MIT INTRAMURALS
3 VS 3 BASKETBALL LEAGUE RULES

Eligibility
All team members must have a current DAPER membership and be either:
- A MIT undergrad or grad student who is registered for the semester
- A member of the Staff, Faculty, Instructors, Lecturers or Post Docs
- A member of MIT Alumni Club of Boston (MITCOB) who is registered with DAPER
- A spouse or partner of any eligible player who has an active DAPER membership

IM participants may only compete on one team in each league per sport.

Varsity basketball players are not eligible to participate in IM basketball.

Leagues
Here are basic descriptions of levels of skill and competition within each league. Leagues may be combined or split at manager’s discretion. Champion t-shirts are awarded to all leagues in the basketball tournament. See ‘Number of Players’ section for how many t-shirts will be awarded.

A League - Higher level of competition. Players may have played in high school or have a higher level of skill. Open to men and women with no male-to-female ratios.

B League - Intermediate level of competition. Players’ main goal is to be active and have fun. Open to men and women with no male-to-female ratios.

C League - Lower level of competition. Typically players have little to no experience playing and are just looking to try a new sport. Open to men and women with no male-to-female ratios.

Co-Rec - An intermediate level league (approx B level competition) which has specific male-to-female ratios during play. See ‘Number of Players’ section for male-to-female ratios.

Game Play
- Games will consist of two 20-minute halves, with no more than 3 minutes for half time.
- The clock will not stop except for the last two minutes of both halves.
- It is the responsibility of one player on the sideline to keep the time and give periodic updates.
- Do not deliberately stall or attempt to freeze the ball.
- A player on the sideline should keep score from the sideline. Scoring is in units of 2 and 3s.
- The team that initially puts the ball into play will be determined by a coin toss or rock-paper-scissors. Possession will then alternate on jump balls and at the start of the second half.
- After team A scores, team B shall get possession at the top of the 3 point line.
- The person checking the ball needs to pass the ball in (he/she cannot just shoot it or dribble it in). He/she has 5 seconds to do so.
- The ball shall be cleared (both feet and ball) behind the 3 point line on any change of possession (ex: steals, air balls).
- Time permitting, overtime will be a single period of 3-minutes with time stoppage in the last minute; if the score is still tied, the game will be declared a tie.

Sportsmanship
- Proper sportsmanship is expected of all teams at all times. Attire and/or behavior that implies, or contains; inappropriate, offensive, or vulgar themes, language, images, or symbols, is not permitted within DAPER facilities. Individuals found with inappropriate attire can be denied participation in DAPER sponsored programs and events. Staff decisions regarding attire policy enforcement are final. Refer to MIT's Mind and Hand Book’s section on Harassment, Freedom of Expression, and Institute Expectations of Student Behavior and Integrity for further elaboration of standards and expectations.
- IM Basketball games are not refereed. The captains are expected to control the behavior of their team members.
- The sport manager reserves the right to remove any player or team from the league without prior warning if there are any incidents of unacceptable sportsmanship.
Any complaints should be reported to the manager immediately and/or via this form. Please also submit reports of any exceptionally good sportsmanship experiences.

**Reporting Scores**
- It is the responsibility of the WINNING team’s captain to record the score at the tournament table immediately following the game.

**Injuries**
- All IM Basketball games will take place in the Z Center. If an injury occurs, send a teammate to summon help at one of the desks within the Z Center. The Z Center staff can provide 1st aid and summon additional help if needed.
- Please report any injuries to the Intramural Office via the Injury Report Form (http://bit.ly/1VwUyAD)

**Number of Players**
- MIT intramural teams are open to men and women, and there are no male-to-female ratios that need to be adhered to, except in the co-rec leagues.
- All players must register on IMLeaues.com before playing in a game.
- Each team on the field shall consist of 3 players. A team must have a minimum of 3 players to start a game. A maximum of 6 champion t-shirts will be awarded per team.

**Uniforms**
- Teams should come with 2 sets of shirts; a white/light set and a dark set.
- All jewelry and watches need to be taken off.

**Time-Outs**
- Each team is allowed one time-outs per half. These do not accumulate and will be one minute in duration. One time-out will be granted for the over time period if necessary. Unused time-outs during the first half do not carry over to the second half.
- Time-outs must be called by someone on the court.
- Calling a time-out when your team no longer has any results in a two-shot technical foul and loss of ball.

**Equipment**
- Teams are encouraged to bring their own ball. If no one has a ball, one can be borrowed from the Z Center Vassar Desk in exchange for an ID card.

**Fouls and Violations**
- Teams in games without a referee have to call their own fouls.
- The two captains are the ultimate arbiters of all fouls and violations. It is their responsibility to agree on the enforcement of fouls and violations.
- There are no foul shots in unreffed game, all fouls result in the ball being checked at the top of the 3-point line. Except for any foul in the last 2 minutes of each half, which will be considered shooting foul and 2 free throws will be awarded.
- Dunking is not allowed in any leagues.
- Substitutions can only occur on a dead ball.
  - A made basket is not a dead ball.
  - The player must notify the other team of his or her substitution into the game.
- In general, IM Basketball follows NCAA Basketball regulations, except when a rule is explicitly explained above. A complete set of rules is available at this link: http://www.ncaapublications.com/productdownloads/BR15.pdf

Please direct all requests for clarification of rules or policies to the league manager.