ELIGIBILITY
- Players must be CWRU students, faculty or staff on a team’s IMLeagues roster to participate
- All players must have a CWRU ID on their person in order to play – NO ID, NO PLAY, NO EXCEPTIONS
- Varsity athletes are ineligible for their sport or related sport for one year
- Club Sports athletes may not make up more than half of a team in their related sport
- Professional athletes are not eligible for their related sport

FIELD AND EQUIPMENT
Basketballs
- Teams shall use a regulation size basketball; teams must agree upon basketball prior to game
- The Intramural Sports Program will not supply basketballs
- Teams may use their own ball or obtain one from the Issue Room as long as it meets specifications

Jerseys
- Teams should wear shirts or jerseys of matching or similar color
- Pinnies may be provided upon request from the Intramural Supervisor
- Jerseys recommended to be numbered

Shoes
- Athletic, non-marking shoes must be worn
- We recommend that a separate pair of shoes be worn into the building to prevent damage and hazard to participants and the playing surface

Other Equipment
- All other equipment worn by participants must be deemed safe by an Intramural Supervisor
- No hard casts, hard-billed hats, jewelry, pads/braces may be worn

NUMBER OF PLAYERS
Maximum Players – Five (5) players may be on the court at one time for each team

Minimum Players – Four (4) players for each team MUST be present to begin the game
- If a team is not ready to play by game time, they will forfeit – must be issued by an Intramural Supervisor
- Co-Rec teams must have 2 Male and 2 Female players to begin

GAME CLOCK
Length of Game
- Each game will consist of seventeen (17) minute, running clock, halves
- Three (3) minutes halftime – Can be shortened if both teams are ready
- The game clock will not stop
  - Exceptions: timeouts called with under 2 minutes or stoppage by Intramural Supervisor
  - A game shall become “official” at halftime

Time Outs
- Each team will get three (3), 20-second time outs during regulation
  - May not be used consecutively

Overtime
- There will be no overtime for regular season games
- In playoffs, if the game is tied at the end of regulation, overtime will commence
  - Overtime will consist be three (3) minutes in length
  - Clock will stop in the last minute
  - Each team will have one (1) timeout during the entire overtime – Timeouts do not carry over and can only be used during the last minute
START OF PLAY
- Prior to the start of the game, there shall be a pre-game captain’s meeting with the Intramural Supervisor
- The Captains will check-in their teams, determine the scoreboard controller operator(s), and get all questions answered
- The game shall start with a jump ball – after the initial jump ball, alternating possessions will take place

SUBSTITUTIONS
- May happen during a dead ball
  - A made basket is not a dead ball
- The substitute must enter from the team area, and the player leaving the field must leave the field through the team area, before the ball is returns to play
- Each substitute must also have the proper game equipment

FOULS

Personal Fouls
- Each player is allowed five (5) fouls before being disqualified from the game (foul out)
- Technical fouls count toward the five
- Players and teams are responsible for keeping track of fouls

Team Fouls
- Each team is permitted to have six (6) fouls in each half
- On the seventh foul, the offended team will shoot the bonus (1-1)
- On the tenth foul and beyond, the offended team will shoot the double bonus (+2)
  - The player fouled will shoot the free throws

Technical Fouls
- All technical fouls will result in the non-offending team receiving two points and the ball
- If the play results in a double technical foul, no points will be given and the ball will go to the team with last possession

MERCY RULE
- If a team is ahead by 20 points at or any time after the final 2 minutes of the game, the game will be called
  - The game will also be called if a team is ahead:
    - 50 points at 5 minutes
    - 40 points at 4 minutes
    - 30 points at 3 minutes