the game if the team has a reasonable chance of winning (as deemed by the Intramural Staff).
- A substitute must wait for a stop in play (dead ball, made basketball, etc.) to enter.

## UNIFORM/EQUIPMENT

- Players must wear athletic-style clothing. Some examples of inappropriate clothing would be such items as jeans, button-down shirts, sandals, dress shoes, etc. The Intramural Staff has the final discretion on what is deemed appropriate and inappropriate.
- Players must wear athletic footwear with non-marking soles (basketball shoes, tennis shoes, cross trainers). No Crocs, flip-flops, toe shoes, sandals, boots, dress shoes or shoes of the like are allowed during play.
- Players may not wear hats, watches, headphones or any sort of jewelry.
- Teams are required to wear shirts of the same color, team color shall be chosen by the team's captain at the time of registration. If both teams are wearing the same color jersey, scrimmage vests will be given to the away team.
- If both teams are wearing the same color jersey, scrimmage vests will be given to the away team.
- Game ball will be provided by Intramural Sports.

## **THE GAME**

Intramural 3v3 Basketball is self-officiated

### **LENGTH OF GAME**

- Intramural games are 40 minutes long, with a running clock.
- Teams will play either the best of three games or 40 minutes, whichever comes first.
- Games are subject to being limited to a 30 minute period by the Intramural Supervisor on duty. This is a rare event but occasionally is necessary and is up to the discretion of the Intramural Staff.

### **TIMEOUTS**

- There are no timeouts in Intramural 3v3 Basketball.

### **CAPTAIN'S MEETING**

- At the beginning of each game there will be a captain's meeting. The Court Monitor will go over any questions or rule changes with captains at this time.

### **STARTING THE GAME**

- Court Monitors will help determine initial possession. Possession to start a game will be determined by a coin toss.
- The alternating possession rule is used for all other jump balls to determine team possession.
- To start a game/overtime, after a score, when a ball goes out-of-bounds, or when a foul is awarded, a player must pass the ball in from the top of the 3-point arc.

### **SCORING**

- Each individual game will consist of the first team to 15 points. Teams must win by two points with a cap of 18 points.
- All baskets made from inside the 3-point line will count as one point. All baskets beyond the 3-point line will count for two points. Both feet **MUST** be beyond the 3-point line, no part of the shooter's foot may be touching any part of the line.
- Each team will be required to take a shot at the basket within 30 seconds after taking possession. The rule has been implemented to eliminate a team from stalling to retain possession near the end of the game. Violations of this rule, including non-legitimate shots, will result in an offensive turnover and possession for the defending team.

### **MERCY RULE**

- There is no mercy rule in Intramural 3v3 basketball.

### **OVERTIME**

- There is no overtime during the regular season. Overtime is only present in the post-season tournament where if a game is tied at the end of 15 minutes, the first team to lead by two points or to reach 18 points straight will be the winner.

### **FOULS/FREE THROWS**

- Teams will call their own fouls. Both a member of the offensive team or the defensive team may call a foul. An individual player cannot foul out of the game, but may be ejected for any cause by the IM supervisor.
- Fouls committed by the defense shall result in the offense retaining possession and re-checking the ball at the top of the 3-point arc. The only exception to this rule is if a defensive foul is committed while an offensive player is in the act of shooting and the shot is good. The point will count for the offensive team and the ball will change possession.
- Fouls committed by the offensive team shall result in loss of possession and/or disallowing any converted baskets.

### **DUNKING**

- Dunking is only allowed in the Competitive League of each division.

### **CHANGE OF POSSESSION**

- Ball possession changes after a made basket. The imaginary "check line" is at the 3 pt. line. You must check the ball after every change of possession. On defensive rebounds or steals, the ball must be taken back anywhere beyond the 3-point line, with **BOTH** feet beyond the line.
- The defense must take the ball behind the check line on any play in which they gain possession. Whether or not the ball has been shot or has touched the rim does not affect this rule. In the event

that the defense obtains possession and does not take the ball behind the check line AND then attempts a shot, the shot and any related activity will be disregarded and a turnover will result and the opposing team will receive the ball at the top of the 3-point arc.

- The ball changes possession after each scored basket, no “make-it take-it.”

### **SUBSTITUTIONS**

- Substitutions may be made after a basket, a foul or stoppage of play

### **COURT MONITOR DUTIES**

- Prior to the game, the Court Monitor will perform a coin toss to determine ball possession. The Court Monitor will signal the ball in play to begin and will have the power to make decisions on any point not specifically covered in these rules.
- If the two teams are unwilling to abide by a call, the Court Monitor may assist with the call, call a re-play, or end the game. Continuous problems will result in the game being declared over.
- The Court Monitor will penalize any player, substitute, coach or spectator for unsportsmanlike conduct by immediate ejection and banishment from the area.
- The Court Monitor at each court is there solely to be a monitor and make sure games remain calm and safe. They may assist on any rule clarifications, but they are not there to officiate the game. Games are self-officiated, with teams calling their own penalties, out-of-bounds, and fouls.

### **CONDUCT/SPORTSMANSHIP**

- Fighting and unsportsmanlike conduct will not be tolerated and are grounds for the entire team and all its members being dropped from the league and/or from Intramural Sports. Any team whose members leave the bench will result in the entire team being suspended for at least the semester.
- Any abusive language, physical gestures and untimely or inappropriate questioning of calls directed at any intramural staff, participant or spectator is grounds for ejection. Team technicals may be given and team captains are therefore responsible for controlling their respective benches.
- Pre and post-game harassing of any intramural staff, participant or spectator, as well as any unsportsmanlike conduct or lack of cooperation, is grounds for program penalty, suspension or expulsion.
- The Intramural Supervisor has the ability to award penalties and/or ejections to any Intramural Participant or Spectator at any point in time.
- Only captains may address the intramural staff on matters of interpretation and discussion.
- Teams are required to clean up after themselves and keep the intramural playing area clean. Failure to do so can impact your sportsmanship rating.
- **Teams must average no less than a 3.0 sportsmanship rating. Failure to do so will result in expulsion from the post-season tournament.**

### **TOURNAMENT SCHEDULES**

- Teams are considered ineligible for the post-season tournament for the following reasons:
  - Accruing one Forfeit.
  - Accruing two Honest Effort Forfeits (HEF).
  - Receiving less than a 3.0 sportsmanship rating average.
- Post-season tournament schedules will be posted the last week of the regular season.

**Forfeit Score: 20-0**

**Needed to Start: 3 players**

**Minimum to Start: 2 players**

**HEF: 1 player**