

Intramural Basketball Rules

THE GAME

Three players per team

Games are played with two 6-minute halves.

Halftime will be one minute.

Each team will get two 30-second timeouts per half. Timeouts do not carry over!

In the event that regulation play ends in a tie, there will be a 3-minute (running time) overtime period. The second and any other overtime periods will be 2-minutes (running time) until a winner is determined.

Overtime periods will begin with a jump ball. Alternating possessions will be used after the tip.

Only one 30-second timeout may be called in overtime.

RULES

Normal Basketball rules apply

SCORING

Inside the three point arc a basket is worth 2pts

Outside the three point arc a basket is worth 3pts

FOULS

A player will be allowed five fouls. After receiving the fifth foul, the players must remove themselves from the game.

Technical fouls will count as personal fouls. Two technical fouls will result in an automatic ejection.

Any attempt to deliberately hurt or injure another player will carry the same penalty as a technical foul except the player committing the foul will be suspended for at least one league game and a maximum of the entire season.

LANE VIOLATION

No offensive player may remain in the foul lane for more than 3-seconds.

DUNKING

Dunking will be allowed in intramural games but any attempt to hang on the rim will result in an automatic technical foul (this is not a personal foul).

Only the captain may discuss an official's call.

OUT OF BOUNDS

Nets, wire, and other obstacles are out of bounds.