

**GAME TIME IS FORFEIT TIME!**

**Players:**

Each team must have a minimum of two (2) players to start the game. However, if a team falls less than two players at any time, the game will be a forfeit.

Team members **must** be listed on the team roster in the Intramural Office before playing. As a captain, you have **up until 24 hours prior to your first game to add players** and make sure your roster is legitimate! To add a player, their waiver must be submitted at least one business day prior to the first contest (*example: if your next game is on Sunday, the waiver must be received by 5:00 PM on Friday.*)

**ALL PLAYERS MUST PRESENT NP ID TO PARTICIPATE!!**

**Note:** Current SUNY New Paltz men's and women's basketball players are ineligible to play.

All players on a team should wear similar colored shirts or jerseys. Pinnies are available at the court for each team.

Appropriate gym footwear must be worn. All-purpose cleats are not appropriate for basketball.

No participants may wear caps or do-rags while playing.

Jewelry, casts, or any items deemed dangerous by the official MAY NOT BE WORN during the game. There are no courtesy warnings. Any player in the game found to be wearing prohibited equipment (jewelry, etc) will be assessed a personal foul and MUST remove him/herself from the game (can be replaced by a substitute). He/she may reenter at the next substitution opportunity. This foul will count towards the team's foul total; however, the opposing team will NOT shoot any free throws. If the penalized team is in possession of the ball, they will NOT lose possession. Play will resume with a recheck. A player is subject to ejection for failure to comply after an "equipment personal foul" has been assessed

**Length of Game & Scoring:**

Two (2) fifteen minute halves and one (1) five-minute halftime. The clock will **not** stop for fouls, out of bounds, jump balls, and change of possession at all during the game except in the final minute of the GAME and for injuries or at the site supervisors' discretion.

Teams get one (1) one-minute timeouts per half (clock will stop).

Winners need only win by one point. If a game is tied at the end of regulation, the winner will be determined by a three minute overtime period. The overtime will be a running clock except for the final minute. There are no time-outs in overtime. Possession in overtime will be determined by a coin-toss. If the game is still tied at the end of overtime, there will be a sudden death period. The first team to make a basket will be declared the winner. Another coin-toss will determine possession.

All baskets made from inside the 3-point line will count as one point. All baskets beyond the 3-point line will count for two points.

Each team will be required to take a shot at the basket within 15 seconds after taking possession. The rule has been implemented to eliminate a team from stalling to retain possession near the end of the game. Violations of this rule, including non-legitimate shots, will result in an offensive turnover and possession for the defending team.

Fighting and excessive arguing will not be tolerated and can result in team dismissal from league or tournament play. The court monitor or site supervisor may penalize any player, substitute or coach for unsportsmanlike conduct by immediate ejection and banishment from the playing area and gym.

## **Game Rules**

Possession to start a game will be determined by a coin toss.

Ball possession changes after a made basket unless a foul is awarded. The ball will be checked at the top of the 3-point arch to start a game/overtime, after a score or when a foul is awarded. On defensive rebounds or steals, the ball must be taken out passed any part of the 3-point arch.

The defense must take the ball outside of the 3 point arch on any play in which they gain possession. Whether or not the ball has been shot or has touched the rim does not affect this rule. In the event that the defense obtains possession and does not take the ball behind the check line AND then attempts a shot, the shot and any related activity will be disregarded and a turnover will result. The "new defense" is awarded the ball behind the check line.

## **Fouls**

An individual player cannot foul out of the game, but may be ejected for any cause by the official or an IM supervisor.

Common fouls (non-shooting) result in loss of possession for the offending team.

Offensive fouls shall result in disallowing any converted basket and loss of possession.

Shooting fouls with a missed basket shall result in retained possession for the shooting team (recheck).

Shooting fouls with a converted basket shall result in the basket counted and loss of possession (no penalty, play continues as if there was no foul with the defense taking the ball).

## **Substitutions**

Substitutions may be made after a basket, a foul or stoppage of play.