



**Florida Southern College
Intramural 3v3 Basketball Rules**

General Information

- 1) All participants must have their current valid FSC ID card with them
- 2) Jewelry is not allowed.
- 3) All participants must arrive to the playing surface 15 minutes before game time.

Rosters

Adding players to rosters is allowed in all team competition. The player must bring their FSC ID card to the team's game to be added to the roster. The player must check in with the IM Staff and then they will be added to the roster. Players can be up to when



If after that:

- a player is caught with jewelry on: both team captains will get a second warning and the specific player will be given a technical foul

If after the second



Players must cleanly check the ball; they cannot attempt to deceive their opponent or steal possession in any way.

Penalty: Technical Foul

The offensive and defensive player who are checking the ball must not leave the 10-foot area until after the pass out of the check.

Neutral Check – the person checking the ball cannot dribble or shoot out of the check, and the defender must remain stationary and cannot attempt to steal or deflect a pass out of a check

After ANY live ball change of possession, the ball must be returned to a point anywhere behind the 3-point arc. At least one [1] foot must be placed on the ground beyond the 3-point arc, and the player in possession of the ball may retain control and attempt to score.

Fouls, Violations, & Free Throws

Beginning with the 5th team foul committed in each h

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