3v3 WATER BASKETBALL

Please refer to the Participant Manual for comprehensive eligibility guidelines, policies, and procedures.
*The following rules provided by Purdue Intramural Sports are not meant to be all encompassing.*

SECTION 1. EVENT FORMAT

I. League Overview
   A. The league will consist of a one (1) day single-elimination tournament.
   B. Participants will be able to choose which day of the week and what time they play their tournament games by selecting a division within their desired league via scheduling on IMLeagues.

II. Playoff Format
   A. Once a winner is decided from each tournament, a “champions” tournament will be played to determine the overall intramural champion.
   B. Tournament seedings will be drawn at random.

III. Location
   A. Games will be played in the CoRec Recreation Pool.
   B. Teams will have a designated court assignment.
      i. This assignment can be found online.
      ii. Please contact an Intramural Supervisor if you need assistance locating your playing location.

IV. Supervision
   A. No officials will be present, teams are responsible for making their own calls.
      i. Any disagreements should be settled by each of the team captain’s.
      ii. If a decision is not agreed upon, a replay of the point is recommended.
      iii. Please seek assistance from the Intramural Supervisor should there be any issues.
   B. An Intramural Supervisor will provide oversight and aid with operations of the sport.
      i. Please alert the Intramural Supervisor if assistance is needed.
      ii. ALL PARTICIPANTS MUST PRESENT THEIR ID IN ORDER TO PARTICIPATE.
      iii. GAME TIME IS FORFEIT TIME!
         a. All participants must be signed in and “ready to play” with the minimum number of players to avoid a forfeit.
         b. “Ready to play” includes having the proper game equipment and being at the field ready to begin at the scheduled time.

V. Alcohol and Drugs
   A. The Division of Recreational Sports Facility Policy clearly states that:
      iv. Alcohol, tobacco products, illegal drugs, firearms, and other weapons are strictly prohibited in DRS facilities.
   B. The Intramural Staff will strictly enforce these policies.

SECTION 2. THE GAME

I. Brief Overview
   A. Teams are responsible for keeping their own score.
   B. Defense gains possession after each made basket (no “make-it-take-it”).
   C. On a change of possession such as a steal or rebound:
      i. The defensive team must take the ball at least 5 yards out from the basket to establish itself on offense.

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ii. Even on an air ball, the defense must take the ball 5 yards out from the basket.
iii. Failure to do so will require the ball to be checked at the top of the key.

D. After a score, foul or out of bounds violation, the offense will begin possession at the top of the key.

II. The Court
   A. Games will occupy a single basket.
   B. Out of bounds will include when a ball rolls up on to the deck of the pool near the basket. The ledge near the spa area as well as the ledge nearest the vortex will constitute out of bounds as well.

III. Beginning Play
   A. The Intramural Supervisor will assist teams with court assignments.
   B. Captains’ Meeting
      i. Prior to the start of play, each team’s captain will be required to meet with the supervisor.
      ii. Follow the supervisor’s instructions and ask any desired rule clarifications at this meeting.
   C. Coin Toss
      i. After the warm-up period, a coin toss or shot will determine who receives the first possession.
      ii. Upon completion of the toss/shot, each team will assume their respective sides and play will begin.

SECTION 3. EQUIPMENT

I. Equipment Provided
   A. A Recreation Pool men’s basketball will be provided for play.

II. Illegal and Required Equipment
   A. Swimming suits are required, no gym or running shorts.
   B. No eye glasses are permitted in the pool, though goggles are permitted.
   C. No jewelry, hats or anything that would be considered potentially harmful to other participants may be worn.
   D. No hard and unyielding items including guards, casts, braces, etc. on the hand, wrist, forearm, and elbow, upper arm or shoulder.

SECTION 4. PLAYERS

I. Team Composition
   A. Each team will be made up of three (3) players on the court.

II. Roster Limit
   A. Teams can have a maximum of 20 players on their roster.

III. Minimum Team Requirements
   A. Games may be started with a minimum of two (2) players.
   B. Once the game has started, it may not be continued with fewer than the minimum number of eligible players on either team. If a team has fewer than the minimum number of eligible players due to any reason, including, but not limited to: a player being required to complete documentation due to misconduct, an injured player being attended to or no longer able to continue, the game shall be terminated and a default (results in a loss) shall be declared.

IV. Substitutions
   A. Teams may substitute at any dead ball during the game.
   B. No advantage can be gained. This will result in a loss of possession.
   C. Players arriving late must first sign in with an Intramural Supervisor before they may enter the game.
SECTION 5. TIMING

I. Time Limit
   A. There will be a 25 minute time limit per game.
   B. The clock will not stop and will be managed by the Intramural Supervisor.
      i. If you are late starting your game, the game may be shortened because the clock will stop at
         the designated time limit.

