1. GENERAL

1.1 All games will be played at the outdoor basketball courts located adjacent to the New Fitness Center.
1.2 Games will be played half-court, 3 vs. 3.
1.3 A student, staff or faculty member may play on one team only. Double participation results in a forfeit of all games played by the second team with the player in question.
1.4 Members of the varsity basketball team are ineligible to play.
1.5 A player must play in at least one of his team's league games to be eligible for the playoffs.
1.6 A game cannot be started with less then 3 players. If a team is short one or two players the opposing captain has the option to either take the forfeit win or allow a 5 minute grace period. During a five-minute grace period the game clock will run. Failure of a team to be completely signed in and ready to begin five minutes after will result in a forfeit.
1.7 Each team is responsible for entering their roster on the official score sheet and designating a captain prior to game time.
1.8 Only the captain may address an official, and he must do so in a sportsmanlike manner.
1.9 Playing time will be 30 minutes (running clock)--two halves of 15 minutes, with a 3 minute intermission. The final two minutes of each half will be stopped time. No overtime in regular season games. A 5 minute overtime period will take place for the playoffs, with a stopped clock during the final 2 minutes of the overtime period. All subsequent overtimes will be 2 minutes with the clock stopping the last minute.
1.10 Three timeouts per team, per game.
1.11 Substitutions may be made after a basket, foul shot, or stoppage of play.
1.12 The winner of the coin toss shall take the first ball possession from the half-court line; subsequent jump ball situations will alternate, with the loser of the coin toss having possession, then alternating from then on after.

1.13 After a basket is scored, the ball will be in possession of the opposing team (non-scoring team will gain possession).
1.14 Deliberate stalling or attempts to freeze the ball shall result in a loss of possession. There will be a 35 second shot clock.
1.15 The “check line” shall be the top of the three-point arc. A player must pass the ball in from the “check line” after a foul is awarded. After the ball has been checked, the player in possession must pass the ball to a teammate. Any change of possession, whether it hits the rim, does not or is stolen must be returned behind the 3-point line by the defending team if they should gain possession.
1.16 Two points will be awarded for any basket made within the three-point arc. Three points will be awarded for any basket made behind the three-point arc.

2. FOULS

2.1 All common, personal, and technical fouls shall be counted against a team total.
2.2 An individual player WILL foul out of a game after committing their fifth personal foul.

2.3 Prior to the seventh team foul:
   a) any offensive foul shall result in disallowing a converted basket and loss of possession
   b) any shooting foul with a missed basket shall result in retained possession; and
   c) any shooting foul with a converted basket shall result in the basket being awarded with retained possession

2.4 On and after the seventh team foul:
   a) any common foul shall result in a single foul shot along with retained possession for the offended team if the basket is good; if foul shot basket fails, ball is live
   b) any offensive foul shall result in disallowing a converted basket and possession will be awarded to the defending team
   c) any shooting foul with a missed basket shall result in two foul shots for a two-point attempt and three foul shots for a three-point attempt, along with retained possession
   d) any shooting foul with a converted basket shall result in the basket being awarded with retained possession
   e) after 10 team fouls two shots are awarded and subsequently retained possession or the ball becomes live

2.5 Technical Fouls
   a) a technical foul will result in the opposing team being awarded an automatic 2 points and possession of the ball
   b) a player who received two technical fouls will be ejected from the game and will be ineligible for further participation until meeting with the Coordinator of Intramural Sports and serving suspension
   c) a team which records three technical fouls in one game will automatically forfeit the game no matter the score or time remaining.

2.6 Intentional Fouls
   a) a technical foul will result in the opposing team being awarded an automatic 2 points and possession of the ball

2.7 Flagrant Fouls
   a) a flagrant foul will result in the opposing team being awarded an automatic 2 points and possession of the ball, as well as an automatic ejection of the offending player

3. OFFICIALS

3.1 The duties of officials shall include scoring, keeping time, and refereeing.
3.2 The officials shall penalize any player, substitute, or coach for unsportsmanlike conduct by immediate ejection and banishment from the playing area.
3.3 Prior to the game, the referee shall perform a coin toss to determine ball possession.
3.4 The referee shall signal the ball in play to begin the game, indicate attempted free throws, and call all other violations.
3.5 The referee shall have the authority to make decisions on any point not specifically covered in these rules.