

**STUDENT RECREATION & WELLNESS CENTER  
WASHBURN UNIVERSITY  
BASEKETBALL RULES**

1. **ALL PARTICIPANTS MUST BRING THEIR CURRENT WASHBURN PICTURE ID TO ENTER THE SRWC.** ID checks may be made to verify eligibility of players. Players without proper ID will not be allowed to participate. Washburn Intramural guidelines concerning eligibility are in effect.
2. Prior to each match, team captains must check the roster on the score sheet for accuracy and write in jersey numbers. **To be eligible, players must register through IMLeagues.**

**THE SCORE SHEET IS NOT THE ROSTER!!**

Roster checks will be made throughout the season. Players may register anytime before the playoffs start.

3. Each team will consist of three (3) players. Game time is forfeit time. Teams must begin and end the game with a minimum of two (2) players. Teams failing to be represented by at least two (2) eligible players at game time shall forfeit the game. The intramural supervisor shall have the official time piece.
4. All teams must have a minimum of two (2) players registered to their team on IMleagues to take part in the league. Any team failing to have the minimum amount of registered players by the registration deadline will not be approved to join the league.
5. A game will consist of seven innings in length or have a 30-minute time limit. Games ending in a tie in the regular season will remain a tie. In the playoffs, everyone will shoot until they miss, the last one standing wins.
6. A coin flip will determine the home team.
7. The playing court: Three single squares, three double squares, and three triple squares. Home plate designates as the homerun square. The two shooting locations closest to the basket are used for bunts.
8. Defensive Alignment: All players are located in the “outfield” waiting to rebound any missed shot.
9. Double Plays: If there are runners on base, and a shot is missed, the defense has the opportunity to tip in the missed shot for a double play. The defensive player cannot have contact with the ground when tipping in the missed shot. The offense player closest to home is the second player ruled out in the double-play. Defense only has one opportunity to tip in for a double play and there are no triple plays allowed.
10. Conversions: During a double play attempt, if the defense misses the tip in, the offense has the chance to tip in the missed shot for a conversion. (Any player on base is allowed to leave the base they are occupying and attempt the tip in. if this tip in is made, the batter is awarded the base he shot for.)
11. The batting lineup will consist of everybody on the team, and must be followed in that order.
12. Whatever square you shoot from is the amount of bases you are awarded if the shot is made.
13. A team may not take a shot from a previously used square until they have tried all available squares. Homeruns can be attempted at any time.
14. Conversions: During a double play attempt, if the defense misses the tip in, the offense has the chance to tip in the missed shot for a conversion. (Any player on base is allowed to leave the base they are occupying and attempt the tip in. if this tip in is made, the batter is awarded the base he shot for.)
15. Failure to make a shot is an out.
16. A player may bunt at any time. When bunting, it’s considered a sacrifice out. Runners advance one base each, but may NOT advance home. No tip ins or psych outs are allowed.

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**For complete information on general intramural information and sportsmanship policies visit  
[www.washburn.edu/getfit](http://www.washburn.edu/getfit)**