

Playing Rules:

- All players must sign in on the score/game sheet 5 minutes prior to game start time.
- Captains are responsible for signing the score sheet at the end of each game to verify final score.
- The game shall consist of 2 – 10-minute halves (run time), or first to 21 points
- Baskets within the arc are worth 1 point, baskets outside of the arc are worth 2 points.
- The defensive player must check the ball at the top of the arc to begin, and after every dead ball.
- The ball will change possession after all made baskets (no “make it, take it”).
 - After a team scores, the new defending team cannot play inside of the “charge circle” (the semi-circle)
 - You can only play defense once the ball has left this area
- After a defensive rebound, steal, or made basket (any change of possession), the defensive player must clear the ball past the arc, either by dribbling or passing to a teammate. Both feet and the ball must clear the line in order to score.
- If a player causes the ball to go out of bounds or over the mid-court line, the opposing team receives possession at the top of the key.
- Each team is allowed 1 (30 second) time out. Referees reserve the right to call additional time-outs at their discretion in order to control play.
- There will be no overtime in regular season games. If a playoff game is tied at the end of regulation overtime will be in play, the first team to score 2 points win.
- Shooting fouls:
 - Inside the arc = 1 free throw
 - Outside the arc = 2 free throws
- Team fouls:
 - Fouls 0-6 = normal play
 - Either possession at the top or free throws, depending on the foul type
 - Fouls 7-9 = opponent gets 2 free throws (with a line up)
 - Fouls 10+ = 2 free throws (with no line up) + possession at the top
- Referees may remove a player from the game for excessive fouling. Any action receiving a technical foul will be reviewed by the league coordinator and may result in a further sanction or suspension. A player who receives two technical fouls in a game will be removed from that game and face an automatic next game suspension.
- The following fouls are considered unsportsmanlike:
 - A player is making no effort to play the ball and contact occurs
 - A player, in an effort to play the ball, causes excessive contact
 - A player commits an unsportsmanlike foul; free throw(s) shall be awarded to the player who was fouled and possession at the top. The player who committed the foul may be removed from the game and face further suspension
 - A player uses foul language against the referee or another player (including players on the bench)
 - A player abuses a referee, scorekeeper, supervisor, player, or Intramural Sports staff
- Any player who receives an official warning will be subject to disciplinary review by the Intramural Sports Council

- Substitutions can be made at any stoppage of play. At the refs discretion, subs can be done on the fly.
- Each team must always meet the following two requirements during the game:
 - Minimum two (2) players on the field
 - Maximum three (3) players on the field
 - Maximum six (6) players dressed