

All players **MUST** check-in with the supervisor prior to participation. Each player should verify his/her eligibility in one of the following ways:

- 1) Present his/her own, valid Gator 1 Card before each contest to be eligible to participate
- OR
- 2) Have a registered RSConnect profile and be part of the team's roster. The participant must verify his/her UF Gator 1 status OR show a government-issued photo ID to be eligible to participate.

NO EXCEPTIONS!

All Intramural Sports participants are responsible for their own medical expenses. Any student unsure of their physical condition should check with their family physician or the Student Infirmary before participating in Intramural Sports.

GAME TIME IS FORFEIT TIME

A team forfeits when they fail to have any players legally signed in and properly attired to play at the scheduled game time. If a team has less than the minimum number of players, but at least one person legally signed in and properly attired to play, a team will be given ten minutes from scheduled game time to reach the minimum number of players needed to begin a contest. Participants will not be given warm-up time for showing up after scheduled game time. Please refer to the Participants Guide for more information.

The officiating will be done by officials who are in absolute control of the match. Teams are responsible for keeping their spectators under control. Spectators must remain in the designated seating area. Misconduct of spectators, players or coaches can result in an ejection or forfeiture of the match.

Intramural Sports **3v3 Wheelchair Basketball Rules** will govern play with the following modifications:

I. Team Requirements

- 1.1** Teams must begin the game with at least two players, and may finish with a minimum of two players. Teams are allowed to check in an unlimited number of players per contest.
- 1.2** All players must wear closed toed shoes.
- 1.3** Jewelry may not be worn. Exception: Medical Alert tags may be worn. No hats or bandanas may be worn by any player on the court.
- 1.4** Casts and/or any other item deemed to be dangerous by the official or athletic trainer may not be worn during the game. Knee braces made of hard, unyielding substances covered on both sides with all edges overlapped and any other hard substances covered with at least 2 inch of slow recovery rubber or similar material will be allowed.

II. The Game

- 2.1** A coin toss will determine which team will put the ball in play to start the contest. The team who did not get the ball for game one will start with possession for game two. A new coin toss will be used to determine possession for the third game.
- 2.2** Matches will consist of the best two out of three games. Games shall be won by the team which has earned 15 points and a two point advantage. If the score is tied 14-14, then the winner will be the first team to gain a two point advantage or score 18 points, whichever occurs first. All games are played with a 15 minute time limit. The clock will stop during the last 30 seconds only on all whistles and made baskets. The team ahead at the end of the 15 minutes will win the game. If the game is tied at the end of 15 minutes, overtime will be used with the first team to score being declared the winning team. For overtime, a coin toss will determine who has possession of the ball and set a new alternate possession for this overtime only. The overtime coin toss will have no bearing on the alternating possession for subsequent games.

Note: During the playoffs, overtime games will be played until a team has gained a two point advantage.

- 2.3** Each team will be granted one 30 second time out per game.
- 2.4** Substitutions may be made at anytime during a dead ball. Substitutions may be made after a made basket.
- 2.5** Three second lane violations will remain in effect.

III. Scoring

3.1 All field goals on and inside the 3-point line will count as one point. All field goals beyond the 3-point line will count as two points.

IV. Clearing the Ball

4.1 Teams will alternate possession on made baskets. After made baskets, the ball must be passed in.

4.2 The defensive player must give the offensive player that checked the ball in at least three feet to pass the ball to a teammate. Three feet will be designated by the area between the red volleyball line and the green badminton line.

4.3 On all possession changes, the ball must be taken back by having both feet and the ball anywhere behind the three point line. This must be done even if a shot has not been taken. If the team does not take the ball back properly then the play is dead at the first shot attempt by the violating team. The result of the play will be a turnover.

V. Fouls

5.1 Players foul out on their third foul per game. That player may then re-enter during the next game.

5.2 All fouls are common fouls.

5.2.1 For the first three team fouls, the ball will be cleared and put back in play by the fouled team. This rule applies for both shooting and non-shooting fouls.

5.2.2 Beginning with the fourth team foul:

A. The fouled player will be awarded one free throw worth one point for all shots inside the 3-point line, or one free throw worth two points for all shots behind the 3-point line for all shooting fouls. One free throw will be awarded for all non-shooting fouls. After the free throw(s), the ball will belong to the non-shooting team, regardless if the free throw(s) was made or not.

B. If during the foul, the shot is made, the basket will be awarded but there will be no subsequent free throws. The non-shooting team will be next to put the ball in play.

5.2.3 Beginning with the seventh team foul:

A. The fouled player will be awarded one free throw worth one point for all shots inside the 3-point line, or one free throw worth two points for all shots behind the 3-point line for all shooting fouls. One free throw will be awarded for all non-shooting fouls. After the free throw(s), the ball will remain with the shooting team, regardless if the free throw(s) was made or not.

B. If during the foul, the shot is made, the basket will be awarded but there will be no subsequent free throws. The shooting team will be next to put the ball in play.

5.3 During free throws, the free throw shooter has 10 seconds to release the ball. Failure to do so will result in a violation and loss of the right to shoot that free throw.

5.4 If a technical foul/intentional foul/flagrant foul is called, the non-fouling team will receive one point and be awarded the ball. Two technical fouls on any one player will result in that player being ejected.

Note: Any player ejected from an Intramural competition must meet with the Intramural Coordinator to determine further eligibility.

5.5 Fighting will result in disqualification of both teams.