



UNIVERSITY OF SOUTH FLORIDA
RECREATION & WELLNESS – INTRAMURAL SPORTS
3v3 Basketball

GENERAL POLICY

- For any questions or concerns regarding any of the following policies and rules please contact our Sports Programs office at (813) 974-4449 or rec-imsports@usf.edu. Or stop by our office, REC 107, Monday – Friday 10am-5pm.
- All participants must check in with a Sports Programs supervisor with either their USF ID card or driver's license. The USF ID or Driver's License must have a clear name, picture, and legible U# for the USF ID. No other forms of identification may be used to check in.
- All officially enrolled students and Faculty and Staff members with an active Recreation and Wellness membership at the University of South Florida are eligible to play. For further eligibility guidelines please reference the IM Handbook, found on the USF Recreation and Wellness website.
- **Game time is forfeit time.** Teams should be ready to play at the scheduled game time. It is beneficial to have your team arrive 15-20 minutes early to ensure that games start on time and that forfeits be avoided.
- Teams must all wear the same color jersey. Pennies **will not** be provided. All teams will be required to bring one alternate color in case both teams show up wearing the same color. Skins will not be allowed.
- **Jewelry is not allowed.** Any player who enters the game with jewelry will be forced to **leave the game.**

SPORTSMANSHIP

- Sportsmanship ratings will be given based on the behavior of players, coaches, and spectators. They will also be judged on actions before, during, and after contests. Sportsmanship is rated at the conclusion of every game on a 1-6 scale (details of each can be found in the IM handbook).
- At the conclusion of the regular season of all sports will be a playoff tournament. For a team to be eligible for playoffs they must have averaged a sportsmanship rating of 4 or better during the regular season, have no regular season forfeits, and have won at least one game during the regular season.
 - If a team's sportsmanship rating drops below a 4 in the playoffs, they will be forfeited out of playoffs and their opponent will move on if their sportsmanship rating is at or above a 4.

- Players are held to a standard of good sportsmanship. If a player does not adhere to that standard, they can be removed from a contest by any Sports Programs employee.

RULES

GAME, FIELD, AND EQUIPMENT

- The first team to reach 15 points (one point per basket) is declared the winner. 3-point goals are awarded as 2 points. Twenty-minute time limit, with running clock, must win by two with a 20-point cap limit.
- No timeouts except for injuries or other situations deemed necessary by the supervisors.

INITIAL POSSESSION, LENGTH OF GAME, AND TIME CONSTRAINT

- All games are self-officiated. The two teams involved should mediate questions of judgment. If teams or players cannot agree on the validity of the foul then the player “contesting the call” will shoot a free throw. If the free throw is made the foul is nullified and that team will get the ball. If the free throw is missed the foul shall stand and the “fouled” team shall retain possession.
- Ball possession changes hands after each basket. (NOT make it, take it).
- If a player is fouled in the act of shooting, the basket is awarded if made. Possession then changes, no foul shot awarded.
- The imaginary “Check Line” shall be the 3-point line. On **ALL** change of possessions and fouls, the ball shall be brought beyond the three-point line.
- The offensive team must pass the ball before a shot is attempted after checking it in. No pass is required after a missed shot or turnover.

SUBSTITUTIONS AND TIEBREAKERS

- Substitutions may be made after each basket or dead ball period.

PLAYER CONDUCT

- Abusive or insulting language, acts of unfair play, and managers, coaches, or substitutes on the field of play will result in suspension.
- All Intramural Staff decisions are final.

SPORTSMANSHIP, CARDS, AND EJECTIONS

- Team conduct will be registered, by the officials, following the game, on a 1 to 6 scale.
- If a team does not have a 4 average on their team conduct, at the end of the regular season, they will not be allowed to play in the season ending all campus tournaments.

SCORING

- When a female is fouled in the act of shooting a 2 point shot, she will receive 2 free throws. If a female is fouled in the act of shooting a 3 point shot, she will receive 3 free throws.

PLAYER CONDUCT

- Abusive or insulting language, acts of unfair play, and managers, coaches, or substitutes on the field of play will result in suspension.
- Team conduct will be registered, by the officials, following the game, on a 0 to 6 scale.

CO-REC RULES

- Must have two (2) players to start game, with one of each gender. Teams may play with 2 males and 1 female or 2 females and 1 male.
- When a female scores a 1-point shot, it will be worth 2 points. When a female scores a 2-point shot, it will be worth 3 points.