

RULE ONE: THE GAME AND PLAYERS

Section One: General Provisions

A. Eligibility

1. This activity will be conducted according to standard eligibility rules as set forth in the current LSU University Recreation's Intramural Sports Participant Handbook.
2. Participants must be listed on their respective team rosters prior to participating and an LSU Tiger Card must be shown prior to entering a contest.
3. The participation by an ineligible player will subject the offending team to forfeiture of the contest in which the ineligible player participated, and possible removal from the league.

B. Players

1. The game shall be played between two (2) teams of three (3) players.
2. Team representatives (players, substitutes, coaches, trainers, and other persons affiliated with the team) are subject to the rules of the game and shall be governed by decisions of officials assigned to the game. All patrons are under the jurisdiction of the Intramural Sports staff from their moment of arrival to their time of departure.

C. Sportsmanship Rating

The Intramural Sports Program expects all participants to conduct themselves in a sportsmanlike manner. **In order to be eligible for the playoffs, a team must have a sportsmanship rating of at least 2.5 throughout the Tournament.** During playoffs, a sportsmanship score of at least (3) each game will guarantee advancement for the winning team. A winning team with sportsmanship of 0-2 will be reviewed by the staff to determine if they advance. Following the game, officials evaluate and issue sportsmanship points to all teams. The breakdown of points is as follows:

4 (Exceptional)

A sportsmanship of 4 will be given for an Exceptional contest. Teams, spectators, and affiliates were all overly respectful and courteous towards the opposition and/or all UREC staff.

3 (Normal)

A sportsmanship of 3 will be given for a contest that runs normally. In this instance, players and spectators were respectful and courteous towards the opposition and/or all UREC staff.

2 (Some Static)

A sportsmanship of 2 reflects a situation where a team explicitly displays actions that are deemed to be unsportsmanlike or unfitting of the game. The team and spectators have many moments of questionable activity and show little respect and courtesy towards the opposition and/or all UREC staff. This is the lowest rating a team may receive if there were no unsportsmanlike penalties/fouls called. **Defaulted games will result in the Defaulting team gaining a 2 in sportsmanship for that contest.**

1 (Difficult/Harassment)

A sportsmanship of 1 reflects a team who had little to no control over team members and spectators. The team constantly showcased questionable activity and showed no respect for the opposition and/or all UREC staff. **The ejection of a player will result in that player's team gaining a maximum of 1 in sportsmanship for that contest. Teams with multiple unsportsmanlike penalties will receive a maximum of 1 in sportsmanship for that contest.**

0 (Unacceptable)

A sportsmanship of 0 reflects activity that is completely unacceptable for any UREC participant(s). Teams exhibit blatant actions of disrespect towards the opposition and/or all UREC staff. **Teams that permit the participation of an ineligible player (for any reason) will receive a 0 in sportsmanship for that contest. Teams with three unsportsmanlike penalties/actions will receive a 0 in sportsmanship for that contest. Forfeited (non- appearance) games will result in the offending team gaining a 0 in sportsmanship for that contest.**

Section Two: Equipment

- A. Players
 1. All players must wear athletic, closed-toe shoes.
 - i. Players must remove all jewelry prior to participation, including (but not limited to) piercings, watches, necklaces, and bracelets.
 - ii. Protective equipment may be worn by any player at all times. However, it must be worn properly. Padding must cover splints, braces, and/or casts.
- B. The Intramural Sports staff may prohibit the use of any type of protective equipment that presents considerable risk to the safety of other players.
- C. The Intramural Sports staff may prohibit the use of any equipment that may perceptibly affect the game, compromise the safety of participants or fans, or enhance a player's performance.

RULE TWO: THE COURT

Section One: Boundaries

- A. The playing area shall be 40 feet in length and 45 feet in width, played on half of a basketball court.
- B. The division line shall serve as an outer boundary, and anything that goes beyond this line should be considered out of bounds.

