Important rules unique to SDSM&T Intramurals are listed below. Team captains are responsible for sharing this information with their team members prior to the team’s first competition. This also includes any rule changes made during the season. All rules are subject to change at any time.

**LENGTH OF GAME AND SCORING**

a) First team to 15 points or 20 minutes.
b) A team DOES NOT have to win by two points.
c) Each basket is worth one point, shots attempted beyond the arc are worth 2 points.

**EQUIPMENT**

a) Players must wear closed-toe shoes with non-marking soles.

**RULES OF PLAY**

a) After a made basket the ball is checked in at the top of the key and must be passed before a team can score.
b) On a change of possession the ball must be taken back beyond the three-point line before a team can score.
c) Each team is allowed one 45-second time-out per game.
d) Stalling or freezing the ball is not allowed. If a team is called for stalling, play will be stopped and possession will be awarded to the opposing team.
e) Players are responsible for calling their own fouls. After a foul (other than on a made basket) the ball is checked in at the top of the key and must be passed before a team can score.
f) A coin toss or similar procedure will be used to determine which team receives possession to start the game.
g) If the game results in a tie, the captains from both teams will rock-paper-scissors for possession of the ball. Game play will consist of a sudden death period where first team to score wins.

*Updated: 8/17/2016*