

BRITISH COLUMBIA INSTITUTE OF TECHNOLOGY INTRAMURAL 3v3 BASKETBALL RULES

Section 1: Intramurals Procedures and Guidelines

Eligibility, protests, forfeits and concedes, conduct, appeal, and attire are covered in detail in the BCIT Intramurals Procedures & Guidelines.

Section 2: Authority

The Sports Programs and Intramurals Coordinator and/or Intramurals Staff has authority to ensure games run in an appropriate and proper manner. They may deal with any forms of unsportsmanlike conduct in any manner that they may deem necessary to ensure program integrity and safety. This includes, but is not limited to: ejecting players, forfeiting a team, and forfeiting a contest.

Section 3: Number of Players

Each team must have a minimum of 3 eligible and registered players for the duration of the league. The maximum number of players per team is 10, unless otherwise permitted by the Sports Programs and Intramurals Coordinator.

Section 4: Transfers and Additions

No player, having played for one team, shall play for any other team during the league's schedule. Special consideration, however, may be given to players on a forfeited team and players on overcrowded teams. All transfers must be approved by the Sports Programs and Intramurals Coordinator in advance.

Players cannot be added to the roster after the conclusion of the regular season. All playoff participants must have played a minimum of two regular season games. It is the Team Captain's responsibility to ensure players sign in with Intramurals Staff every game to ensure players are eligible for playoffs. If playoff eligibility is in question, the Sports Programs and Intramurals Coordinator will default to what is recorded on sign-in sheets. Special considerations are assessed on a case-by-case basis.

Section 5: Game Play

1. All BCIT Intramural Programs are self-officiated. The Sports Programs and Intramurals Coordinator and/or Intramurals Staff will make final on-site decisions, should game-related conflicts arise that are unresolvable by the Team Captains of the game.
2. Games will begin at the assigned time. A 10-minute grace period will be given to each team; after this time, a forfeit will take place. A forfeit constitutes a loss in the standings. The game can start with 2 players on the court.
3. A game consists of two 20-minute running periods, with one 5-minute break in between. The clock will not stop during fouls. Intentionally fouling is highly discouraged and may result in warnings and/or ejections.
4. During league play, if the game is tied when time expires, a final point will be played to declare the winner.
5. During playoffs, if the game is tied when time expires, a 5-minute overtime period will be played. If after a 5-minute overtime period, the game is tied then a final point will be played to declare the winner.
6. Substitutions can be made by any team when the ball becomes dead or prior to the check-ball. The substitute can enter the game after their teammate steps off the court and establishes a

physical contact with them. Substitutes can take place behind the end line opposite the basket and substitutions require no action from Intramurals Staff.

7. Two 1-minute time-outs are granted to each team for the entire game. A player can call the time-out in a dead ball situation.
8. The first team with at least three players ready to play and score sheet filled out will have the first possession. If both teams are ready at the same time then a rock, paper, scissors game will determine which team gets first possession.
9. **Scoring:**
 - Every shot inside the arc shall be awarded 1 point.
 - Every shot behind the arc shall be awarded 2 points.
 - Every successful free throw shall be awarded 1 point.

10. **Fouls/Free Throws:**

- 10.1 Fouls are called by players.
- 10.2 A team is in a penalty situation after it has committed 6 fouls in the period. After a team has reached 9 team fouls, any subsequent foul will be considered a technical foul. For avoidance of doubt, players are not excluded based on the number of personal fouls.
- 10.3 Fouls during the act of shooting inside the arc shall be awarded 1 free throw, while fouls during the act of shooting behind the arc shall be awarded 2 free throws.
- 10.4 Fouls during the act of shooting followed by a successful field goal shall be awarded 1 additional free throw.
- 10.5 Team fouls 7, 8 and 9 shall always be awarded 2 free throws. The 10th and any subsequent team foul as well as technical and unsportspersonlike fouls will always be awarded with 2 free throws and possession of the ball. This clause is applied also to fouls during the act of shooting and overrules 10.3 and 10.4.
- 10.6 Possession is kept after the last free-throw derived from an unsportspersonlike or technical foul and the game shall continue with an exchange of the ball behind the arc at the top of the court.

11. **How the ball is played:**

- 11.1 Following each successful field goal or live free throw
 - A player from a non-scoring team will resume the game by dribbling or passing the ball from inside the court directly underneath the basket (not from behind the end line) to a place on the court behind the arc.
 - The defensive team is not allowed to play for the ball in the “no-charge semi-circle area” underneath the basket.
- 11.2 Following each unsuccessful field goal or live free throw
 - If the offensive team rebounds the ball, it may continue to attempt to score without returning the ball behind the arc.
 - If the defensive team rebounds or steals the ball, they must return the ball behind the arc (by passing or dribbling).
- 11.3 Possession of the ball given to either team following any dead ball situation shall start with an exchange of the ball (between the defensive and the offensive player) behind the arc at the top of the court.
- 11.4 A player is considered to be “behind the arc” when neither of his/her feet are inside nor break the arc.
- 11.5 In the event of a jump ball situation, the offensive team shall maintain possession.

12. **Stalling:**

- 12.1 Stalling or failing to play actively (ie. not attempting to score) shall be a violation.
- 12.2 If the court is equipped with a shot clock, a team must attempting a shot within 12 seconds. The clock shall start as soon as the balls is in the offensive players' hands (following the exchange with the defensive player or after a successful field goal underneath the basket).
- 12.3 If the court is not equipped with a shot clock and a team is not sufficiently trying to attack the basket, the referee shall give them a warning by counting the last 5 seconds.

Section 6: Captains

1. Captains are responsible for informing and ensuring their team abide by all guidelines, policies, and procedures throughout the duration of the league program.
2. Captains are responsible for signing the score sheet before the start of each game.
3. Captains are responsible for ensuring all players of their team for any given match have signed in on the scoresheet. See Section 4 for playoff eligibility procedures.
4. Captains are responsible for maintaining communication with the Sports Programs and Intramurals Coordinator for all Intramural-related matters.
5. Captains are responsible for managing their team's (including spectators, if applicable) sportspersonlike conduct and making corrective action (if required).
6. Captains are responsible for confirming the correct score is recorded.

Section 7: Sportspersonship

Teams and players are expected to exhibit sportspersonlike conduct throughout the league program. Players may be penalized, ejected from the game, or possibly suspended from further games depending on the severity of the offense. See BCIT Intramurals Procedures & Guidelines for further information regarding sportspersonlike conduct.

7.1 – Sportspersonship Program

After each game, Intramurals Staff will assess and rank the fair play of each team on a scale of 0-5 by answering the following: "Did the team significantly contribute to the enjoyment of this game in spirit and sportspersonship?". If a team is given a score equal to or less than 3, the Captain will be notified by the Sports Programs and Intramurals Coordinator and possibly required to make corrective action prior to the next game.

At the end of the season, teams will be disqualified from playoffs if their sportspersonship average is below 4. Teams will be provided with a written rationale for this decision. Team Captains may provide a written appeal within 3 business days of receiving a disqualification statement. The final decision will be made by the Sports Programs and Intramurals Coordinator and Intramurals Staff.

Scaling:

- 0 – Poor Sportspersonship (fight, player ejection, etc.) or Default without 2 days' notice
- 1 –
- 2 –
- 3 –
- 4 –
- 5 – Good sportspersonship