**Please refer to the Participants’ Manual for a complete list of all Intramural Sport guidelines & procedures**

THE GAME WILL BE PLAYED ACCORDING TO THE NATIONAL FEDERATION BASKETBALL RULES WITH THE FOLLOWING EXCEPTIONS:

A. General IM Procedures
   a. Teams should arrive 15 minutes before the game to check-in with the supervisor. All participants must display a valid Carolina Card before each game in order to play. **No ID – No Play – No Exceptions!**
   b. Teams are expected to begin the game at the schedule time. **Game time is forfeit time!**
      i. Forfeits: If your team does not have the minimum amount needed to start your game at game time, you will receive a forfeit. You then have 3 business days to come into the IM office and pay a $15 forfeit re-entry fee or you will be withdrawn from the league. You will also receive a 1.0 sportsmanship rating for that game.
      ii. Defaults: If you notify the IM office by 3pm on the day of your game (*by 12pm on Sunday for Sunday games) your team will receive a default (instead of a forfeit). You will not need to pay the $15 re-entry fee and you will receive a 3.0 sportsmanship rating (instead of a 1.0).
      iii. The USC Intramural Sports Office can be reached:
          1. By email at intramurals@sc.edu
          2. By phone at 803.576.9387
          3. In person at the Strom Thurmond Wellness & Fitness Center – Room 201D
   c. To receive the latest USC Intramural Sports schedules, scores, and updates be sure to download the REClT app directly to your phone. www.recitcollege.com
   d. No jewelry can be worn during games. Captains are responsible for making sure all jewelry is removed before a player takes the court.
   e. **Sportsmanship:** Each team will be given a sportsmanship rating 0-4, in accordance with the Participants’ Manual, from the officiating crew/on-site supervisor following the game. If a player is ejected, their team may play down a person for the remainder of the game.
   f. **Protest:** The only 2 things that can be protested are rule interpretation & player eligibility.
      i. In order to protest rule interpretation, you must tell the supervisor you wish to protest before the next ball is put in play.
      ii. Player eligibility protests can be made before, during, or after the game to any supervisor or professional staff member.

B. Location:
   a. All games will be played at the Strom Thurmond Wellness and Fitness Center

C. Forfeit Policy:
   a. Teams should arrive 15 minutes before the game to check ID’s and complete score sheets.
   b. Teams are expected to begin the game at the scheduled time. **Game time is forfeit time!**

D. The Game:
   a. Games shall consist of one (1) period in which the first team to score thirty (30) points or until the twenty (20) minute game clock expires wins (whichever comes first). All shots will be worth two (2) points within the Three Pt. Arc, outside the Three Pt. Arc, shots will be three (3) points. Losers ball out after each made basket.
   b. There will be no team time-outs.
   c. Each team will consist of three (3) players on the court at one time with unlimited substitutions. To avoid a forfeit, a team may start with no less than two (2) players.
      i. **A team may only have one (1) sport related club sports player on their roster.**
d. A game of Rock, Paper, Scissors will determine who gets ball first. Thereafter, any held ball situation will use the alternating possession procedure.

e. Substitutions shall be made only during dead ball situations: time-outs, violations, and fouls.

f. The 3 Point line will serve as the restraining area. On any change of possession, the ball must be taken back behind the 3 Point line.

g. The ball must be checked in from the top of the 3 Point line after a made basket. The ball must be passed in after it is checked in.

h. There will be no officials assigned to games. Offense is responsible for calling fouls. Teams are expected to resolve their own disputes, however, in the case of constant disagreement, the court supervisor's decision shall rule.

    i. Foul calls will result in a re-check of the ball at the top of the arc.

E. CoRec

    a. Teams must have at least one (1) male and 1 (one) female player on the court at all times. The third player can be of either gender.
    b. Scoring is worth the same amount of points whether a male or female player scores.

F. Equipment:

    a. Game balls will be provided; however, if both teams agree to use a different ball, it may be used.
    b. Non Marking athletic shoes and athletic attire are required for participation.
    c. Any athletic brace with exposed metal must be covered and/or taped. Intramural Sports will not be responsible for providing athletic tape.

G. Winning the Game:

    a. The games will be played straight up, first to thirty (30) points or until the twenty (20) minute game clock has expired. Whichever occurs first will cause the game to end.
    b. If the game is tied when time expires, a game of Rock, Paper, Scissors will be played to determine who starts with possession in overtime. The first team to score in overtime will be declared the winner.
    c. Scores for each game need to be reported to the supervisor on duty for scorekeeping purposes.