

# Campus Recreation

## University of South Carolina Student Life

### Basketball (3v3)

*\*\*Please refer to the Participants' Manual for a complete list of all Intramural Sport guidelines & procedures\*\**

**\*Changes from previous season have been highlighted in yellow\***

#### Section 1: General Information

##### A. General IM Procedures

1. Teams should arrive 15 minutes before the game to check-in with the supervisor.
2. All participants must display a valid Carolina Card before each game to play.
  - i. You may also use your digital Carolina Card through the GET mobile app. No ID – No Play – No Exceptions!
3. Teams are expected to begin the game at the scheduled time.

##### B. Defaults

1. A default will result in the team automatically losing and receiving a 3-sportsmanship rating, and the game will be scored as the maximum mercy rule for that sport.
2. The deadline to notify the Sport Programs Office that their team is unable to play their scheduled game and receive a default is 3pm the day of their game (M-F) or 12pm if their game is on Sunday.
3. If a team defaults twice during the regular season, this is referred to as a “double default” which is equivalent to a forfeit and results in a forfeit fee of \$25 being assessed to the captain. The captain will be suspended from Intramurals until this fee has been paid on DSE. The team will receive a 3-sportsmanship rating for each default.
4. The UofSC Sport Programs Office can be reached:
  - i. By email at [sportprograms@mailbox.sc.edu](mailto:sportprograms@mailbox.sc.edu)
  - ii. By phone at 803.576.9387
  - iii. In person at the Strom Thurmond Wellness & Fitness Center – Room 201D

##### C. Forfeits

1. A forfeit will result in the team automatically losing and will receive a 1 sportsmanship rating and the game will be scored as the maximum mercy rule for that sport. **A forfeit fee of \$25 will be assessed to the captain, and the captain will be suspended from Intramurals until this fee has been paid on DSE.**
2. If a team forfeits twice during the regular season, this is referred to as “forfeiting out” and they will be removed from the league. **A second forfeit fee of \$25 will be assessed to the captain, and the captain will be suspended from Intramurals until both fees have been paid on DSE.**

##### D. Team Choice (5 minutes: 5 minutes)

1. The captain of the team present who has the minimum required number of players to play, can choose to accept the default/forfeit or enact team choice at the game start time. If the team enacts the team choice rule, they cannot change their mind and accept a default/forfeit later.
  - i. If both teams are present but neither team has the minimum number of required players at game time, the Sport Programs Leader will start the game clock but neither team will receive points during the first 5 minutes.
  - ii. During the first 5 minutes, if only one team meets the minimum number of required players, no points will be awarded but they will have the opportunity to enact “team choice” for the second 5 minutes. If they accept the default, the game will be called, otherwise points will be awarded during the second 5 minutes according to the team choice point guidelines.
2. 3v3 Basketball (7 points: 7 points)

## E. Sportsmanship

1. Each team will be given a sportsmanship rating 1-5, in accordance with the Participants' Manual, from the officiating crew/on-site supervisor following the game.

## F. Playoffs

1. All teams are eligible for post-season play provided that they do not forfeit, do not default more than twice, have a 3.0 sportsmanship rating average
2. If a team receives more than one game with a sportsmanship of 2, they will forfeit the remainder of the playoffs. A team that receives below a 2 in any playoff game will automatically be forfeited.

## G. Miscellaneous

1. To receive the latest USC Intramural Sports schedules, scores, and updates be sure to log onto [sc.dserec.com/online/dashboard](http://sc.dserec.com/online/dashboard)
2. No jewelry can be worn during games. Captains are responsible for making sure all jewelry is removed before a player takes the court.
3. Protest: The only 2 things that can be protested are rule interpretation & player eligibility.
  - i. In order to protest rule interpretation, you must tell the supervisor you wish to protest before the next play.
  - ii. Player eligibility protests can be made before, during, or after the game to any supervisor or professional staff member.

## Section 2: Rules & Sport Specific Information

The game will be played according to the current National Federation of State High School Association's rules if not explicitly stated in this document.

### A. Court & Location:

1. All games will be played at the STWFC.

### B. Players

1. Each team will consist of three (3) players on the court at one time with unlimited substitutions. To avoid a forfeit, a team may start with no less than two (2) players
  - i. A team may only have one (1) sport related club sports player on their roster.
  - ii. Substitutions shall be made only during dead ball situations: time-outs, violations, and fouls.

### C. Equipment:

1. Game balls will be provided; however, if both teams agree to use a different ball, it may be used.
2. Non-Marking athletic shoes and athletic attire are required for participation.
3. Any athletic brace with exposed metal must be covered and/or taped. Intramural Sports will not be responsible for providing athletic tape.

### D. Scoring

1. All shots will be worth two (2) points inside the 3-Pt. Arc, outside the 3-Pt. Arc, shots will be three (3) points. Possession will change after a made basket.

### E. Timeouts

1. There will be no team time-outs.

### F. The Game:

1. Games shall consist of one (1) period in which the first team to score thirty (30) points or until the twenty (20) minute game clock expires wins (whichever comes first).
2. One player from each team shoots for ball.
  - i. If a held ball occurs, the previous offense will shoot from 3.
    - a. If made, the ball remains with the offense.
    - b. If missed, the ball changes possession.
3. The 3-Pt. Arc will serve as the restraining area. On any change of possession, the ball must be taken back behind the 3-Pt. Arc.
4. The ball must be checked in from the top of the 3-Pt. Arc after a made basket. The ball must be passed in after it is checked in.
5. There will be no officials assigned to games. Teams are responsible for calling their fouls. Teams are expected to resolve their own disputes, however, in the case of constant disagreement, the court supervisor's decision shall rule.

- i. Foul calls will result in a re-check of the ball at the top of the arc, with the team being fouled receiving possession.
6. One player from each team shoots for ball. The first team to score in overtime will be declared the winner.
7. Scores for each game need to be reported to the supervisor on duty for scorekeeping purposes.
8. After a basket made, the opposing team will gain possession check the ball up on the top of the three-point arc.