Intramural March Madness Rules

Current NFHS (National Federation of State High School Associations) & NIRSA (National Intramural Recreational Association) shall govern all intramurals rules used for basketball unless modified by the University of Massachusetts Lowell Campus Recreation Department for program needs. Persons subject to the rules are team representatives, including players, substitutes, coaches, trainers, spectators & other persons affiliated with the team.

3v3 Tournament

ELIGIBILITY
1. In order to be eligible to participate in intramural activities, players must be current UMass Lowell students enrolled in one or more credit hours, full time faculty/staff, or a Middlesex Community College student enrolled in one or more credit hours, faculty, or staff.
2. UMass Lowell students may only participate on UMass Lowell team(s) and MCC students may only participate on MCC team(s).
3. All students must present a VALID UMass Lowell/MCC I.D. prior to participating in any intramural contest.
4. You may only play for one team per sport.
5. Team captains are responsible for the eligibility status of all players on the team.

EQUIPMENT
1. Sneakers must be worn.
2. Athletic shorts or pants must be worn. No belts, belt loops, exposed drawstrings or zippers are allowed.
3. No leg or knee braces made of hard, unyielding material is allowed.
4. No jewelry is allowed. Including earrings, rings, necklaces, watches and bracelets of any kind.
5. No headwear with a hard surface or exposed knot may be worn. This includes baseball hats, bandannas, do-rags, and stocking caps.
6. A game ball will be provided for each contest.
7. If both captains agree a different ball may be used.
8. If teams wish to warm up, they must provide their own ball.

PLAYERS & TIMING
1. The game shall be played between two teams of three players.
2. The times of the games and number of the points for the game will be determined at the start of the tournament and be relayed during the captains meeting.

OVERTIME
1. If the game is tied after regulation the two captains will rock, paper, scissor shoot for possession.
2. Overtime is a sudden death first to score wins
START OF THE GAME
1. The game will start with a rock, paper, scissors between the two captains for possession. (there is no half time)

Out of Bounds
1. If the ball goes out of bounds the opposing team will check the ball in from the three point line (takes the place of a throw in)

SCORING
1. All baskets made inside the 3-point arc count for one point.
2. All baskets made outside the 3-point arc count for two points.
3. The 3-point arc is designated by the black line.

FOULS
1. Any foul that is committed will result in checking the ball from the three point line instead of free throws.

UNSPORTING ACTS/FOULS
1. Non-Contact - Including but not limited to: excessive/loud profanity, profanity directed at a teammate, profanity directed at a member of the opposing team, profanity directed at an official, slamming the ball, throwing the ball, approaching anyone in a threatening manner, taunting, and verbal abuse.
2. Contact - Including but not limited to: pushing anyone, contacting the official in any manner, and throwing the ball at anyone.
3. Removing The Jersey - Players are prohibited from removing jerseys, shirts, shorts, or pants within the confines of the playing area in an act of disgust.
4. Un-sportsman like acts/foils will result in ejection from the game and possible disqualification from the tournament

CLOSERLY GUARDED
1. A closely guarded count begins when the team with the ball is in the frontcourt and a defender is within six feet of the ball handler.
2. The ball handler may not hold or dribble the ball for five seconds while closely guarded.
3. The ball handler may legally consume 12 seconds while being closely guarded:
   a. Hold the ball for four (4) seconds
   b. Dribble the ball for four (4) seconds
   c. Hold the ball for four (4) seconds
4. The closely guarded count is terminated if:
   a. The ball handler dribbles even or past the defender
   b. The ball handler passes or shoots the ball
   c. The defender backs off more than six feet
5. If a defender begins to back off but a secondary defender enters while the first is still within six feet the count remains.

DELAY OF GAME WARNING
1. One delay of game warning will be issued for any of the following delays:
   a. Excessive time taken during a free throw huddle
   b. Slapping the ball away after a made basket
   c. Breaking the plane during a throw-in
   d. Excessive water on the court during a time-out
2. Once the warning has been issued all following delays will be technical fouls.

DRIBBLE
1. A dribble occurs when a player inbounds controls the ball and pushes, throws, or bats the ball to the floor to begin a dribble.
2. A dribble ends when the dribbler does the following:
   a. Holds the ball following a dribble
b. Commits a violation (Travel, Double Dribble, Carry)
c. An opponent bats the ball away
d. The ball becomes dead

3. A player shall not dribble, catch the ball & then dribble the ball this is a violation = double dribble.

4. A fumble is an accidental loss of player control when the ball unintentionally drops or slips from the player’s grasp.
   a. A player CAN always fumble, dribble & fumble.
   b. A player CANNOT dribble, fumble & fumble = double dribble.

5. During an interrupted dribble the following CANNOT occur:
   a. Closely-guarded count shall not start & shall be terminated
   b. Player-control fouls
   c. A time-out cannot be granted

3 SECONDS

1. A three second violation will occur anytime a player on offense has any part of their body in the paint for three seconds.
2. The count begins when the offense has control of the ball in the front court.
3. If a shot is attempted the three second count resets if the shot misses and the offense gains the rebound.

TRAVELING

1. Traveling occurs when a player runs with the ball without dribbling.
2. When the ball carrier establishes a pivot foot, lifts that foot & puts that foot back to the floor before dribbling, passing or shooting the ball
3. And exceeds two steps with the ball; excludes receiving the ball after a pass or after a dribble while attempting a lay-up

BASKET INTERFERANCE & GOALTENDING

1. Basket interference refers to touching the ball while the ball is above & within the basket cylinder, while the ball is on the ring, touching the net while the ball is on the ring & pulling down a movable ring so that the ring contacts the ball before the ring returns to its original position.
   a. If committed by the offense the basket is disallowed
   b. If committed by the defense the basket is allowed.
2. Goaltending refers to a player touching the ball during a try or tap, while the ball is in a downward flight, above the basket ring, has the possibility of entering the basket & the ball is not touching the cylinder / basket ring.

KICKING

1. Intentionally striking the ball with ANY part of the leg or foot is a kicking violation.

SCREENS

1. A screen is a legal move made by a player. Without making intentional contact the player sets a screen to delay or prevent an opponent from reaching a desired position.
2. The screener must remain stationary and not come outside their body.
3. Screening a stationary opponent from behind, the screener must allow the opponent one normal step backwards without contact.

3 Point

Eligibility

1. As stated above

Equipment

1. As stated above

Rules

1. 5 shots from 5 various spots in 1 minute.
2. The 5th ball in each spot is worth two points (money ball).
3. Rounds determined at the start of the tournament to be relayed by the officials in the meeting.

**Slam Dunk Competition**

**Eligibility**
1. As stated above

**Equipment**
1. As stated above

**Rules**
1. 2 dunks per round
2. 2 minutes to successfully complete a dunk
3. Points will be determined by judges
4. Rounds will be determined at the start of the tournament to be relayed by the officials in the meeting.

**Knockout Competition**

**Eligibility**
1. As stated above

**Equipment**
1. As stated above

**Rules**
1. Participants will be broken up into four even groups as deemed by officials.
2. The second and third round will be determined at the start of the tournament to be relayed by the officials in the meeting.