

The following rules provided by Montana State Intramural Sports are not meant to be all encompassing. These rules last updated: Summer 2024

## Section 1: The Game

- Brief Overview
  - Games will consist of one (1) 20 minute game
    - Clock will be run by a Supervisor
    - Clock will stop in the last 2 minutes of the game
    - Teams will receive one (1) 30-second timeout per game
  - Each team will be made up of three (3) players on the court.
    - All substitutes must remain on the sidelines and sub in during a dead ball.
    - There is NO Mercy Rule.
- The Court
  - Half court division line, sideline and baseline will be out of bounds.
  - Possessions alternate for jump ball situations
  - The ball is cleared at the top of the key after scoring (loser's outs)
  - The ball is checked at the top of the key for fouls or out of bounds calls
  - The ball is cleared to the 3-point line after change of possession
  - If the ball is stolen, or there is an air ball, the ball still must come back outside the 3-point arc
  - 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
- Beginning Play
  - The Competitive Sports Supervisor will assist teams with court assignments.
  - Captains' Meeting
    - Prior to the start of play, each team's captain will be required to meet with the Supervisors.
    - Follow the Supervisors' instructions and ask any desired rule clarifications at this meeting.
  - Coin Toss
    - A Rock, Paper, Scissors game will determine the first possession.
    - Upon completion of the captain's meeting, each team will assume their respective sides and play will begin with a throw-in at the top of the key.

## Section 2: Equipment and Attire

- Equipment Provided
  - A regulation men's ball will be provided for play.
    - Players may use their own ball if both captains agree prior to play
  - IM game balls cannot be used during the warm-up period.
- Illegal and Required Equipment
  - Shoes
    - Players must wear non-marking athletic shoes.
    - Shoes must be made up of soft, pliable upper material (molded plastics, canvas, leather, or synthetic) which covers the foot attached to a composition bottom.
  - Attire
    - It is required that teams wear uniformly colored and uniquely numbered shirts to help distinguish one team from another.
      - Numbers may not be taped on.
      - Cut off shirts shall not have a gap of more than a fist below the arm.
    - Players must wear athletic shorts or pants and shirts. Jeans are not permitted.
    - No jewelry, baseball hats, wristbands, watches, rings, or anything that would be considered potentially harmful may be worn.
    - No cast or brace with an outermost layer composed of exposed metal, hard and/or sharp plastic or other material will be permitted. These braces and casts must be covered by a standard sleeve or other soft, pliable material in order to be permitted.
  - Intramural Supervisors have the authority to declare what constitutes legal and/or illegal equipment/attire

## Section 3: Players

- Team Composition
  - Each team will be made up of 3 players on the court.
- Minimum Team Requirements
  - Games may start with a minimum of 2 players.
  - There is NO gender rule for Open Tournaments.
  - Once the game has started, it may not continue with fewer than the min. number of eligible players on either team.
    - The game shall be terminated, and a default (results in a loss) shall be declared if a team has fewer than the minimum number of eligible players due to any reason, including, but not limited to:
      - A player being required to complete documentation due to misconduct.
      - An injured player being attended to or no longer able to continue.
- Substitutions

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- Teams may substitute an unlimited number of players during any stoppage of play.
  - Players must wait to enter/leave the court until an Officials beckons them on. Players waiting to enter the court shall be seated at the score table near the center court line.
  - If multiple free throws are being taken, subs will enter play before the last free throw is shot.
  - Players may not re-enter the game until time has come off the clock.
- Players arriving late must first sign in with the Intramural Supervisor before entering play.

#### **Section 4: Timing**

- Time Limit
  - A regulation game will consist of one (1) 20-minute game.
  - The clock will only stop for timeouts and in the last 2 minutes and will be managed by the Supervisor.
- Stoppage Inside 30 seconds and 2 minutes
  - The following will cause the game clock to stop and resume once the ball legally touches a player in bounds:
    - A foul.
    - A held ball.
    - A violation.
    - A team timeout.
  - During (a) free throw attempt(s), the clock will remain stopped
    - The clock will resume once the ball legally touches another player in bounds.
- Timed Violations
  - 3-Second Lane Violation
    - Offensive players may not remain in the lane for more than 3 seconds
    - To negate the 3-second count, both of the player's feet must leave the lane of the player must attack the basket with the ball
  - 5-Second Violation – Closely Guarded
    - A player in control of the ball is closely guarded when an opponent is in guarding stance within 6 feet.
    - The player has 5 seconds to break the count by shooting, passing, advancing towards the basket, or establishing a dribbling position that is greater than 6 feet from the defender.
  - 5-Second Violation – Throw-Ins
    - The player throwing in the ball has 5 seconds to release the ball.
- Timeouts
  - Teams will receive one (1) 30 second timeout.
  - Injury timeouts may be determined only by the Officials and Intramural Supervisor.
- Overtime
  - If a game reaches time and a winner is not determined, a two (2) minute overtime period will be played
    - The clock will not stop
    - Teams receive one (1) additional timeout to be used in the overtime period
  - Teams will continue to play 2-minute overtime periods until a winner is determined.
    - If a team uses a timeout in overtime period 1, they will have 0-timeouts remaining for any additional overtime periods

