



Cook 3v3 Outdoor Basketball League Rules

9/22/2021

The 3v3 Cook outdoor basketball league will be played on the outdoor basketball courts on the Cook campus. Players may bring their own basketball, but the IM program will provide basketballs and pinnies if necessary. 3v3 basketball will be self-officiated by the players, however, an intramural supervisor will be on site and will make a determination on any disputes. The ruling of the intramural supervisor is FINAL and not subject to protest. Even in self-officiated contests, intramural participants are expected to maintain good sportsmanship throughout and follow the code of conduct laid out in the intramural sports participant handbook. The intramural supervisor on duty reserves the right to remove a player from competition if they feel there is a need due to endangering player safety, abusive conduct towards players/staff/fans, or any other action that is deemed an ejectable offense. Any questions/comments/concerns should be directed to the intramural sports office through email (intramurals@echo.rutgers.edu) or by phone (848-445-1981).

General Rules

1. All players must have their **RU I.D.** to play!
2. Registration is \$30 per team
3. A team will consist of 3 players on the court and 6 players max on the roster. A game must be started with a minimum of three players, but in case of an injury or emergency, a team can end a game with two players.
4. Teams should arrive fifteen minutes before the posted start time of their game. Teams will only be given a 5 minute grace period after their posted start time to have the minimum number of players required to begin. Once the grace period expires, the game will be declared a forfeit.

5. All individuals participating in 3 on 3 basketball must wear a shirt of the same color or pinnies. All participants must wear regular basketball shoes with non-marking soles, preferably gray or white rubber soles.
6. Games will be the first to 21 points or 45 minute time limit.
7. Substitutions may be made after a basket or any stoppage of play.
8. Synced Timing. There is one clock for all courts. All courts will start on the supervisor's whistle, which will start the Clock clock.
9. The clock does not stop, teams can call two time outs per game.
10. The game is a half court game with normal boundaries plus the mid court line defining the playing area.
11. A game of rock/paper/scissors will be played to determine who will receive the ball first to start the game.
12. The team that starts on defense has the possession arrow for a jump ball.
13. Defense gets possession after a score (no make-it-take-it).
14. On a change of possession, steal, rebound, etc., the defensive team must take the ball outside the 3- point arc to establish itself as the offense. Even on an air ball, the defense must take the ball outside the arc.
15. Alternating possession on all jump ball situations will be in effect.
16. After a score, foul, or out of bounds the offense will begin possession at the top of the key.
17. After a change of possession, if the new offensive team fails to take the ball beyond the key and scores, the basket will not count and the other team will get possession.
18. The offensive team must "pass the ball in" before a shot is attempted (make one pass before a shot is taken).
19. There will be one supervisor to oversee the night. Players will not foul out of a contest. The IM Staff may disqualify a player guilty of excessive, flagrant or intentional fouling.

20. All TECHNICAL and INTENTIONAL fouls will result in one point and possession for the opposing team. (Ejection of player may follow)

21. There are no free throws in 3 on 3 basketball. The offended team gets possession of the ball at the top of the key. Baskets inside the arc count for 1 point, outside the arc count for 2 points.

22. There is no "win by 2" the first team to 21, or the team leading at the end of the time limit will be declared a winner. If there is a tie, the game will be marked a draw.

23. Any disputed discussions based on rules (not judgment) will be solved by the Intramural Supervisor.

24. Badgering Officials/Supervisors will result in immediate game disqualification. **A WARNING IS NOT NECESSARY.**

25. While the game of basketball is a non-contact sport, injuries (mostly minor) do occur. Players should participate with this understanding. Also, participation in the intramural sports program is completely voluntary. Rutgers University is not responsible for injuries incurred during intramural play. It is strongly recommended that participants have satisfactory health status and accident insurance to cover any injury that may occur.

25. Alcohol/drugs are not to be brought to any Rutgers Recreation Facility. Players coming to their game under the influence, risk forfeiture of the game, suspension from intramural play, and referral to the Dean of Students.

26. There will be a Sportsmanship Rating System in place for all teams. At the conclusion of every game, the officials and intramural supervisors, will rate each team based on their sportsmanship towards their opposing teams and the officials. The rating can range from 4.0-0.0. Teams that forfeit will receive a **0**. Teams must have at least a **2.5** rating average in order to be eligible for the playoffs. During the playoffs, teams must attain at minimum of a **2.0** rating in order to advance to the next round. Any team that does not attain a minimum 2.0 rating during the playoffs must schedule a meeting with the campus Intramural professional staff member before the next scheduled game. Failure to do so will result in the team being removed from the remainder of the playoffs and further sanctions if necessary. The sportsmanship ratings are given to a team that

- a. **4(Excellent)** - demonstrates good sportsmanship and maintains an excellent attitude of complete cooperation. Full and complete support of

the opponents and officials.

- b. **3(Above Average)** - has no incidents of poor sportsmanship. Also, respect shown for opponents and officials.
- c. **2(Average)** - has infrequent/minor infractions of unsportsmanlike conduct but is largely not present in the game. Poor behavior limited to individual/s, not to the entire team.
- d. **1(Below Average)**- has players, other than the captain, persist in questioning officials' decisions; and/or they repeatedly argue with the officials. Also, for frequent use of profane or vulgar language. If spectators, clearly related to the team, fail to cooperate with the officials and the team is not supportive of the officials' efforts.
- e. **0(Poor)**- has a player ejected and the team does not assist the officials in removing the player from the area. If players disregard warning of unnecessary roughness, unsportsmanlike conduct, abusive language or action, etc. If the team refuses to attempt to control their fans after a request to do so from the IM Supervisor.

Revised:
9/15/2021