**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:** 20 minute game with a running clock or the first team to the score of 15 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. **Timeouts:** The referees will only call timeouts for injuries and any other situations that the official deems necessary. There are no team time-outs.

E. **Substitutions:** May be made after a converted basket, or dead ball situation.

F. **Ball Possession:** The winner of the coin toss will gain ball possession at the beginning of the game. Ball possession changes after each converted basket, unless a foul is awarded.

G. **Stalling:** Stalling will **NOT** be allowed at any time during the game. If a team is warned for stalling, the official will administer a 10 –second count during which a shot must be attempted. If a shot is not attempted, ball possession will be lost.

H. **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.

I. **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 common, personal and technical fouls shall be counted against a team total. An individual team member can not foul out of the game. In each half, a bonus will be awarded on and after the fifth team foul. Team fouls will carry over into overtime periods. **Note:** Any player that receives 2 technical fouls will be ejected.

B. **Prior to the fifth team foul:**
   1. Any common foul shall result in loss of possession for the offending team
   2. Any offensive foul shall result in disallowing a converted basket and loss of possession
   3. Any shooting foul with a missed basket will result in a retain of possession;
   4. Any shooting foul with a converted basket shall result in the basket being awarded and change of possession.

C. **On and after the fifth team foul:**
   1. Any common foul shall result in 1 point awarded and retained possession for the offended team
   2. Any offensive foul shall result in disallowing a converted basket along with retained possession for the offended team
   3. Any shooting foul with a missed basket shall result in 1 point awarded along with retained possession
4. Any shooting foul with a converted basket shall result in the basket being awarded along with retained possession.

D. In the event that there is not an official on the court players will call their own fouls. If there is a discrepancy over a call that has been made by a player the scorekeeper and/or supervisor will make the final decision. Possession arrow will be used when a call is still undecided by the scorekeeper or the supervisor.

Rule 3. Co-Rec Rules
A. All 3-on-3 rules apply except for the following:
   1. To start a game, one male and one female must be present.
   2. There must be at least one female and one male on the court at all times.

Rule 4. CONDUCT OF PLAYERS
A. If a player receives two technical fouls in one game, he/she will be ejected from the game.
B. Any team, which receives three disciplinary technical fouls in one game, will automatically forfeit the game, and be suspended from play until they appear before the Advisory Board or the Assistant Director of Intramurals.

Rule 5. DEFINITIONS
A. Airborne Shooter: A player who has released the ball on a try for goal and has not returned to the floor. They are considered in the act of shooting.
B. Alternating Possession Arrow: This device is used to determine possession during jump balls and to begin the second half. The team not winning the initial jump ball will receive the direction of the arrow. Once a jump ball occurs, the possession will go to the direction of the arrow. Once the ball is put into play, the arrow will switch directions. The scorer’s table will run the possession arrow.
C. Basket Interference: Occurs when someone touches the ball or any part of the basket while the ball is in the basket, within the imaginary cylinder of the basket, or they reach through the basket from below and stops the ball. It can also include slapping the backboard to disrupt the shot.
D. Blocking: Illegal personal contact which impedes the progress of an opponent.
E. Charging: Illegal personal contact caused by pushing or moving into an opponent’s torso. A player who is moving with the ball is required to avoid contact with a defensive player if they have obtained legal guarding position
F. Incidental Contact: Any contact with an opponent which is permitted and which does not constitute a foul.
G. Kicking the Ball: Intentionally striking the ball with the knee or any part of the leg or foot.
H. Screen: A legal action by a player who, without causing contact, delays or prevents an opponent from reaching a desired position. The screener may face in any direction, and they must remain stationary, except when both are moving in the same path and the same direction.
I. Verticality: Legal position straight up whether the defender is on the floor or not.
Rule 6. **OUT OF BOUNDS**

A. The ball is out of bounds when it touches:
   1. A player who is out of bounds.
   2. Any other person, the floor, or any object on or outside a boundary.
   3. The supports or back of the backboard.
   4. The ceiling, overhead equipment or supports.
   5. If the ball passes over the top of the backboard.

Rule 7. **FOULS AND VIOLATIONS**

A. Technical fouls can be called for any of the following but not limited to:
   1. Profane language.
   2. Physical contact with an official or IM employee (1 technical foul and automatic ejection)
   3. Dunking and/or hanging on the rim (1 technical foul and automatic ejection)
   4. Any misuse of any IM equipment.
   5. Illegally playing for a team.
   6. Not appearing on the score sheet before going into the game.
   7. Celebration, self promotion, and taunting.
   8. Any other misconduct that is deemed inappropriate by the game official or the site supervisor.

B. Violations are all penalties that result in change of possessions and they are:
   1. Traveling violations occur when a player in possession of the ball take more than 2 steps or 1 step after the pivot.
   2. Accidentally striking the ball with the foot or leg is not a violation.
   3. Illegal dribble is when a player dribbles for the second time after his/her first dribble has ended, unless it is after he/she has lost control of the ball by shooting, passing, batted by an opponent, or a fumble which was touched by an opponent or another player on the same team.
   4. 3-second violation is when a player remains in the lane for 3 seconds while his/her team is in control of the ball. The count begins when the ball is in the frontcourt and ends either when they leave the lane or a shot is attempted.
   5. Basket interference and goaltending violations (including slapping the backboard) all will result in either an awarded goal or a change of possession, respectively.

Rule 8. **POINTS OF EMPHASIS**

A. Any form of unsportsmanlike behavior, (i.e., trash talking, arguing with officials, taunting, or fighting) will not be tolerated, and may be grounds for immediate ejection from the game.

B. When a player contacts an opponent with his/her hands as an aid in starting, stopping, driving around, defending a screen, controlling or anticipating the opponents next move it will be considered hand checking, it is a foul.

C. While in the act of dribbling, the player may not allow the ball to come to rest in their hand. This is considered a carry. High dribbling is allowed so long as players’ hand remains atop the ball.

D. Jump balls will occur only at the beginning of the game and any overtime period(s). All other situations will be awarded based upon the alternating possession arrow.
E. When an offensive player uses the “swim move”, pushes, pins, elbows, forearms, holds, clears with the body or demonstrates rough physical movements or tactics, this is a foul on the offensive player.

F. A legal screener must be stationary prior to contact with hands and arms close to the body. When these 2 requirements are not met, and when there is a sufficient contact by the screener to bump, slow or displace, it is a foul on the screener.

Note: When screening a stationary opponent from behind (outside visual field), the screener must allow the opponent one normal step backward without contact.

G. In the event of a double foul or double technical foul, the ball is given to the team in possession at the point of interruption.