



## 4-ON-4 BASKETBALL RULES

**Participation:** All participants must have a valid Phoenix Card and be eligible for participation as listed in the Elon University Intramural Sports Participant Guide.

**Game time is forfeit time.**

Unless otherwise noted below, all NFHS Basketball Rules apply.

### **1. Game and Equipment**

#### Game

- 1.1.** A team consists of four players. A game may start with 3 players
  - 1.1.1.** For Co-ed at least two females must be on the court at all times.
- 1.2.** A coin toss will be used to determine the start of the game.
  - 1.2.1.** That team will have the option to select first possession or which side to defend.
  - 1.2.2.** In case of jump balls, alternating possession is used.
- 1.3.** All Games are to 21 points and you must win by two points.
  - 1.3.1.** All baskets are worth one point.
  - 1.3.2.** When one team reaches 11 points, teams must change ends. There is no halftime.
- 1.4.** For all games there will be a 45 minute time limit.
  - 1.4.1.** There is no overtime during the regular season.
  - 1.4.2.** During the post season, a team must win by 2 points or have the most points at the end of a 5 minute overtime period.
- 1.5.** The ball must be brought back into play after a foul, violation, etc. by checking the ball in at the top of the key.
- 1.6.** The ball must be passed in off the check.
  - 1.6.1.** It cannot be shot and the participant cannot dribble after the ball has been checked to start play.

### **2. Fouls and Violations**

#### **2.1. All Games are Self Officiated.**

- 2.1.1.** Players call their own fouls with the fouled team retaining possession of the ball.
- 2.1.2.** The supervisor will keep track of fouls and score.

#### **2.2. Teams are allowed nine (9) fouls per game before being penalized.**

- 2.2.1.** There is no limit on individual fouls.

#### **2.3. On or before the 9<sup>th</sup> team foul:**

- 2.3.1.** No free throws are shot, even if they are shooting fouls.
- 2.3.2. When a player is fouled in the act of shooting:**
  - 2.3.2.1.** If the ball goes in, the basket counts and the team who fouled now has possession.
  - 2.3.2.2.** If the shot is missed, the team retains possession and the ball is checked at the top of the key.

#### **2.4. On or after the 10<sup>th</sup> foul:**

- 2.4.1.** A foul will result in one free throw for the team fouled. A made free throw is one point.
  - 2.4.1.1.** If the free throw is successful, one point is scored and the opponent gets the ball. If the free throw is missed, the fouled team retains possession and checks the ball at the top of the key.
  - 2.4.1.2.** If fouled *in the act of shooting* and the ball goes in, the basket counts and the fouling team gets the ball. If the shot does not go in, the fouled player will attempt one free throw.



- 2.5. Two technical fouls against a player or coach will result in the player or coach being ejected from the game. Three technical fouls against a team will result in a forfeit of the game.
  - 2.6. Dunking and offensive goaltending are legal, but defensive goaltending is not allowed.
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3. Post Season Tournament Round
    - 3.1. One team from each pool will advance to the single elimination tournament round.
    - 3.2. The team with best overall record will advance.
    - 3.3. Should teams tie for the best record, the first tie breaker will be head to head competition (winning team advances). The second tie breaker will be total points scored in pool play games. The third tie breaker will be total points allowed in pool play.
  4. Additional Policies
    - 4.1. Each team shall designate a captain to act as team spokesperson and make decisions. Only the captain may talk to supervisor regarding play.
      - 4.1.1. The Team Captain is responsible for the conduct of his/her teammates, spectators, and managers/coaches. Team representatives are subject to sanctions as listed in the Elon Intramural Sports Participant Guide.
    - 4.2. In the event of a conflict or controversy concerning the rules, game management, or participant conduct, final judgment and interpretation will be made by the on site supervisor.
      - 4.2.1. ALL DECISIONS MADE BY THE SUPERVISOR ARE FINAL.
    - 4.3. The supervisor has the power to assess a technical foul at any time for conduct which is detrimental to the game.
      - 4.3.1. This technical foul results in one free throw and possession of the ball for the opposing team.