

All participants must show a valid KENT STATE UNIVERSITY ID or Government Issued ID no less than 5 minutes before the start of every game. Anyone without an ID will not be allowed to participate. **No exceptions.**

Current National Federation of State High Schools Association rules shall apply, with the following clarifications and modifications in effect:

THE TOURNAMENT:

- Each team will consist of three (3) players. However, a team may start a game with two (2) players.
- Teams may have a maximum of five (5) players on their roster.
- Jerseys will be checked out at the score table from the Intramural Sports Supervisor.
- **Grace period:** A grace period of five (5) minutes will be allowed for teams that do not show up ready to play on time. The late team must still be ready to play 5 minutes after the original start time. The clock will start at the original time as well.
- **Forfeit:** A forfeit will be declared if after the expiration of the five (5) minute grace period one or both teams are not signed in and ready to play.
- A player may only play on one (1) team in the tournament.

CO-REC RULES:

- Each team will consist of three (3) players. A minimum of two (2) women and two (1) man are required on the floor at all times. The 5th player can be either a man or a women.
- A team may start and play with two (2) players but the combination of players must be one (1) woman and one (1) man.
- Substitutions are allowed: Keeping the minimum of two (2) women and one (1) man at all times.
- Co-rec teams may agree to use a Men's size basketball. If the teams do not agree, a Woman's size ball will be used.

EQUIPMENT:

- **T-shirts must be worn under intramural issued game jerseys at all times.**
- No jewelry, hats, jeans, metal braces, or dress shoes are permitted to be worn during the game.
- All teams must have the SAME colored jerseys with non-duplicated numbers.
- Court shoes with non-marking soles are required. Running shoes are not permitted.
- Shorts or sweatpants must be pulled up and worn around the waist at all times.
- A game ball will be provided, or you may use their own ball as long as both teams agree.
- For Co-Rec, a Women's ball will be used unless both teams agree to use a Men's ball.
- Players may wear a headband made of soft pliable material. No other headwear will be allowed.

GAME FORMAT:

- Games will be played on half court
- Games will be played to twenty-one (21) points or for twenty-five (25) minutes, whichever comes first. At twenty-five minutes, the leading team will be declared the winner.
- Any team attempting to stall, shall be given a warning. Following the warning, the official/scorekeeper shall begin a 10 second count, signaled by the scoreboard buzzer. If a shot is not attempted that strikes the rim by the end of the 10 second count, signaled by a second scoreboard buzzer, a violation will be called and possession given to the offended team.
- **Timeouts:** Timeouts will only be used for injury. If teams agree to take a water break, they may do so. But the 25-minute game clock will continue to roll. ***Teams must agree for a mid-game water break**

OVERTIME:

- **Pool Play:** If the score is tied, play will continue in a sudden-death overtime, from the point of interruption when time expires. The first team to score will be declared the winner.
- **Bracket Play:** A two (2) minute overtime period will be played. The team with the most points at the end of the extra two (2) minutes will be declared the winner. If the score remains tied after an overtime period, teams will playing an additional two (2) minutes until a winner is declared.

SUBSTITUTIONS:

- Teams may have a maximum of two (2) bench players. Those players can check into the game at any dead ball situation (score, out-of-bounds, fouls, etc.)

SCORING:

- Points will be awarded by general basketball rules. Shots will be worth two (2) or three (3) points.
- No free throws will be shot. Called fouls will result in the offended team earning possession of the ball at mid-court.

GAME RULES:

- **This tournament is self-officiated. Supervisors can be asked for rule clarification; however, they cannot resolve disputes. Disagreements that cannot be resolved will be replayed from the point of interruption before the dispute.**
- Teams will be required to keep score and announce it following every made basket
- Players must check-in with the Supervisor, including those who arrive late must check-in at an appropriate break in play.
- Violations will result in loss of possession, with the ball being taken out at mid-court
- Fouls will result in loss of possession, with the ball being taken out at mid-court
- Other rules to note:
 - After every change of possession, the team with control of the ball must “check it” by taking it beyond the free-throw line extended (ball and both feet). Teams who score without doing so will not be awarded points but will retain possession for a “check” from behind the designated line on the court.
 - When one team scores, the other team will be awarded possession for a check-in from behind the designated line on the court (loser’s ball).
 - On a “check” from behind the designated line on the court after stoppage of play (scored basket, violation, or foul), the checking player **MUST** pass the ball in.
- **If games get out of control, the supervisors have the authority to eject participants or end games when necessary**

THE INTRAMURAL STAFF HAS THE RIGHT TO STOP A CONTEST IF THEY DEEM IT NECESSARY