**SECTION 1. EVENT FORMAT**

I. League Overview
   A. The league will consist of a one (1) day single elimination tournament on Tuesday, September 8th, 2015 (weather dependent).
   B. Participants will be able to choose which day of the week and what time they play their tournament games by selecting a division within their desired league on IM Leagues.

II. Playoff Format
   A. Once a winner is decided from each tournament, a “champions” tournament will be played to determine the overall Intramural Champion.

III. Location
   A. Games will be played on the TREC Outdoor Basketball Courts.
   B. Teams will have a designated court assignment.
      i. This assignment can be found online.
      ii. Please contact an Intramural Supervisor if you need assistance locating your playing location.

IV. Supervision
   A. No officials will be present.
      i. Players are responsible for making their own calls.
      ii. It is recommended that any disagreements should be determined by a replay of that point.
   B. An Intramural Supervisor will provide oversight and aid with the operation of the sport.
      i. Please alert the intramural supervisor if assistance is needed.
      ii. ALL PARTICIPANTS MUST PRESENT THEIR ID IN ORDER TO PARTICIPATE.
      iii. GAME TIME IS FORFEIT TIME!
         a. All participants must be signed in and “ready to play” with the minimum number of players to avoid a forfeit.
         b. “Ready to play” includes having the proper game equipment and being at the court ready to begin at the scheduled time.

V. Alcohol and Drugs
   A. The Division of Recreational Sports Facility Policy clearly states that:
      i. Alcohol, tobacco products, illegal drugs, firearms, and other weapons are strictly prohibited in DRS facilities.
      ii. Use of the facilities under the influence of alcohol or drugs is also prohibited.
   B. The Intramural Staff will strictly enforce these policies.

**SECTION 2. THE GAME**

I. Brief Overview
   A. Teams are responsible for keeping their own score.
   B. Defense gains possession after each made basket (no “make-it-take-it”).
   C. On a change of possession such as a steal or rebound:
      i. The defensive team must take the ball outside the 3-point arc to establish itself on offense.
      ii. Even on an air ball, the defense must take the ball outside the arc.
   D. After a score, foul or out of bounds violation, the offense will begin possession at the top of the key.
II. The Court
   A. Games will occupy a single half court.
   B. Boundaries will be normal out of bounds lines with the addition of the mid court line.

III. Beginning Play
   A. The intramural supervisor will assist teams with court assignments.
   B. Captains’ Meeting
      i. Prior to the start of play, each team’s captain will be required to meet with the Intramural Supervisor.
      ii. Follow the Intramural Supervisor’s instructions and ask any desired rule clarifications at this meeting.
   C. Coin Toss
      i. After the warm-up period, a coin toss or shot will determine who receives the first possession.
      ii. Upon completion of the toss/shot, each team will assume their respective sides and play will begin.

SECTION 3. EQUIPMENT

I. Equipment Provided
   A. A regulation men’s basketball will be provided for men’s and women’s divisions.
      i. Players may use their own balls if both captains and the Intramural Supervisor agree prior to play.

II. Illegal and Required Equipment
   A. Shoes
      i. Players must wear athletic shoes.
      ii. No boots, street shoes or shoes with marking soles are permitted.
   B. Attire
      i. Players must wear athletic shorts or pants and shirts.
      ii. Jeans are not permitted.
      iii. No jewelry, baseball hats, wristbands, watches, rings, or anything that would be considered potentially harmful may be worn.

III. Recommended Equipment
   A. It is recommended that teams attempt to wear uniformly colored shirts to help distinguish one team from another.
   B. Jerseys may be checked out from the CoRec Equipment Center or TREC Member Services for $1.00/jersey.

SECTION 4. PLAYERS

I. Team Composition
   A. Each team will be made up of three (3) players on the court.
   B. (Co-Rec Modification) Teams may consist of either two (2) men and one (1) woman or one (1) man and two (2) women.

II. Roster Limit
   A. Teams can have a maximum of 20 players on their roster.

III. Minimum Team Requirements
   A. Games may be started with a minimum of two (2) players.
   B. (Co-Rec Modification) Teams with only two players must have one (1) male and one (1) female.

