All games will be governed by the 2013-2014 National Federation of High Schools rules with the following Intramural Sports modifications. The Intramural Sports program reserves the right to put into immediate effect any new sport rule changes or modifications based on eligibility, league and tournament structure, or participant safety.

I. General
- Catcards are required. NO I.D. = NO PLAY! No exceptions!
- Maximum number on the roster is five. Minimum of two players to avoid a forfeit.
- Game time is forfeit time
- Allowed one non corresponding sport varsity athlete
- The game is half a full size court with normal boundaries plus the mid court line defining the playing area

II. Game Format
- All teams will be put into pools. Each team gets two games in pool play. Games will be to 21 with 18 minute time limit.
- Top two teams of each pool make the playoff bracket. Games will be to 21 points with 25 minute time limit.
- The game clock will start at the scheduled game time. All courts will be on the same clock.
- The toss of a coin will determine who takes the ball from the top of the key.
- In all games, if the score is tied after time expires, the first team to score a total of 2 points more than the leading team's score at the beginning of the overtime session, or reach 21 points, will be declared the winner. A coin toss will determine who gets the ball out of bounds first in overtime period
- Each team is allowed one 30 second timeout in bracket play. Timeouts will only stop play and clock still runs.
- Scoring: Three-point baskets will be worth two (2) points, with two point baskets counting one (1) point. Free throws are worth one (1) point.
- Teams will keep and call out the score after each made basket or change of possession. At the end of the game, the winning team will be responsible for reporting the score to the site supervisor.

III. Play
- Possession will change after each score (no “make it – take it”)
- Half court and end lines are out of bounds
- On a jump ball the opponent of the individual last having control of the ball will take control at the top of the key.
- No dunking at anytime. (Technical Foul plus ejection from game)
• The defense must clear the ball beyond the three point line upon EVERY (including turnovers) change of possession - regardless if the ball hits the rim or the backboard (air balls). Only one (1) foot must clear the three point line in order for a change of possession to occur. Failure to do so will result in loss of possession.
• When the ball goes out of bounds or a team scores, ball is put in play at top of key.
• After a made basket, a player must enter the ball into play by passing the ball, after the ball is “checked” by an opposing player (this must occur at the top of the key).
• **Slow Play:** 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 turnover to the opposition. The supervisor will issue a verbal warning prior to taking away possession.
• Substitutions can only be made on a dead ball
• Any disputed discussions must be decided between yourselves. A supervisor will only step in when a team can’t come to some sort of agreement. If they are brought in, their decision is final.

### IV. Fouls
• Teams will be responsible for calling their own fouls, so call your fouls! The Intramural supervisor will settle any disputes as to fouls or rough plays.
• There are no free throws from fouls
  - If a player is fouled in the act of shooting and makes the basket, the basket counts and the ball changes possession. If the offensive player is not in the act of shooting or does not score on the shot when fouled, possession is retained and ball is checked in at the top of the key
• Any Technical Foul will result in automatic point and possession
• Two Technical Fouls on an individual will result in an ejection. Four Technical Fouls on one team for the entire tournament will automatically disqualify that team.

### V. Conduct
• Complaining and arguing will **not** be tolerated. Players may be ejected and/or the game forfeited.
• The Intramural Sports programs promote positive sportsmanship at all contests and activities. Unsportsmanlike conduct includes actions, which are unbecoming to an ethical, fair, and honorable individual. It consists of acts of deceit, disrespect, or vulgarity and includes taunting.

Revised (10/14)