BASKETBALL - City 6 Rules
ALL OTHER RULES PER NCAA

I. All activity rules are written and revised by the CITY 6 Committee. The committee reserves the right to make adjustments and/or changes based on host site requirements or safety needs.

II. **ELIGIBILITY** is the responsibility of each team captain and representative Intramural Director. **Full time Undergraduates Only.**

III. **GAME RULES:**

Players - Each team must begin with five (5) players.
Less than five players may be on the court to finish the game.
Females can play in the women's and co-rec leagues. Men can play in men's and co-rec leagues. A female cannot play in the men's league, and a male cannot play in the women's league.

Co-Rec modification:
3 female + 2 males; 2 female + 2 male or 2 female + 1 male; 1 female + 2 male

Clock - 20-minute halves with a running clock, except for the last 2 minutes of the 2nd half. First 38 minutes, clock stops only for time-outs, official's time and injury based on discretion. Last 2 minutes clock stops during all dead ball situations. Clock begins in all re-start instances when the ball is put into play and touched by a player.

Starting Play - A jump ball will start the game and any subsequent overtime periods. Otherwise, in jump ball situations teams will alternate possession.

Co-Rec modification:
Women must perform all center jump situations.

SCORING for Co-Rec will be the same throughout

Male basket	2 points
Female basket	2 points
Male from behind the arc	3 points
Female from behind the arc	3 points

Foul Shots will be the same for both male and female.

Technical Fouls –
All technical fouls are 2 shots and loss of possession.
Technical for dunking includes ejection.

Overtime - An overtime period will be 5 minutes in length; 3 minutes running clock and 2 minutes stop time.

Time-outs - 2 time-outs per team per half, one additional time-out per team in each overtime period.

Officials - Officials will be provided and have sole authority for court decisions. Officials may stop clock at their discretion due to injury, delay of game, confer with scorekeeper, etc.

Also: - **NO DUNKING**
(Penalty: Technical Foul, Player ejection & one game suspension)
A player that dunks in the pre-game warm-up period will receive a technical foul and will not be permitted to compete in that game (wil be eligible for the next game). A player that dunks during the game (including half-time) will receive a technical foul, an ejection and a one game suspension.

More Information
-3-point play in effect where applicable.
-T-Shirts with numbers will be provided by participating Schools
-Pinnies will be provided when necessary.
-Tournament host provides game ball.
- Men's size basketball will be used in the Co-Rec games.
  Team fouls will be the same for men's, women's, and co-rec:
  7th foul teams shoot one & one.
  10th foul teams shoot 2.
- 5-second rule while dribbling.
- No stoppage of clock after field goal in final 2 minutes of each half. (See clock section)

Mercy Rule –
If a team is winning by the following point difference, the mercy rule will take affect and the game will be called:

1. -30 points at 5 minutes
2. -.25 points at 4 minutes
3. -.20 points at 3 minutes

Forfiet times – Teams have 10 minutes after start time. ***(Committee members will have the final vote if needing to extend start time)***

***NCAA rules exist unless otherwise noted.**

SPECTATOR RULE:

Team bench areas will be designated; this area for official team members only (those whose name appear on approved City 6 roster); All others must sit/stand in designated spectator areas.

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