#### **Section 5: Scoring**

- Goals
  - Teams are given 1 point on made free throw attempts
  - Teams are given 2 points on made shot attempts inside the 3-point arch.
  - Teams are given 3 points on mad shot attempts outside the 3-point arch.
  - The clock does not stop after a scored goal.
- Mercy Rule
  - There will be no mercy rule scores.
- Forfeit Score
  - In the event of a forfeit, a score of one (1) to zero (0) will be given.

#### **Section 6: Fouls and Free Throws**

- Teams call their own fouls
  - Fouls will NOT Result in Free Throws
    - When a foul is awarded, a player must pass the ball from the "check line" which is the 3-point arc
  - Free Throws will not be shot for the following fouls:
    - Intentional Fouls – automatic 2 points
    - Flagrant Fouls – automatic 2 points
    - Technical Fouls – automatic 2 points
  - Individual players are limited to 5 fouls per game
- 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.

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## Section 7: Out of Bounds and Throw-Ins

- Out of Bounds
  - The boundary lines are considered out of bounds
  - Should the ball contact or cross over any part of the courts boundary lines, a person who is out of bounds, the ceiling, or any of the backboard supports, a throw-in will be awarded to the team who did not touch the ball last.
  - If a ball has gone out of bounds, the throw-in is taken as near to that spot as possible.
- Throw-In Location
  - Throw-Ins occur after:
    - A ball goes out of bounds.
    - A violation is committed.
    - A foul that does not award free throws occurs.
  - The Official(s) will designate the throw-in location before handing the player the ball.
    - The player throwing in the ball is restricted by a 3-foot wide area but may be as deep or shallow to the court as they desire.
- Legal and Illegal Throw-Ins
  - Legal Throw-Ins
    - A player may dribble during a throw-in.
    - A player cannot be called for a travel during a throw-in.
  - Illegal Throw-Ins
    - A player may not step over the court boundary line at any time during a throw-in.
    - A player may not make a basket directly from a throw-in.
    - The ball may not touch the outside boundary on the floor.
- Defensive Positioning
  - Defenders must give the offensive player a minimum of 3 feet of space from the court boundary line and cannot cross over the imaginary line.

## Section 8: Legal and Illegal Dribbles

- Travelling
  - Once established, a pivot foot must remain on the floor, but the non-pivot foot may move freely.
    - Upon receiving the ball, a pivot foot may be established as follows:
      - If the player is attempting to dribble, the dribble must be released to the ground before the pivot foot is lifted.
      - Should the player leave the ground to shoot or pass, the ball must be released before the pivot foot returns to the ground.
  - A player may not fall to the ground while in possession of the ball.
- Double Dribble
  - Once a player's dribble ends, that may not dribble a second time, unless control is lost:
    - During a shot attempt.
    - After a touch by an opponent.
    - After a pass or fumble contacts another player – accidental loss of player control from unintentional drop/slip from the hands.
- Carrying/Palming the Basketball
  - A player dribbling the ball may not place the dribbling hand underneath the ball thus momentarily holding or carrying the ball while dribbling.

## Section 9: Possession Arrow

- Initial Possession
  - Once a team has successfully thrown in the ball to start the game, the opposing team will receive the possession arrow
- Alternating the Possession Arrow
  - Prior to any change in the direction of the Possession Arrow, the team in favor of the current possession arrow will receive possession in the following situations:
    - A simultaneous held ball by 1 player from both the offense and defense.
    - The ball becomes logged between the backboard and rim.
    - Teams and/or Supervisors are unable to determine possession on a ball simultaneously contacted by each team and goes out of bounds.
  - After the team receives possession, the possession arrow then changes in favor of the opposition.