The Game
1. 2 teams of 3 players (can start with 2 players)
2. Winner will be determined by the team leading after 20 minutes (two 10-minute running halves) OR first team to reach 50 points.
3. Score is recorded using 2’s and 3’s.
4. Teams will have a 5 minute grace period from “game time” to get required players there.

Eligibility
1. Current U of O students, faculty and staff, spouses
2. EVERY PLAYER MUST BE ON THE ROSTER BY 8:00AM THE DAY OF THE GAME
3. Players must bring a valid UO ID to EVERY game
4. NO ID = NO PLAY, NO EXCEPTIONS!
5. Current Varsity basketball players are not eligible
6. Varsity basketball players are not eligible to participate in their respective or alike intramural sport, activity or event until a period of one year has passed following completion of all activities for the Department of Athletics. After the period has passed, former intercollegiate athletes must participate at the highest level of competition offered in their respective sport.
7. Professional athletes, current or former, may not participate in their respective or alike sport, activity or event. A professional athlete is defined as a person who has been paid to participate in a sport, under contract with a professional team, included on a professional team roster, practiced with a professional team and/or compensated for trying out for a team.

Equipment
1. NO JEWELRY is permitted!
2. Teams must provide a game ball
3. Home team (listed first on schedule) wears dark, Visiting Team wears light
4. Proper footwear and attire is mandatory
5. Any articles that may endanger other players are not permitted (i.e. jewelry, plaster casts, etc.)
6. Eye glasses are NOT permitted; Contact lenses or protective goggles are highly recommended. Shatterproof glasses may be worn but must have connecting strap.

Play
1. Half court line, sideline and baseline will be out of bounds
2. A coin toss will determine possession
3. Possessions alternate for jump ball situations and for the start of the second half
4. The ball is cleared to the top of key after scoring (loser’s outs)
5. The ball is checked at the top of the key for fouls or out of bounds calls
6. The ball is cleared to the 3-point line after change of possession
7. If the ball is stolen, or there is an air ball, the ball still must come back outside the 3-point arc
8. To start a game, after a score or when a foul is awarded, a player must pass the ball from the “check line” which is the 3 point arc.
9. Teams get two 30-second timeouts per contest.

Violations
1. Players have 5 seconds to pass the ball into play
2. 5 second held ball: A closely guarded player must pass, dribble or shoot within 5 seconds
3. 3 in the key: No offensive player may remain in the key for longer than 3 seconds

Fouls
1. Teams will call their own fouls
2. Individual player limited to five fouls per game
3. No free throws
4. Any foul that occurs within the final moments of the game that results in the game clock running out may be subject to one additional possession being awarded to the offensive team with the supervisor officiating the final possession.

Scoring
1. Each team must provide a scorekeeper (or players keep score)
2. A field goal is 2 points
3. A field goal outside the 3-point line is 3 points
4. Ties will stand during regular season games
5. PLAYOFFS: If tied at the end of regulation there will be a 3 minute overtime. 3 minute overtimes will continue until a winner is determined.

Substitutions
Unlimited substitutions on a dead ball

Officials
1. Teams officiate their own games
2. A supervising official will be present to settle disputes

Sports Code
1. All participants and spectators are governed by the SPORTS CODE available in the SRC
2. Only captains may address the official
3. Team captains are responsible for their sidelines and spectators
4. Negative consequences for the team may result as a direct reaction to spectators’ behaviors or actions

NO alcoholic beverages and/or tobacco permitted on University property

PROTESTS
Protests can only be made based on rule misinterpretation by the Intramural Sports Staff at the time of the incident. (i.e. you cannot protest a rule misinterpretation after the game is over) A time-out must be called, and a protest requested to the officials must be made by the captain of the team. If the staff was incorrect, you will not lose the time-out. Protests based solely on a decision involving the accuracy of judgment on the part of an official will not be considered. Protests involving player eligibility will be considered

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