1. EQUIPMENT
   - The official ball will be furnished by the Intramural Department, unless both team captains agree to use a different ball. Once selected, the same ball must be used throughout the game. Women’s teams will use the intermediate sized ball; Co-Rec teams will use an official Men’s size ball.
   - Team bench areas will be located on the end of the court. Due to the close proximity of the courts, please watch for players/balls from other courts wandering over.
   - Tennis shoes or basketball shoes will be the only type of shoes permitted in league games, and all players will be encouraged to attire themselves in suitable playing trunks and shirts.

2. PLAYERS
   - A team will consist of 3 players on the court.
   - A game may be started and continued with a minimum of 2 players.
   - Team roster size is limited to 6 players.
   - In Co-Rec leagues, at least one player of the opposite sex must be “on the court” at all times. There must be at least one of each gender to begin a game.

3. THE GAME
   - Game time will be 20 minutes in length (10 minute halves). The clock will run continuously.
   - Each team will be permitted one timeout per game.
   - There will be a 3-minute half time between periods.
   - The game is a half court game with normal boundaries plus the mid court line defining the playing area.
   - A coin toss prior to the game will determine first possession of the ball. Defense gets possession after a score. On a change of possession, steal, rebound, etc., the defensive team must take the ball outside the 3-point arc to establish itself as the offense. Even on an air ball, the defense must take the ball outside the arc. After a score, foul, or out of bounds the offense will begin possession at the top of the key.
   - In the case of a Held Ball, possession will alternate between the two teams.
   - Teams may substitute players at any dead ball during the game.
   - The ball must first be passed from the top of the key to another offensive player and cannot be shot or dribbled in.

4. FOULING
   - Teams are responsible for the officiating of their own contests. Players will not foul out of a contest. However, excessive or intentional fouling is not in the spirit of the game.
   - The Intramural Staff may disqualify a player guilty of excessive, flagrant or intentional fouling.

5. NO FREE THROWS
   - If a foul is called while in the act of shooting the ball will be checked back at the top of the key. There will be no free throw attempts

6. OVERTIME PERIOD
   - If the score is tied at the end of the second half, a sudden death overtime period will be played. The first team to score will be declared the winner. A coin toss will determine first possession. In playoff games, if the score is tied at the end of the second half, a two-minute overtime period will be played. If the score is still tied at the end of the overtime period, a sudden death overtime period will be played.

7. MISCELLANEOUS
• There will be no shot clock. However, it is a violation to “stall” or attempt to “freeze” the ball during play. Teams are expected to develop their own pace of play and maintain this throughout the contest. Holding the ball or stalling will result in a turn over to the opposition.

• Any team that has a player dunk or grasp the rim, except in the case to avoid serious injury, will immediately forfeit the game. This will not mean a team is ineligible for the playoffs but the forfeiting team will receive a “0” for that game. The specific offending player must meet with the Intramural Sports Coordinator before he/she is eligible to participate in anymore team contests.

• The Intramural Sports Program will provide a court supervisor to be at the basketball contests. This individual will provide teams with assistance in calling fouls if needed.

The team captain is responsible for thoroughly informing all team members of all intramural rules and policies and game rules as documented here.

Questions? Contact –

Intramural Coordinator
(218) 755-4141