



RECREATIONAL SERVICES

Intramural Rulebook



One-on-One Basketball

ONE-ON-ONE BASKETBALL RULES

All one-on-one basketball games will be played according to the National Federation Basketball rules with the following exceptions:

1. First player to 11 baskets wins. (Each basket counts as one.) First offensive player is decided by a coin flip or basket shot from outside the top of the key. A match consists of the best 2 out of 3 games to 11. Consecutive games will be started by the player who did not start the previous game.

Example: Game 1 - Player A Offense
Game 2 - Player B Offense
Game 3 - Player A.

If Player A scores, he receives the inbounds for the next offensive play.

2. When change of ball possession occurs, the offensive player must take the ball behind the free throw line extended before he can advance and make a basket. If he fails to do this and makes a basket, the basket does not count and the ball is exchanged and play starts again from the top of the key.
3. Offense calls the fouls. Be honest - call your own.
4. After a violation or a non-shooting foul the ball is awarded to the offended player outside the top of the free throw circle.
5. If a player is fouled in the act of shooting and a goal is scored, the foul is disregarded. If the goal is not scored, the offended player is awarded the ball at the top of the free throw circle.
6. After a basket, foul, or violation the ball is awarded to the offensive player by the defensive player, this indicates readiness to play.
7. Three-second lane rule will be in effect.
8. Tie or jump ball goes to the player who is behind in score. If the score is tied, the jump ball goes to the offense.
9. There will be no protests. Players are on the honor system and all participants are expected to be good sports. Conflicts are to be solved by the participants in a way that is mutually fair.