1. Fighting with other players or the referee will result in immediate disqualification.
2. Format will be as follows: Teams will play one game for 15 minutes, by 1’s and 2’s.
3. Starting the game: Rock paper scissors will determine who starts with the ball.
4. Checking the ball: The ball shall be “checked” before the start of the game at the top of the key, and after all usual and unusual stoppages of play, including, but not limited to: made baskets, all fouls, out-of-bounds, and balls entering the court from another court. For any unusual stoppage of play, the team currently or last in possession of the ball shall retain possession, except after a made basket. if there is a change in possession that does not come from a made basket or out of bounds, the ball should be "taken out" past the three point line before the offensive team can score again. If the turnover comes from a violation like travelling or double dribbling, the ball should be checked.
5. After a made basket, the team that was on defense will start at the top of the key on offense. **There is no make-it-take-it.**
6. Scorekeeping/Reporting: Teams are responsible for keeping track of the score throughout the game in addition to the referee. The score should be announced prior to every check of the ball. **THE WINNING TEAM MUST REPORT THE GAME SCORES.** In the event of a score discrepancy, the referee has the right to decide.
7. **Fouls will be called by the players on the court**. A defensive foul on a made basket shall result in the basket counting and the fouling team starting with the ball at the top of the key. A common foul, or a foul resulting in a missed shot, shall result in the fouled team starting with the ball at the top of the key. There will be no free throws. There shall be no foul limit for players to exceed. The Intramural Sport Supervisors have the right to issue warnings or disqualify teams from the tournament if teams continually foul their opponents.
8. Excessive fouling, with the intent to gain an advantage, and not in the spirit of Intramural Sports, will be penalized at the Intramural Staff’s discretion.
9. **Out-of-Bounds**: In the event the ball is declared out-of-bounds, the game shall be restarted at the top of the key with the team not having last touched the ball being awarded possession. The half court line shall be considered an out-of-bounds line. If the ball passes over the backboard, it shall be the same as an out-of-bounds violation.
10. **Alternating Possession/Jump Balls**: On the first held ball, the ball shall be awarded to the team that did not start the game with possession. Possession on all held balls thereafter shall be awarded on an alternating basis. Teams are responsible for keeping track of the alternating possession.
11. After a defensive rebound of a shot attempt (regardless of the ball hitting the rim or not) or a steal the player must take the ball outside of the 3-point line with both feet before taking a shot at the basket.
12. A minimum of three players must be present to start an official game. If less than three players are present, the game will be declared a forfeit. A team may play with less than three players if players become injured during the game.
13. Each team must have at least three players on its roster.
14. All disagreements and issues will be settled by the official overseeing the game, and their decision is final. Teams or individuals that refuse to respect the decision of the official will be disqualified from the tournament.