RULES, POLICIES, AND CONSIDERATIONS

A BINGHAMTON UNIVERSITY ID IS REQUIRED TO PARTICIPATE.

The 3 v 3 Basketball League is designed to promote fair play, sportsmanship, and overall participation in an athletic atmosphere other than Interscholastic Varsity Competition. We ask that you adhere to all rules and stipulations presented.

MANDATORY PARTICIPATION FEE: A non-refundable team fee ($10.00) must be submitted before the registration deadline in order to participate.

ALCOHOL AND DRUG POLICY: Individuals and/or teams who arrive to a scheduled competition intoxicated, suspected of consumption, or possessing alcohol and/or other illegal substances will not be permitted to play. The game will be forfeited immediately. There are no exceptions to this stipulation. The supervisor in charge will have the final decision.

MEDICAL PROCEDURES: The Office of Intramural Sports, Campus Recreation, and Binghamton University will not assume the responsibility for any injuries received during competition. Participants are reminded that their participation is voluntary. We strongly recommend that all participants have a physical examination and secure medical health insurance. Any injury and/or accident should be reported immediately to the supervisor in charge.

SAFETY: Proper attire should be worn while competing. All jewelry, watches, hats, and any other personal item should be removed before participation. Individuals wearing casts should have them padded and checked for approval with the supervisor in charge. Any person(s) bleeding and/or having blood on clothing will be removed from competition until this problem is resolved. Appropriate measures must be taken into account.

PLAYER PARTICIPATION:
- All players that appear on a team roster must be a current student, faculty, or staff member at Binghamton University.
- Players can not be added after the first game has been played.
- Participants may only play on 1 team on 1 night.
- A valid BU ID CARD for all participants must be shown to staff members before every game.
- Current varsity basketball athletes (including “red shirts”) are not eligible to participate.
- Any team that violates the participation rule will forfeit all games prior and be removed from the league.
**CHALLENGING A GAME:** If there is a discrepancy for any reason related to the outcome of a game, the following actions must be taken.

1. The team making the challenge must make it in writing to The Office of Intramural Sports no later than two days after the original game has been played.
2. The statement should include the names of the teams that participated in the contest, the date of the contest, and the specific reason why the contest is being challenged. The Intramural Program Department members will then review the challenge and make a FINAL decision.

**TEAM JERSEYS:** All teams may supply their own team jerseys. All jerseys should match in color. If two teams wear the same color, pinnies will be provided.

**EQUIPMENT:** All basketballs will be provided. Appropriate footwear must be used. Improper footwear includes work boots, sandals, tivas, and any other open toe shoe.

**CANCELLATION/ FORFEIT OF GAMES:** All games must start on time. However, all teams will have a maximum of 10 minutes after the official start time, 15 minutes before a forfeit will be given. Any games beginning after the official start time will then play in a speed-up rule format. Any team that does not show for a scheduled game will be given a forfeit. If a team forfeits any scheduled game, they will not be allowed to participate in the playoffs.

**EXCEPTION:** If a team knows they can not play a scheduled game, they will be allowed to reschedule. A call must be made at least 24hrs. in advance to reschedule a game. The call should be made to the Intramural Program Office between the hours of 8am and 12pm.

**CANCELLATION OF GAMES:** Athletic teams have priority of the West Gym. At times, it may be necessary to postpone or cancel games. All captains will be notified ASAP. This could also mean up to a regularly scheduled game.

**PLAYOFFS- TOURNAMENT QUALIFICATION:** Each team will have an opportunity to compete in The Single Elimination Tournament. All teams in each division, male, female, and co-ed, will play a regular league schedule. At the conclusion of the league, there will be a single elimination tournament. Seeding will be done according to record (win %). If there is a tie, the following will be used to determine the higher seed number.

1. Winner from head to head play.
2. The team that has allowed the fewer amount of points for the entire league (average).
3. The team that has scored the most points for the entire season (average).

**FORFEIT POLICY**
A forfeit constitutes one of the following:
- A team does not arrive at a scheduled game (all games must start no later than 10 minutes past the scheduled time. A forfeit will result if violated).
- A team arrives with less than the minimum amount of players to start a game.
- Ineligible player(s)

Once a team forfeits, they will be removed from league play. If a team can not attend a scheduled game, notification must be made no later than the Tuesday of the week before the scheduled game.

**SUBSTITUTION OF PLAYERS:** Players may only be substituted on dead ball situations and time outs. A dead ball occurs when the ball is taken out after a basket is scored. Any ball taken out of bounds is also considered a dead ball. Illegal substitution will result in a Technical Foul and loss of possession. An official must be notified for all substitutions.
**SPORTSMANSHIP POLICY:** All teams and players must refrain from abusive language while on the court to officials and opposing team members. Abusive language may include but is not limited to swearing, continuous challenge to official’s call, and inappropriate gestures. A violation of this policy will result in Technical Foul and a warning to the entire team. If continued, each player in violation thereafter will be ejected for the remainder of the game.

**SPECIFIC INTRAMURAL RULES AND REGULATIONS**
*(All other NCAA rules will be used if not mentioned below)*

**Incidental contact is part of competition.**

1. Each game will be 20 minutes in length with running time- NO HALF TIME. The clock will stop the last minute of each game after a basket is scored, a foul occurs, on free-throw situations, and on dead-balls- OB.
2. After 10 minutes, a game will be declared a forfeit if a team can not provide the appropriate amount of players.
3. A game may start with 2 players. For players that arrive and check-in after a game has started, a technical foul will occur once the late player substitutes. Possession will be retained by the team who is in possession at the time of the substitution.
4. Change of possession during play: Change of possession will occur for the defense on defensive rebounds, air balls, steals, and any other type of turnover. Change of possession will not occur for the offense on air balls, offensive rebounds, tips from the defense.
5. Clearing Area during play: Once the defense establishes possession, the ball must be cleared beyond the 3-point line above the foul line extended.
6. Fouls will be called. Personal fouls will not be recorded. However, on the 7th and 10th team foul, the offended team will be allowed to shoot free-throws- Bonus Situation. (1 and 1 on the 7th, 2 on the 10th +).
7. Speed-Up Time, if necessary- after the regularly scheduled start time- will be 15 minutes running time. Stop time for the last 30 seconds only.
8. All players must be present at the start of each game. If a player arrives after the game has begun, a technical foul will result if the player chooses to participate. PLEASE BE ON TIME FORE ALL GAMES.
9. All Technical Fouls will result in One Free-Throw and possession of ball at any time throughout the game.
10. After a basket is scored, the ball must be checked with the official before play can begin. This will ensure fair play at all time.
11. Each team will be allowed 2 Time Outs to use at their discretion.
12. Each scored basket will be worth 1, 2, or 3 points. Foul Shots will only be taken if a team enters the BONUS. All fouls occurred in the act of shooting will result in a change of possession only if the basket is made. Otherwise, the offended team will retain possession.
13. Overtime procedure will be 2 minutes running time. The clock will stop for the final 30 seconds of the game. If the scored remains tied, the OT procedure will continue until a winner is declared.
14. ALL Flagrant Fouls will result with 2 Free-Throw opportunities automatically. A second Flagrant Foul will result in automatic ejection.
15. Fighting and abusive behavior will result in automatic ejection.
16. Trash talking is subject to ejection at the official’s discretion.
17. Alternate possession rule will be used in all jump ball situations and after made baskets.
18. In order to declare possession of the ball at the beginning of each game, a player from each team “will shoot for ball.” The Foul or 3 Point line may be used.
19. Out of Bounds will be half court and normal base/sidelines.