II. Timeouts
    A. Teams will not receive any timeouts.
    B. Injury time outs may be determined only at the Intramural Supervisor’s discretion.

III. Slow Play
     A. There will be no shot clock.
     B. Teams will not be allowed to stall or “freeze” play.
        i. Teams are expected to maintain their own pace of play and maintain it throughout the
           contest.
        ii. Offensive teams holding the ball, which includes passing back and forth to one another,
            without attempting to “attack” the basket for longer than 20 seconds will result in a violation.
            a. “Attacking” the basket consists of an attempt to score; it does not necessarily have to
               be a shot.
            b. Violations will result in a turnover.

IV. Overtime
    A. If the score is tied after the time limit is reached, teams will play a one-point sudden death
       tiebreaker.
    B. Ball possession will be given to the team who last had possession.

V. Official Game
    A. If a game has reached a point where one team has 8 (8) points or 15 minutes have passed and
       inclement weather stops play, the game will be over and its score will be considered official.
    B. If a game has not yet reached this point amount and inclement weather stops play, the game will be
       considered cancelled.
       i. Cancelled games will only be made up if time and space permits.

SECTION 6. SCORING

I. Score Limit
   A. The first team to reach 15 points will win the game.
   B. Teams must win by two (2) or be the first to reach a maximum of 18 points.

II. Points Breakdown
    A. All field goals are worth one (1) point.
    B. No free throws will be awarded. Teams will receive ball possession instead.

III. Mercy Rule
    A. There will be no mercy rule scores.

IV. Forfeit Score
    A. In the event of a forfeit, a score of one (1) game to zero (0) will be given.

SECTION 7. CHANGE OF POSSESSION

I. Checking the Ball
   A. After each dead ball, teams will be required to “check” the ball to the defense before restarting play.
B. Once the offensive player receives the ball back from the defense, they must pass the ball to a teammate before moving.
C. The “check” process occurs at the top of the key.

II. Change of Possession
A. Defense gains possession after each made basket (no “make-it-take-it”).
B. On a change of possession such as a steal or rebound:
   i. The defensive team must take the ball at least 5 yards from the basket to establish itself on offense.
   ii. Even on an air ball, the defense must take the ball out 5 yards from the basket.
   iii. Failure to do so will require the ball to be checked at the top of the key.
C. After a score, foul or out of bounds violation, the offense will begin possession at the top of the key.
D. If an offensive player is fouled in the act of the shooting and the result of the play is a made basket, the foul will be negated and the opposing team will gain possession due to the made basket.

SECTION 8. PLAYER CONDUCT

I. Legal Movement
A. A player is allowed two steps with the basketball before he or she must pass or shoot.
   i. Any further movement past two steps will result in traveling, and a turnover.
B. There is no dribbling required.
C. Players without the ball are free to move without restriction.

II. Dunking and/or Hanging on the Rim
A. Dunking and/or hanging on the rim is prohibited.
B. Any made dunk will be disallowed and possession will be given to the defense.

III. Goaltending and Basket Interference
A. Offensive and defensive players may not interfere with a shot attempt once the ball:
   i. Is above the rim and starts its downward flight.
   ii. Has contacted the backboard.
   iii. Is in or above the basket’s rim
B. Offensive Violation – Any such violation results in a negated shot attempt. Possession goes to the defense.
C. Defensive Violation – The basket will be scored and the defense receives the ball.

IV. Water Conduct
A. Splashing is prohibited.
B. Dunking an opposing player underwater is prohibited.

SECTION 9. SPORTSMANSHIP

I. Minimum Rating
A. Teams must receive an average of 2.75 sportsmanship rating during league play to be eligible for the playoffs.
B. Sportsmanship ratings will range between 0-4 with detailed explanations available in the Participant Handbook Article 9: Sportsmanship and Player Conduct.

II. Intramural Supervisor
A. The game’s Intramural Supervisor will determine sportsmanship ratings for each of the game’s teams.
SECTION 10. PROTESTS

I. Eligibility Protests
   A. If a player is believed to be ineligible (please see our Policy and Procedure Manual Section I. Eligibility for more details), the game may be played under protest.
   B. Please contact the Intramural Supervisor prior to the game’s start to file a protest form.

II. Rule Interpretation Protests
   A. Rule interpretation questions must be declared immediately after the play in question.
   B. Rulings involving judgment MAY NOT be protested.
   C. Team captains must announce this protest to the Intramural Supervisor, and both captains will be required to fill out information on the protest form.