

USU Intramural 2v2 Basketball Rules

Participation Warning

There are inherent risks of mental and physical injury while participating in the Intramural Sports Program. Our goal is to reduce or eliminate as many risks as reasonably possible to provide a safe and fun program. This does not mean that injuries will not happen. We ask for your full cooperation in following instructions regarding proper conduct, proper use of equipment and facilities, and adherence to the rules of each sport as established by the Intramural Sports Program. Participants are responsible for the cost of any injury; therefore, you are encouraged and recommended to have adequate health insurance.

The Game

1. 2 teams of 2
2. Each contest will be the best two out of three games played. The first two games are 15 minutes or the first team to score 21 points, whichever comes first.
 - a. If a third game is necessary it shall be played to 15 points or 10 minutes.
3. There will be a 1 minute break between games and each team will be given one 30 second timeout per game. Unused timeouts do NOT carry over
4. If there is a tie at the end of regulation play, the game is considered a tie (tournament games will be played until there is a winner)

Eligibility Requirements

Must have purchased a membership to the ARC.
Do Not Have To Be A Student

Equipment

1. NO JEWELRY is permitted!
2. Proper footwear and attire is mandatory
3. Any articles that may endanger other players are not permitted (i.e. jewelry, plaster casts, etc)

Play

1. Half court division line, sideline and baseline will be out of bounds
2. Shoot for ball
3. Possessions alternate for jump ball situations
4. The ball is cleared at the top of the key after scoring (loser's outs)
5. The ball is checked at the top of the key for fouls or out of bounds calls
6. The ball is cleared to the 3-point line after change of possession
7. If the ball is stolen, or there is an air ball, the ball still must come back outside the 3-point arc

8. To start a game, after a score or when a foul is awarded, a player must pass the ball from the "check line" which is the 3-point arc

Violations

1. Players have 5 seconds to pass the ball into play
2. 5 second held ball: a closely guarded player must pass, dribble or shoot within 5 seconds
3. 3 in the key: no offensive player may remain in the key for longer than 3 seconds

Fouls

1. Teams will call their own fouls
2. Individual player limited to five fouls per game
3. No free throws
4. Any foul that occurs within the final moments of the game that results in the game clock running out may be subject to one additional possession being awarded to the offensive team with the supervising officiating the final possession

Scoring

1. Each team must provide a scorekeeper (or players keep score)
2. Points will be scored like normal basketball (2s and 3s)
3. Ties will stand during regular season games
4. PLAYOFFS: If tied at the end of regulation there will be a 3-minute overtime period. 3-minute overtimes will continue until a winner is decided

Substitutions

1. Unlimited substitutions on a dead ball
2. 1 Sub allowed on a team

Officials

1. Teams officiate their own games

Overtime- Playoffs Only

1. Overtime will be three (3) minutes long
2. Clock stops on every whistle during the final two (2) minutes of overtime.
3. During the regular season, if the game is tied at the end of regulation, the final score is a tie with no overtime.
4. Each team will receive one (1) time-out during the three (3) minute overtime period – playoffs only.
5. During the postseason, teams will continue to play three-minute overtime periods until a winner is determined. If a team uses a timeout in overtime period 1, they will have 0-timeouts remaining for any additional overtime periods.

Injured Player(s) Policy

If someone on your team becomes injured, please contact the Intramural Program staff at intramurals@usu.edu or 435-797-8388 24 hours before your next scheduled game to inquire about replacing the injured player on your team. Doctor or Athletic Trainers note may be required. Intramural Sports Program staff has the authority to determine if an injured player will be allowed a substitute. There are limitations when it comes to who can substitute during tournament play. If someone becomes injured during the tournament, an eligible participant may play in their place. Once the injured individual becomes approved to play again, that substitute is then removed from the team roster.