Western Kentucky University

**Intramural - Recreational Sports**

**Fall 2019 Men's & Women’s**

**3-on-3 Basketball Tournament**

PLAYING AREA/OFFICIATING

RULE 1. COURT & EQUIPMENT

Section 1. All games will be held in the Preston Center.

RULE 2. OFFICIALS AND THEIR DUTIES

Section 1. The referee will have power to make decisions on anything not specifically covered in the rules.

Section 2. Officials' rules are based on the current High School Basketball Rule Book

Published by National Federation of State High School Association.

RULE 3. PLAYERS UNIFORMS

Section 1.

-Players may not wear jewelry of any kind.

-All players must wear NON-MARKING Athletic shoes.

-An approved headband is the ONLY type of head gear that is permissible to wear.

-All players must be in appropriate athletic wear: No jeans, boots, non-athletic shoes, or hats/non approved head gear.

-All scrimmage vests MUST be worn with a shirt underneath.

-All members must be dressed in same/similar uniforms with at least a 4" number on the back of each uniform shirt. If one player on a team does not have a uniformed shirt, the whole team will have to wear the scrimmage vests supplied by the intramural department.

-All Players are required to keep his or her shirt & shorts (No underwear showing) on at all time. Players must wear a shirt underneath scrimmage vests.

RULE 4. ROSTER LIMITS & PLAYERS

(A) All teams will be limited to fifteen (15) participants. Each game roster must be completed 24 hours prior to the team’s first game in the tournament. A team may begin the game with two (2) players. A team may continue with one (1) player if a player is lost to injury only if in the referee’s judgment the team still has a chance to win the contest.

RULE 5. Forfeits and Defaults

(A)Game time is forfeit time

Default Options

(B) Teams may default in order to avoid a forfeit fee. It will result in a loss and elimination from the tournament. Default cards may be filled out at the Intramural Offices located on the second floor of the Preston Center, and must be handed in by 3pm of the game day.

Forfeit Options

(C) If you are unable to field a team for a scheduled contest you will be charged a forfeit for which you must pay a fee. You will not be allowed to compete further until paying the appropriate fee that will be made available .

Game Misconduct

(D) If a game is called due to misconduct or an uncontrollable sportsmanship situation, the game will be considered a "loss" for each team.

RULE 6. Scoring, Time and Timeouts

Each game will consist of 20 minutes, with a running clock. (No timeouts, only for injuries)

Games will be capped at 15 points. The first team to 15 points, or winning at the end of 20 minutes will win.

Baskets will count for one (1) and two (2) points

On the fifth team foul, any foul by the defense will result in an automatic one (1) point for the offense.

If the defense fouls during a successful try, and they are in the bonus they will be awarded one (1) point for the basket, and one (1) point for the defensive foul

If the defense fouls during a successful try prior to the bonus, the offense will be awarded one (1) point for the basket and the team foul shall be counted, and the defense will take possession.

Any foul by the offense will result in possession being given to the defense

Overtime

-The team in possession at the end of regulation will get the ball first to begin overtime

-If the ball is in flight on a try, the team which did not shoot the ball will receive the ball to begin OT

-Overtime will be sudden death. The first team to score a basket will win.

RULE 7: VIOLATIONS, FOULS, PENALTIES, ALTERNATING POSSESSION & DUNKING

TECHNICAL FOULS

Section 1.

A player will not use unsportsmanlike tactics, such as: (a) disrespectfully addressing or contacting an official (b) using profanity no matter who it is directed toward (Even yourself or a teammate) (c) baiting an opponent or obstructing his/her vision by waving hands near his/her eyes or (d) climbing on a teammate to secure greater height to handle the ball (e) objecting with an official's decision by rising from the bench or using gestures (f) inciting undesirable crowd reaction (g) entering the court unless by permission of an official to attend to an injured player (h) failing to replace a disqualified player in 30 seconds when a substitute is available (I) any other situations deemed appropriate by the officials.

PENALTY: Technical foul committed by a squad member, two points and possession of the ball are awarded.

