

**Denison University Intramural Sports Program**  
Official Men's 3on3 Basketball Rules and Regulations

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**IM Code of Conduct**

- a) Understand, appreciate and abide by the rules of the game.
- b) Respect the integrity and judgment of game officials and the intramural staff.
- c) Be responsible for your actions and maintain self-control.
- d) Do not taunt or bait opponents and refrain from using foul or abusive language.

Note that any Intramural participant or team not following the Intramural Code of Conduct is grounds for dismissal from a game or the league.

**The Players**

- a) In-season varsity athletes (winter sports) are not eligible to participate in intramurals. The sports that coincide with Men's 3 on 3 include: Basketball, Swimming and Diving, and Track and Field.
- b) Each team in play shall consist of three male players. No player shall wear dangerous equipment including casts or hard material such as jewelry or a watch.
- c) Unsportsmanlike conduct or rough play will not be tolerated, resulting in the dismissal from a game at the discretion of the referee and may result in suspension from intramural activities. Any inappropriate language and/or gestures toward the referee of the match will result in immediate dismissal from the game. The Intramural Coordinator will attend all matches and all disputes should be registered with him or her. All disputes will then be directed to the Intramural Council for review.

**The Game**

- a) The winner of a coin toss shall win possession of the ball at the beginning of the match.
- b) Each game is scheduled for twenty-five minutes. The clock shall stop only for an injury, delay, charged time-out, or at the discretion of the IM Coordinator. The game cannot end in a tie. If the game is tied at the end of regulation play, a two-minute overtime period will be extended, and will be repeated if still tied at the end of the overtime.
- c) Each team must arrive at the scheduled time. If a team is over ten minutes late, they will forfeit the match. After two forfeits during the season, the team must forfeit the remainder of the season.
- d) There are two allotted forty-five second timeouts to each team. In the case of an overtime contest, there will be one timeout allotted per team. Any excess timeouts will be granted at the expense of a technical foul.
- e) The clock shall stop for the administration of all free throws that occur in the last two minutes of the game. The clock shall also stop if an official's whistle is blown to stop play in the final two minutes of the game.
- f) If the clock is stopped, it shall restart when a) the ball touches a player on the court on the ensuing throw-in, b) when the ball touches a player on the court following a missed free throw attempt and the ball is to remain alive, or c) when an official orders a time restart.
- g) A field goal is two or three points (if the shot is taken from behind the three point arch) for the team whose basket the ball enters. A successful free throw is one point.
- h) In all jump ball situations, possession will go to the defensive team.

**Playing Regulations**

- a) A player shall not be guilty of unsportsmanlike conduct, delay of the game, enter or leave the court illegally, grasp any basket, or cause the backboard to vibrate while the ball is in flight or touching the basket. This will result in a technical foul.
- b) A player shall not intentionally delay the game by contacting the ball out-of-bounds during an opponent's throw-in. In addition, a player shall not intentionally or flagrantly contact an opponent during a dead ball or during play.
  - a. Penalty (Technical Foul): opponents are awarded one free throw and a throw-in at the division line. 2 free throws shall be awarded if a foul is flagrant or for an excessive timeout. Any player may attempt the throw(s). A player shall be disqualified for committing two technical fouls or a flagrant foul.
- c) A player cannot foul out of the game.
- d) Each common foul (expect player control) beginning with a team's seventh personal foul is awarded a bonus free throw if the first try is successful. See below:
  - a. 2 free throws if a) the player is fouled in the act of shooting whose try is unsuccessful or b) in the case of an intentional foul.
  - b. 2 free throws and possession if a) the player intentionally fouled in the act of shooting whose try is unsuccessful or b) in the case of a flagrant foul (offender disqualified).
  - c. 1 free throw if the player is fouled in the act of shooting whose try is successful.