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
   • WCU Intramural Eligibility Rules apply. (See Participant Handbook)

II. Game Format
   • All teams will be put into pools. Each team gets two games in pool play. Games played to 11 with 12 minute time limits.
   • Top three teams of each pool make 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 five points (no win by two) shall be declared the winner
   • Each team is allowed two 30 second timeouts per game. 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).
• Stalling – Teams have 10 seconds to shoot the ball
• Holding or rolling the ball will result in possession and one point to the offended team
• Substitutions can only be made on a dead ball

IV. Fouls
• The offensive team will call the majority of all FOULS. Defensive players may call fouls when needed, i.e. charges, carries, traveling, by the offensive player.
• Non-shooting fouls and player control fouls will be taken out of bounds at the top of the key.
• Once a team reaches fifteen (15) points, if a player is in the act of shooting and gets fouled, they will shoot one (1) foul shot for one (1) point basket attempts or two (2) shots for two (2) point basket attempts.
• Players shall not line up around the free throw lane during a foul shot. They should be behind the top of the 3 point line and ready for the ball to be put back in play.
• Players have 5 seconds to shoot a free throw.

V. Conduct
• Complaining and arguing will not be tolerated. Players may be ejected and/or the game forfeited.
• A player will leave the game if he/she commits 3 personal fouls or two technical fouls or one flagrant technical foul. This is up to the player to keep track of fouls.
• 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 (7/13)