IM 3v3 Basketball Rules & Information

General Rules, Players, and Equipment
1. Teams can consist of three to four players: three starters and one substitute.
2. **EMORY STUDENT IDS WILL BE REQUIRED AT CHECK-IN & EACH PLAYER MUST CARRY THEIR EMORY UNIVERSITY ID WITH THEM THROUGHOUT THE TOURNAMENT. INDIVIDUALS WILL NOT BE PERMITTED TO PLAY WITHOUT AN EMORY STUDENT ID.** Inaccurate information is immediate grounds for disqualification of the entire team.
3. Roster changes are not allowed after a team starts its first scheduled game. A roster change is allowed prior to the start of the tournament on IMLeagues.
4. All teams are guaranteed at least two scheduled games.
5. Teams are required to wear matching colored shirts/jerseys. Teams must have two separate options (a light and a dark).
6. Shoes: All players must wear shoes. Tennis/running shoes, soft-soled shoes, and basketball shoes are permitted.
7. Pads or Braces: Knee pads are the only type of padding that will be allowed. Leg and knee braces made of hard, unyielding material must be covered on both sides and all edges with appropriate slow-recovery padding.
8. Headgear: Players may not wear baseball style caps or other rigid headwear. Knit and stocking caps are also not permitted. Players may wear a headband made of non-abrasive cloth, elastic, soft leather, or rubber. Bandanas with knots are prohibited. Rubber or cloth elastic bands may be used to control hair.
9. Jewelry: **No jewelry** or any other item deemed danger by the Intramural Staff may be worn. Any player wearing exposed permanent jewelry (i.e. body piercings) will not be permitted to play.
10. Emory Intramurals reserves the right to reduce the number of scheduled games, or shorten games, due to unforeseen circumstances.

Time, Possession, and Scoring
1. A field goal in front of the 3-point line will be worth one point per basket. Shots made behind the designated 3-point line are counted as two points.
2. A coin toss or rock-paper-scissors will determine who gets the ball first.
3. The first team to 11 points, with a 2-point lead, wins; **OR**, the team ahead after the 20-minute time limit wins.
4. If a winner has not been determined by the end of the 20-minute time limit, the game will go into sudden death. The court supervisor will give a 2-minute, 1-minute, 30-second warning, and 10 second count down. At the end of the 20-minute time limit the game will stop. The captains will play paper-rock-scissors to determine who takes the first possession of the sudden death. The first team to score wins.
5. Substitutions are only allowed during a dead ball.
6. Possession of the basketball alternates after each made basket.
7. All possessions after a dead ball or a made basket are to begin at the top of the 3-point line and the ball must be passed after it’s checked.
8. The ball must be checked by an opposing player before the ball is put into play after a dead ball.

9. In the event of a change of possession during a live ball or after a missed shot, the ball and two feet of the player must be taken back behind the three point line prior to attempting a shot. Failure to taking the ball back will result in a loss of possession and nullify points that might have been scored.

10. Teams must be ready to play at their scheduled time. Two players per team must be present to start a game. A team will forfeit the game if no team members are present at the scheduled time or court. Each team is required to check in with the supervisor to check for updated team and court schedules.

11. Out of Bounds boundaries of the half-court are standard for the sidelines and baselines. The half-court line is also considered out of bounds.

12. The game supervisor or tournament management has the right to suspend play to protect players due to an injured player, open wound or bleeding. A player with blood on their clothing must replace their clothing before being allowed to re-enter the game. If a player sustains a head injury, tournament officials may require documentation from a medical doctor who has examined the player following the injury, to authorize that player to continue participation in the tournament.

Fouls and Violations
1. There will be no officials calling the game. All players must call fouls and violations as necessary to keep the game in control. Only players on the court may call fouls. Bench players and/or coaches will not have any input in such decisions. Any disputes that cannot be decided by players will be left to the discretion of the on-site court supervisor. If the two teams are unwilling to abide by a call, the supervisor may assist with the call, call a re-play or end the game. Continuous problems will result in the game being declared over.

2. There are no free throws. Any fouls will result in the offended team gaining possession of the ball.

3. All held-balls (jump balls) result in possession being awarded to the defense.

Eligibility and Sportsmanship
1. Unsportsmanlike acts and fighting will not be tolerated under any circumstances and will result in immediate dismissal from the game and tournament. Throwing a punch is considered a fighting act that will result in a flagrant foul.

2. If players can’t stay in control of themselves throughout the game, the Intramural Staff holds the right to end the game if it becomes unsafe.

3. Any player dismissed from the tournament must leave the basketball arena immediately and must not return for the remainder of the tournament.

4. If information provided on registration, entry forms, or player change forms deems to be false, that team is subject to disqualification from the tournament.