

- Teams must all wear the same color jersey. Pinnies will not be provided. All teams are required to bring one alternate color in case both teams show up wearing the same color. Shirts must be worn at all times.
- Jewelry is not allowed. Any player who enters the game with jewelry will be forced to leave the game.

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- Sportsmanship ratings will be given at the conclusion of each game and will be based on the behavior of players, coaches, and spectators. Actions before, during, and after contests will be taken into consideration in sportsmanship ratings.
 - Sportsmanship is rated on a 1-6 scale (details of each can be found in the IM handbook).
 - Players, spectators, and coaches are held to a standard of good sportsmanship. If anyone does not adhere to that standard, they can be removed from a contest by any Sports Programs employee.
 - Abusive or insulting language, acts of unfair play, and managers, coaches, or substitutes on the field of play will result in suspension and/or removal from the playing area.
 - If a player is ejected from a contest, they are immediately ineligible to play in all other contests until they have met with the Sports Programs Coordinator and their reinstatement date is set.

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- The game shall be played between 2 teams of 3 players each. The minimum number of players required to start the game is 2, if Co-Rec games are playing with the minimum number of players, there must be 1 male and 1 female playing. Co-rec teams may have a maximum of 2 females or males playing at once.
 - Each team shall designate a captain. The captain will act as the spokesperson for the team and make all decisions. Team representatives, including players, spectators, team managers, coaches, score keepers, and group members are subject to all listed rules.
 - Team captains are responsible for verifying the eligibility of all players on their team, including knowing who is suspended. Refer to the IM Handbook for more information
 - Teams must all wear the same color jersey. Pennies will not be provided. All teams are required to bring one alternate color in case both teams show up wearing the same color. Shirts/jerseys must be worn at all times.
 - Jewelry is not allowed. All jewelry must be removed before playing, no exceptions. Any player who enters the game with jewelry will be forced to leave the game.

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- For sports fielding 4 players or less, only 2 sport club participants may be on the same team in the same sport. A sport club participant is defined as a student who has appeared on a home or away match roster within the past 365 days from the day of the intramural game. A team is allowed to have only 2 or 3 total club members, regardless of gender, depending on the size of the sport. This rule only applies for sport club members whose sport is the same or in close relation to the intramural sport being offered (I.e. volleyball club(s) for volleyball intramural or soccer club(s) for 6v6/8v8 soccer)

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- The first team to reach 15 points is declared the winner. Twenty-minute time limit, with running clock, must win by two with a 20-point cap limit.
 - No timeouts except for injuries or other situations deemed necessary by the supervisors.

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- The field of play will be half of a basketball court. Boundary lines will be the half court line, the sidelines, and endline of the basketball court.
 - All games are self-officiated. The two teams involved should mediate questions of judgment. If teams or players cannot agree on the validity of the foul, then the player "contesting the call" will shoot a free throw. If the free throw is made the foul is nullified and that team will get the ball. If the free throw is missed the foul shall stand and the "fouled" team shall retain possession.
 - Ball possession changes hands after each basket. (NOT make it, take it).
 - If a player is fouled in the act of shooting, the basket is awarded if made. Possession then changes, no foul shot awarded.
 - The imaginary "Check Line" shall be the 3-point line. On all change of possessions and fouls, the ball shall be brought beyond the three-point line.
 - The offensive team must pass the ball before a shot is attempted after checking it in. No pass is required after a missed shot or turnover.

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- Substitutions may be made after each basket or dead ball period.
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