IV. Substitutions
A. Teams may substitute at any dead ball during the game.
B. No advantage can be gained. This will result in a loss of possession.
C. Players arriving late must first sign in with an intramural supervisor before they may enter the game.

SECTION 5. TIMING

I. Time Limit
   A. There will be a 25 minute time limit per game.
   B. The clock will not stop and will be managed by the Intramural Supervisor.
      i. If you are late starting your game, the game may be shortened because the clock will stop at
         the designated time limit.
II. Timeouts
    A. Teams will not receive any timeouts.
    B. Injury time outs may be determined only at the Intramural Supervisor’s discretion.
III. Slow Play
     A. There will be no shot clock.
     B. Teams will not be allowed to stall or “freeze” play.
        i. Teams are expected to maintain their own pace of play and maintain it throughout the
           contest.
        ii. Offensive teams holding the ball, which includes passing back and forth to one another, 
            without attempting to “attack” the basket for longer than 20 seconds will result in a violation.
            a. “Attacking” the basket consists of an attempt to score; it does not necessarily have to 
               be a shot.
            b. Violations will result in a turnover.
IV. Overtime
    A. If the score is tied after the time limit is reached, teams will play a one-point sudden death 
       tiebreaker.
    B. Ball possession will be given to the team who last had possession, unless the team just scored.
V. Official Game
    A. If a game has reached a point where one team has eight (8) points or 13 minutes have passed and 
       inclement weather stops play, the game will be over and its score will be considered official.
    B. If a game has not yet reached this point or time limit and inclement weather stops play, the game will 
       be considered cancelled.
       i. Cancelled games will not count toward playoff qualification.
       ii. Cancelled games will only be made up if time and space permits.

SECTION 6. SCORING

I. Score Limit
   A. The first team to reach 15 points will win the game.
   B. Teams must win by two (2) or be the first to reach a maximum of 18 points.
II. Points Breakdown
    A. All two-point field goals are worth one (1) point.
    B. All three-point field goals are worth two (2) points.
    C. No free throws will be awarded. Teams will receive ball possession instead.
III. Mercy Rule
    A. There will be no mercy rule scores.
IV. Forfeit Score
    A. In the event of a forfeit, a score of one (1) game to zero (0) will be given.
SECTION 7. CHANGE OF POSSESSION

I. Checking the Ball
   A. After each dead ball, teams will be required to “check” the ball to the defense before restarting play.
   B. Once the offensive player receives the ball back from the defense, they must pass the ball to a teammate before dribbling or shooting.
   C. The “check” process occurs at the top of the key.

II. Change of Possession
   A. Defense gains possession after each made basket (no “make-it-take-it”).
   B. On a change of possession, such as a steal or rebound:
      i. The defensive team must take the ball outside the 3-point arc to establish itself on offense.
      ii. Even on an air ball, the defense must take the ball outside the arc.
   C. After a score, foul or out of bounds violation, the offense will begin possession at the top of the key.
   D. If an offensive player is fouled in the act of the shooting and the result of the play is a made basket, the foul will be negated and the opposing team will gain possession due to the made basket.

SECTION 8. SPORTSMANSHIP

I. Minimum Rating
   A. Teams must receive an average of 2.75 sportsmanship rating during league play to be eligible for the playoffs.
   B. Sportsmanship ratings will range between 0-4 with detailed explanations available in the Participant Handbook Article 9: Sportsmanship and Player Conduct

II. Intramural Supervisor
   A. The game’s Intramural Supervisor will determine sportsmanship ratings for each of the game’s teams.

SECTION 9. PROTESTS

I. Eligibility Protests
   A. If a player is believed to be ineligible (please see our Policies Information for more details), the game may be played under protest.
   B. Please contact the intramural supervisor prior to the game’s start to file a protest form.

II. Rule Interpretation Protests
   A. Rule interpretation questions must be declared immediately after the play in question.
   B. Rulings involving judgment MAY NOT be protested.
   C. Team captains must announce this protest to the intramural supervisor, and both captains will be required to fill out information on the protest form.