

****All Intramural Basketball rules apply with the following modifications**

Rule 1. The Game

- A. Teams will consist of 3 players with an unlimited roster.
- B. Game may start if a team has at least 2 players.
- C. **Game Time** : 30 minute game with a running clock or the first team to the score of 21 and ahead by 2 or more points. If there is not a lead by two or more points at the end of the regulation, the team that is ahead wins. A tie score at the end of regulation shall result in a 2 minute running clock **overtime** period, with ball possession determined by a coin toss.
- D. **Substitutions** : May be made after a converted basket, or dead ball situation.
- E. **Ball Possession** : The winner of the coin toss or rocke, paper, scissors will gain ball possession at the beginning of the game. Ball possession changes after each converted basket.
- F. **Stalling**: Stalling will **NOT** be allowed at any time during the game. If a shot is not attempted, ball possession will be lost.
- G. **Imaginary check line** : Is at the top of and around the arc or 3-point line. Players do not have to pass the ball in but **must check the ball** after every situation except for a steal or a rebound. On defensive rebounds or steals, the ball must be returned to the check line and the player in possession of the ball may retain control and attempt to score. This is in effect even for air balls. After any dead ball, the ball must be checked at the top of the arc.
- H. **Scoring** : The game will be played with 1's and 2's. Any shot made beyond the arc will result in 2 points awarded. Any shot made within the arc will result in 1 point awarded.

Rule 2. Fouling

- A. All fouls will result in a check ball
- B. If a player is fouled during a made basket, the basket will count and possession will change.

Rule 3. CONDUCT OF PLAYERS

- A. The shift supervisor has the right to remove any player from the game, due to unsportsmanlike conduct.