



NU Intramural Sports

3 vs 3 Basketball Rules

GENERAL RULES:

1. **All players must present their valid Northeastern University Photo ID to play.** No exceptions! Current, valid NU photo identification must be present in order to participate. Participation will be denied to anyone without their current, valid NU photo identification card.
2. **Jewelry is not allowed to be worn by any participant during an Intramural event.** Any and all dangerous equipment must be removed prior to participation. Jewelry cannot be taped or covered with a band-aid.
3. **GAME TIME IS FORFEIT TIME!** The minimum number of players must have their Husky Cards turned in, be present on the field and in uniform for a team not to forfeit. The team manager must be responsible for collecting his team's IDs and registering their uniform numbers with the IM staff.
4. **3 Unsportsmanlike Penalties** will result in a team disqualification regardless of the score. 2 Personal Unsportsmanlike Penalties will result in the player leaving the game. Only a team's designated Captain is allowed to confer with the officials. There is a ZERO TOLERANCE policy for any unsportsmanlike behavior directed towards players, officials, and staff.
5. The supervisor on duty reserves the right to remove any player from competition who has violated any NU Intramural Policy or Rule and/or endangered any player or IM staff member. Ejected players must leave the facility. Any player or team that exhibits a pattern of troublesome behavior will be removed from intramural sports. Supervisors also have the authority to end a game.
6. Participants are not allowed to play in a manner that is potentially dangerous or reckless. Safety for all our participants is our number one priority. Any action(s) that is deemed dangerous and/or reckless by the game's official or the Intramural Sport Supervisor will result in either an unsportsmanlike penalty or an ejection depending on the severity of the action. Intramural managers and players should consider this rule their warning not to play in a dangerous or reckless manner.

THE GAME AND THE FIELD

1. All games will be played at the Marino Center. Players must wear athletic clothing and appropriate footwear.
2. **Game Length:** The game consists of two 15-minute halves of running time with an intermission of 1 minute. The supervisor has the authority to shorten any game due to time restraints or any other reason. Each team will receive two timeouts per game. The last 10 seconds of each half will be stop-clock play.
3. **Mercy Rule:** If a team is ahead by 30 points at anytime during the 2nd half, the game will end by Mercy Rule.
4. A tie score at the end of regulation time shall, time permitting, result in a 2-minute running clock overtime period, with ball possession determined by a hit or miss shot. If the score remains tied after OT, sudden death OT will be played. Possession will be determined by a hit or miss shot and all fouls are shooting fouls. The last 10 seconds of OT will be stop-clock play.
5. The winner of the hit or miss shot shall take first ball possession. Possession will alternate on jump balls and at the start of the second half.
6. Deliberate stalling or attempts to freeze the ball shall result in loss of ball possession. If a team is warned for stalling, the official will administer a 10-second count during which a shot must be attempted. If a shot is not attempted, ball possession is lost.
7. After a basket is scored, possession of the ball goes to the non-scoring team.

8. **DUNKING IS ILLEGAL!** Touching, grabbing, hanging, and dunking prior to, during, and post game is a violation of the Marino Recreation Center Facility Policy and Intramural Sports Rules It will result in immediate ejection from the game and dismissal from the Marino Recreation Center.
9. The imaginary "check line" shall be the foul line extended. A player must pass the ball in from above the 3-point arc at the start of each half, after a score and after a foul. On defensive rebounds or steals, the ball must be returned to the check line - the player in possession of the ball may retain control and attempt to score. The player must get one foot over the line.
10. After checking the ball, the player has 5 seconds to inbound the ball.
11. All play will be governed by National Federation High School Rules except where indicated.

PLAYER RULES:

1. Uniform:
 - All participants must wear numbered jerseys of a similar or matching color. Campus Recreation will have numbered jerseys available.
2. Number of Players:
 - Men's and Women's Competition: 3 players are required to start and end the game.
 - Co-Rec Competition: 3 players are required to start and end the game. There must be at least 1 member of each gender on the court at all times.
3. Substitutions:
 - Substitutes must notify the referee before entering play and may only enter at the referee's signal.
 - Substitutes must remain in the designated area during play.
 - Substitutions may be made after a basket, a foul shot or any stoppage of play.

Fouls:

1. An individual player can NOT foul out of the game. All common, personal and technical fouls shall be counted in the team total.
2. There will be ZERO TOLERANCE for unsportsmanlike conduct of any kind. Inappropriate behavior will result in suspension of the player and/or team from intramural sports. The following is a partial list of prohibited acts (a technical foul will be assessed for any of these infractions):
 - Verbal abuse of an official
 - Obscene gestures
 - Taunting (ex. Blocking a shot and yelling at opponent)
 - Fouls with intent to injure
 - Fighting
 - Entering or leaving the court without permission of an official

Fouls, infractions, and free throws:

The Bonus: the bonus will be in effect on the 5th team foul. The offended team will be awarded one free throw attempt and possession of the ball.

Prior to the fifth team foul:

- Any common foul shall result in loss of possession for the offending team;
- Any offensive foul shall result in disallowing a converted basket and loss of possession;
- Any shooting foul with a missed basket will result in retained possession; and
- Any shooting foul with a converted basket shall result in the basket being awarded and a change of possession.

On and after the fifth team foul:

- Any common foul shall result in a single foul shot along with retained possession for the offended team;
- Any offensive foul shall result in disallowing a converted basket and a single foul shot along with retained possession for the offended team;
- Any shooting foul with missed basket shall result in two foul shots along with retained possession; and
- Any shooting foul with a converted basket shall result in the basket being awarded along with retained possession.