



---

## INTRAMURAL SPORTS

# 4X4 SELF-OFFICIATED BASKETBALL

## B BASKETBALL RULES

**ELIGIBILITY:** All players must be current students or wellness card holders. Players can not play on more than one team. Teams must sign the signup sheet/waiver prior to their first game. Those rosters become locked at the end of the regular season. NO more than two GRADUATING VARSITY PLAYERS are allowed per team. They become eligible at the beginning of the quarter following the conclusion of the varsity season. This includes Red Shirts. To be eligible for the playoffs, a player must attend a minimum of two regular season games, even if they cannot play due to injury or illness.

**FORFEITS:** The IM Program has the authority to remove a team after they record two forfeits during any given season. Teams that are removed from the league due amassing two or more forfeits are not eligible for a refund of their Team Fee in whole or part.

**EQUIPMENT AND COURT:** The Intramural Program will provide a game ball and penny (numbered jersey) for the participants to use and wear during the Intramural play. Team's are encouraged to bring their own ball for pre-game warm ups. If both team captains agree a personal basketball may be used as the game ball. Games will be played in the East or West Gym's.

**TEAM SIZE:** Team consists of four to a side. Teams can start with no fewer than three players. There is no limit to the number of subs per team.

**GAME TIME:** Game time is at the top of the hour. The team must grant their opponents a 10-minute (10 minutes past the hour) grace period if needed (If the required minimum number of players arrives within the 10-minutes, the game will be played and recorded as an official game). NO EXCEPTIONS ARE PERMITTED TO THE 10-MINUTE GRACE PERIOD. The length of the first period will be shortened according to the lateness of the new start time.

**THE GAME:** 4x4 Basketball is self-officiated. No referees will be provided. Participants shall act as their own officials. The general rules shall be that player fouled should call the foul, not the person who fouled. Any person can make a call however, but it is up to the person who is fouled to honor it. In the event of a close call or disagreement, the alternating possession rule will apply. Please remember that you are playing for the enjoyment of the participation; it's no fun when tempers flare! Therefore, proper attitudes must prevail.

1. All games will be to 30 points or to the top of the hour; which ever comes first (an IM Staff member will blow a whistle to designate the time limit). A short halftime will follow when a team reaches 15 points. Switch sides after halftime. Each basket counts as one (1) point. Please start games promptly. Do not warm up too long or your game time will be shortened.
2. IM will supply a Scorekeeper. If a team wants a running tally of who made the baskets, they should supply someone to help with the scorekeeping.
3. Games are started by a "do or die" shot from the top of the key to determine possession.
4. Defense must be allowed to "check" the ball before it is put into play after a foul or play has stopped.
5. Jump balls will result in alternating possession of the ball.
6. If a game should be tied at the time limit, then a "sudden death" situation takes place. The team that scores next wins. Alternating possession still applies.
7. Substitutions may occur throughout the game ONLY after a made basket or a dead ball.
8. All protests must be settled at the time of the incident, and the same game should not continue until the conflict is resolved. The IM Staff member may be consulted for rules interpretation and judgment calls. The IM Staff member's judgment is final.