If there is a dead ball change of possession (made basket, out of bounce, foul) to start a possession the offensive player must pass the ball to the defensive player, then the defensive player must pass the ball back to the offensive player. The offensive team then must pass the ball to a different player before making an acting move. The ball is “dead” up top.

NO DUNKING RULE

ANY PLAYER THAT HANGS ON OR GRABS THE RIM/BASKET OR DUNKS DURING BEFORE, OR AFTER A GAME WILL BE EJECTED FROM HIS OR HER GAME AND WILL SERVE A ONE GAME SUSPENSION, AND WILL SUFFER ANY SANCTIONS THAT THE PRESTON CENTER STAFF MAY APPLY.

PENALTY: Technical foul committed by a squad member, player ejected, two points awarded and possession of the ball.

PERSONAL FOULS, TECHNICAL FOULS AND EJECTIONS

Section 3.

Personal Fouls

A. Every player is allowed (5) personal fouls per game. All technical fouls are counted towards personal foul totals.

Ejections

B. (All EJECTIONS are Minimum one (1) game suspension) Any player ejected from a game will be ineligible to participate in the next scheduled game. Any player ejected from a game for the second time in a season will be suspended from further play for the balance of the season. An ejected player must make arrangements to meet with the Intramural Director before their suspension will be take effect.

Violations for Automatic Ejection = Automatic minimum one (1) game suspension

C. Two technical fouls

1. Technical fouls will be deemed suitable for but not limited to the following actions:

a. cursing

b. dunking

c. repeated arguing with officials

d. taunting

D. Three (3) technical fouls for a team will end the game. The game will be considered a forfeit.

E. Five (5) technical fouls during tournament/league play will eliminate a team from further competition for the remainder of the school year.

F. Three (3) technical fouls on an individual player throughout the season/playoffs will result in a one game suspension. The next technical foul will result in the individual being suspended for the remainder of the season/playoffs.

G. Taunting fans may be given a technical foul. The technical will be charged to the captain of the team they are associated with.

I. A player, coach, substitute, or fan/observer who is ejected from the game after being charged with his or her second technical foul during a game or is ejected by an official for conduct must leave the building within 3 minutes of their ejection.

J. If an official charges a technical foul against a team's bench, the technical will be credited to that player or coach, if applicable, and will also count toward the team foul totals and team technical foul limit.

PROTESTS

A. It is the policy of the National Basketball Committee of the United States and Canada that it does not recognize protests. With the exception of eligibility protest, the W.K.U. Intramural Sports Department will conform with this policy.

B. Eligibility protests must be submitted (TYPED) to the Intramural Office before 1 p.m. the next day. Only the opposing team may protest eligibility. If a team has any questions about an opponent's eligibility status, they should advise the referee and obtain that player's name before, during, or after the game. If a team uses an ineligible player they will forfeit every game that the ineligible player participated in.

C. If a coach/captain desires to question rule interpretation, he or she may use one of his or her time-outs. If the decision favors that of the coach, the time-out will be not charged. If decision doesn't favor the coach, he or she will be a charged time-out. Any questions relative to the particular rule interpretation will be solved on the court. The supervisor in charge may be utilized as a resource person at the request of the referee. NO PROTEST WILL BE ACCEPTED CONCERNING THE JUDGEMENT CALLS OF THE OFFICIALS.

BLOOD RULE

If and when an official observes that a player is bleeding, has an open wound, or has an excessive amount of blood on his or her uniform, the player must leave the game. (In an instance when a substitute is not available, the official may allow time for the player to receive medical attention, but the time may not be excessive in the judgement of the official.) If a substitute is available, the player must leave and may not reenter until after the clock has run and a substitution opportunity occurs. The injured player is not to return until the bleeding has stopped, the open wound is covered, and excessively bloody uniform is changed. An excessive amount of blood on a uniform would mean it is saturated to the extent the blood might transfer to another player or the blood could soak through to the skin. If a player must change a shirt and this necessitates a change to another number, or no number, the scorebook will be.