RULE THREE: THE BALL

Section One: Official Ball

- A. Men shall use a 29.5" regulation size ball. The 28.5" ball will be used for Women's games.

RULE FOUR: TEAM COMPOSITION

Section One: Players

- A. The game shall be played between two teams of three (3) players each.
- B. A team may begin and complete a game with a **minimum of two (2) players**.
- C. Team representatives (players, substitutes, coaches, trainers, and other persons affiliated with the team) are subject to the rules of the game and shall be governed by decisions of officials assigned to the game. **All patrons are under the jurisdiction of the Intramural Sports staff from their moment of arrival to their time of departure.**

RULE FIVE: THE GAME

Section One: Scoring

- A. A goal is scored when a live ball enters the basket from above the rim and passes through the rim.
- B. Baskets inside the traditional three point arc are worth one (1) point. Baskets made from behind the three point arc are worth (2) points.
- C. Teams who score a basket should retain possession of the ball.

Section Two: Timing

- A. Teams will play until one team has won two (2) games or until the 25 minute game clock has expired.
- B. A team is considered winners when it has reached 15 points.
 1. If a match plays to the time limit, the team that is ahead in the third game will be declared the winner. If the third game is tied when the clock expires, the game proceeds under sudden death rules.
 2. If a match has not yet reached a third game, then point differential in the first and second games will be used to declare a winner. If a tie still exists, the game proceeds under sudden death rules.
 3. If a match is stopped during a second game, the team in the lead shall be declared the winner for that match.
- C. **No timeouts will be awarded to either team.**

Section Three: Forfeits

- A. Should a team not field the required minimum of two (2) players to start; the game will be declared a forfeit.
- B. The score for all non-appearance forfeited games shall be 1-0.

Section Four: First Possession

- A. A player from the home team shall shoot from behind the three point arc for the first possession of the ball. A miss awards first possession to the visiting team. A make awards first possession to the home team. Teams should alternate the first possession of the ball for subsequent games.

Section Five: First Pass

- A. The ball must be checked in to play before a possession becomes live.
- B. After checking the ball into play, the ball must first be passed before dribbling is permitted.
- C. Any violation results in a turnover.

Section Six: Change of Possession

- A. After ANY change of possession, the ball must be taken back behind the three point arch and free throw line extended before a shot may be attempted by the offense.
- B. Failure to comply results in a turnover.

Section Seven: Fouls and Violations

- A. No free throws will be attempted.
- B. All fouls and violations will result in an offended team gaining possession of the ball.
- C. Baskets made after a shooting player calls a foul **WILL** be awarded.
 - a. No bonus points will be awarded, only the basket will count.
 - b. Offense will still retain possession; "Make it Take it" rules still apply.

Section Eight: Jump Ball

- A. All situations that would normally require the use of the alternating possession arrow will result in possession to the defense.

Section Nine: Game Conduct

- A. The Intramural Sports staff has all authority to discontinue a match that, in their opinion, poses danger to participants involved or any other patrons around the playing area.
- B. If a game is canceled by the staff, the game will be scored a double forfeit.
- C. The Intramural Sports staff is prohibited from calling fouls and/or violations during the game.
- D. Any fouls/violations that cannot be settled will be determined by the foul-calling team shooting a three-point shot
 - 1. Make= foul-calling team receives/retains possession
 - 2. Miss= possession will go to the opposing team at the top of the arc

RULE FIVE: PROTESTS

Section One: Types

- A. Misinterpretation of a rule. The protest must be made before the next play or, on the last play of the game, before the Intramural Sports staff leaves the playing area.
- B. Illegal player or players. The protest must be made while the players are still in the game and before the Intramural Sports staff leaves the playing area.
- C. Ineligible player. The protest must be made within 24 hours of the end of the game. The Intramural Sports staff will rule on the protest.

Section Two: Procedures

- A. Protests based on decisions involving accuracy of an official's judgment will not be considered.
- B. Team captains must initiate protests. The Intramural Sports staff on site, including officials and supervisors will determine the next action to take place.