

BASKETBALL RULES

All intramural participants are responsible for their own medical expenses. Any student unsure of his/her physical condition should check with his/her family physician or the University's Infirmary before participating in intramurals. The officiating will be done by student workers who are in absolute control of the game. Teams are responsible for keeping their own spectators under control. Misconduct of spectators, players, or coaches can result in assessment of a technical foul, ejection, or forfeiture of the game. The student workers shall have the power to make decisions on any matters or questions not specifically covered in the rules.

FORFEIT TIME IS THE SCHEDULED STARTING TIME

A coin will be tossed to determine possession and court side. Alternation possession will be in effect.

1. Players and Substitutes

1.1 A team consists of five players, but may start with three (3) players. A team must have three players on the court at all times. Teams must have a least 1 female on the court at all times.

1.2 In order to receive a forfeit win, a team must have its line up on the score sheet and three players on the floor.

1.3 Substitutions must be reported to the scorer before entering the game. Substitutions are only allowed during a dead ball. Illegal substitutions result in a technical foul against the offending team.

1.4 Teams must wear shirts of the same color. Pinnies will be provided if needed.

1.5 All players must wear non-marking rubber-soled athletic shoes (no running shoes).

1.6 Jewelry, chains, rings or earrings may not be worn during intramural basketball games. The penalty is a technical foul.

1.7 Varsity rule is: For Coed Recreational League –No Varsity Players. Collegiate letter winners must wait at least one year since last lettering to be eligible for this event. For competitive division, (2) varsity players per team.

2. Court Markings

2.1 The officials will inform the team captains about the official lines on a particular court.

3. Length of Game and Timing

3.1 Two 15 minute halves of continuous time for men and women. Clock stops for time-outs or official time-outs (e.g., for injuries or retrieving the basketball). Clock is not stopped for violations. Exception: During the last two minutes of the second half, the clock will be stopped for all dead ball situations (e.g., violations, turnovers, time-outs, fouls, etc).

3.2 3-minute intermission between halves.

3.3 1-minute time-outs (regulation time). 30-second time-outs (overtime).

3.4 Overtime: If necessary, one 2-minute period shall be played to determine a winner. Clock stops on all dead ball situations. One minute break between overtime periods. The overtime period shall be repeated until a winner is declared.

3.5 Championship games are the same length as regular season games.

4. Time-Outs

4.1 3 (one minute) time-outs per game for each team (no limit per half).

4.2 One (30-second) time-out per overtime period. Time-outs left over from regulation play do not carry over into the overtime periods.

4.3 Time-outs may only be called by players on the court.

4.4 Time-outs may only be called by the team in possession of the ball or during a dead-ball situation. Exception: The opponents of the throw-in team can not call a time-out once the throw-in has begun.

4.5 Time-outs in excess of the allotted number may be requested and shall be granted during regulation playing time or any overtime period at the expense of a technical foul for each. The technical must be given even if the official was unaware that the time-out he granted was excessive.

5. Violations

5.1 Back-court: No Violations for Regular Basketball.

5.2 Three Seconds: An offensive player can not be inside of or in contact with the free throw lane between the end boundary and the farther edge of the free throw line (known as the key) while in his team's front court.

5.3 Five-Seconds: An offensive player can not hold the ball for more than five seconds while in his/her front court.

5.4 Other violations are running with the ball (Traveling), intentionally kicking the ball, or dribbling a second time (Double-dribble).

6. Throw-in Violations

6.1 The throw-in starts when the ball is at the disposal of a player entitled to the throw-in.

The thrower:

6.2 ...must pass the ball directly into the court so that it touches another player within five seconds of the start of the throw-in. Penalty: Turnover.

6.3 ...cannot cross the vertical plane of the end or side line with any part of his body. Penalty: Turnover. However, stepping on the sideline is not a violation

The opponent of the thrower may not:

6.4 ...foul the thrower. This is an intentional foul.

6.5 ...slap the ball while in the thrower's hands. This is a delay of game--technical foul.

6.6 ...cross the end-line or its imaginary plane. This is a delay of game. The team should be warned on the first offense and then penalized with a technical foul on each subsequent offense.

7. Personal Fouls: Blocking, charging, hacking, holding, pulling or tripping an opponent, going over an opponents back or threatening the eyes of a player in possession of the ball are all fouls.

7.1 A player shall be allowed 5 personal fouls per game.

7.2 In the case of a double foul, fouls are recorded, no free throws are awarded, and possession of the ball is determined by the alternating possession rule.

7.3 A player is removed from the game when an official calls flagrant foul for unnecessary roughness or unsportsmanlike behavior.

7.4 On the fifth personal foul, that player shall be removed from the game.

7.5 When a player control foul (charging) is committed, no points can be scored.

8. Technical Fouls

Technical fouls may be called on a team's players, coaches, or spectators for any act deemed unsportsmanlike.

8.1 Two technical fouls against a player or coach results in immediate ejection of that person from the game.

8.2 Technical fouls are not considered personal fouls.

8.3 Slapping either backboard or grabbing the rim is technical foul. Exception: a player may grab the rim to prevent injury if he is fouled.

8.4 Dunking is legal during the game only. Dunking during warm-ups or in a dead ball situation will result in a technical foul (s) being called against the offending team.

NOTE: Any two players and/or coaches and/or spectators ejected from a game will result in automatic forfeiture of the game by the offending team.

9. Free Throws

9.1 A player will receive one-and-one foul shot situation after the offending team has accumulated 5 fouls each half (on the sixth foul). This applies to all fouls except shooting, player control (charging), technical, intentional, or flagrant.

9.2 Players will be allowed two free throws and possession of the ball for all fouls that are technical, intentional, or flagrant.

9.3 Players will be allowed two free throws if fouled in the act of shooting. If the shot was made, the player will be allowed one free throw.

9.4 When a player control foul is committed, no free throws are awarded, and it will be a turnover.

10. Free Throw Violations

10.1 The free thrower must not touch the free throw line. He or she can not fake a try, and must release the ball within 10 seconds.

10.2 No opponent shall disconcert the free thrower.

10.3 Failure to cause the ball to touch the rim will result in a dead ball. (Turnover if on the final free throw)

10.4 Players who wish to occupy the marked lane spaces must do so quickly, and must alternate lane spaces if their opponents wish to occupy the space nearest them. The opponents of the free thrower have priority over the space nearest the end line.

10.5 All players not in marked lane spaces must be behind the free throwline extended.

10.6 Players stationed in the marked lane spaces may enter the lane as soon as the free thrower releases the ball. The free thrower and those players not stationed in the marked lane spaces may enter the lane when the ball touches any part of the goal.