

All NCAA/NIRSA basketball rules apply except for the following:

#### General Rules

- Unsportsmanlike behavior, toward an opponent or official will not be tolerated and can result in a technical foul. This includes trash talking, spitting, etc.
- If any player is ejected from the game, the team will be placed on probation. If any additional team member is ejected from any game the team will be dropped from the league.
- A technical foul will result in a minimum of one game suspension for that player.
- Any player ejected for fighting will result in suspension for the rest of the semester and the team is placed on probation.
- Hand checking is not allowed.
- If the ball bounces over the backboard without touching anything or hits the side of the backboard, the ball remains in play.
- If the ball hits the bottom of the backboard, then the ball is out on the team that last touched it.
- All sides of the backboard are in except for the top and belt/cords.
- Bonus will take place once a team accumulates 5 team fouls and Bonus+ when a team accumulates 7 team fouls.
- Varsity athletes may not participate in an intramural league in the same sport, regardless of season, unless their NCAA eligibility is expired and they have met with the Assistant Director, Intramurals. Violation will result in the offending team forfeiting the game.

#### 5v5

- We will have a 35 second shot clock for each team possession.
- There will be four 10 minute quarters with 1 minute in between quarters. Halftime will be reduced to 3 minutes.
- Each team will have two 30 seconds timeouts per half. They do not carry over if they are not used.
- All sides of the backboard are in except for the top and belt/cords.
- Bonus will take place once a team accumulates 7 team fouls and Bonus+ when a team cumulates 10 team fouls.
- The beginning possession will be determined by a jump ball. The next jump ball will go to the team that lost the initial jump ball. Each jump ball from there will alternate possession. Possession after halftime will be determined by the possession arrow.

#### 5-on-5 Rules

- In 5-on-5, a game consist of two 20-minute halves. There is running time, except the last 2 minutes of the 2<sup>nd</sup> half. Halftime is 5 minutes.
- A minimum of four players must be present at game time to avoid a forfeit.

#### 3- on-3 Rules

- In 3 on 3, the first team to score 21 points wins or the team that has the most points at the end of the 25 minute time limit wins.
- Initial possession determined by shooting a 3 pointer. If you make it, you get possession. If you miss, the opposing team gets possession.
- A minimum of two players must be present at game time to avoid a forfeit.
- In 3-on-3, a regular two-point basket will be worth one point, and a regular three-point basket will be worth two points.
- On dead ball situations the ball must be checked and passed in to start the possession from the top of the key.
- On any change of possession the ball and the player must clear the three point line in order for the defensive team to gain possession.
- A team will enter the bonus when the opposing team reaches 5 fouls and the double bonus at 7 fouls.
- After any made free throw the opposing team will receive possession of the ball.
- When a shot is made and a player is fouled, that player will not receive a free throw. The possession will go to the defensive team. For a shooting foul, the team foul will be marked down, and the player that was shooting will get to shoot one foul shot. Players must not move until the ball is released. If the player that was fouled makes the shot, the foul and basket will count but there will be no foul shot. If the opposing team has 5 or more fouls, the shooting team will get a foul shot in addition to the made shot. If the opposing team has 7 or more fouls, the shooting team will get 1 shot in addition to the counted basket, plus possession of the ball after the attempt for the extra point, regardless if it is made or not.
- Varsity athletes may not participate in an intramural league in the same sport, regardless of season, unless their NCAA eligibility is expired and they have met with the Assistant Director, Intramurals. Violation will result in the offending team forfeiting the game.