

Updated 12/17/08

RULES AND REGULATIONS

INTRAMURAL BASKETBALL

GENERAL INFORMATION

All games will be played in Rugg Arena.

Jewelry, headwear, and braces of unyielding material are prohibited.

Teams must wear contrasting colors. Individual team jerseys are permissible provided the jerseys are the same color, have a number, and contrast the other team. The Intramural Office will supply scrimmage vests.

The entry fee for Intramural Basketball is \$10.

Forfeit fee for Intramural Basketball is \$15.

PLAYING THE GAME

PERIODS & TIME FACTORS: A game consists of two halves, each being eighteen minutes, with a four-minute half-time. Teams will change ends at the half. The last minute of each half the clock will stop when: 1) an official signals: foul, held ball, violation, or ball out of play.

TIME OUTS: Each team is allowed one one-minute time out per half. The clock stops for a time out. A player's oral request for a time out is granted only when: the ball is in control or at the disposal of his/her team or the ball is dead. Any member of a team currently in the field of play may signal the official to call a time out.

NUMBER OF PLAYERS: The game shall be played by two teams consisting of five players. Teams may play with three players if necessary. A game may not start or continue with fewer than three players.

SUBSTITUTIONS: Substitutions may only occur during a dead ball. All substitutions must be immediate and announced to the official clock keeper. The player entering the game must obtain permission from the court official before entering the court.

SCORING: Forfeited game=1 point, field goal=2 points, three-point line=3 points, free throw=1 point.

MERCY RULE: If a team is 30 or more points ahead any time after the ten-minute mark in the second half, the game will be declared complete. If before the ten-minute mark a team begins to make a mockery of the game, officials or the Intramural staff may declare the game complete.

GAME SPECIFICS:

Personal Fouls: Any player charged with 5 personal fouls will be disqualified from the game. Upon being charged with 7 team fouls the opposing team will shoot one and one bonus free throws. Upon being charged with 10 team fouls the opposing team will shoot two free throws the remainder of the half.

Technical Fouls: All technical fouls count toward personal fouls. Excessive rim hanging and slapping the backboard are automatic technical fouls. Profanity, foul or abusive language will not be tolerated and is considered a technical foul whether directed toward an official, spectator, teammate or oneself. Should a player receive a technical foul he/she will be disqualified from playing the remainder of that half. If a player receives a technical foul in the second half of play he/she may not play in the remainder of the 2nd half or overtime. Players who receive two technical fouls must make an appointment with the Coordinator of Student Leadership and Intramurals to further discuss the matter and will not be allowed to play in their next scheduled game (minimum suspension).

Intentional Fouls: Any foul deemed intentional or flagrant will result in the immediate ejection from the game. An intentional foul is an act intending to hurt the opponent or put the safety of the opponent in jeopardy.

Overtime: A two-minute overtime period will be played in the event of a tie game. The clock will stop when: 1) an official signals: foul, held ball, violation, or ball out of play. If a second overtime is necessary each team will designate a player to shoot a foul shot. Opposing players will alternate until a winner is determined when a player misses a shot out of sequence. Teams will be allowed one thirty-second time out in overtime.

CO-REC RULES

RESTRICTIONS FOR MALE PLAYERS: Male players are not allowed in the free throw lane, nor may they break the plane of this area at any time on either end of the court. This applies to offensive driving, defensive guarding and rebounding for both field goals and free throws.

VIOLATIONS OF THE RESTRICTIONS FOR MALE PLAYERS: If the encroachment is in the violator's offensive court, the ball shall be awarded out-of-bounds to the opposing team. If the encroachment is in the violator's defensive court, it shall be treated as basket interference (regardless of whether a shot has been attempted), and 2 points shall be awarded to the opposing team, the ball will then change possession.

SUBSTITUTIONS: Substitutions must be made female for female and male for male.

NUMBER OF PLAYERS: The game shall be played by two teams consisting of five players, each two male and three female. The number of males may not exceed the number of females. Teams may play with three players if necessary (one male and two female). A game may not start or continue with fewer than these numbers.