



Campus Recreation  
DIVISION OF STUDENT AFFAIRS

## INTRAMURAL BASKETBALL RULES

Current NFHS rules will govern all rules not specifically noted.

Gray highlighted sections denote rule changes since the 2022-2023 academic year.

### PLAYER EQUIPMENT AND UNIFORM

- Each team must wear jerseys of the same color with permanent numbers of contrasting color on the front and back. Numbers must be whole numbers between 00-99, no fractions or decimals. Pennies are provided if a team does not have their own jerseys.
- Only tennis, court, or basketball shoes with pliable synthetic or rubber soles shall be worn. No marking black-soled shoes or boots will be allowed.
- The official game ball will be provided by The Department of Campus Recreation for all intramural basketball games.

### PLAYERS AND SUBSTITUTES

- Each team consists of 5 players. A team must begin with at least 4 players, but if the team has no substitutes to replace disqualified players, the team must continue with less than 5. Should a team drop to 1 player, the officials may allow the game to continue if in their opinion that team has a legitimate chance to win.
- The captain is the representative of their team and may address an official on matters of interpretation or to obtain essential information if it is done in a courteous manner.
- The roster maximum for each team is 12 players.
- A substitute can only enter the game in a dead ball situation. They must be recognized and beckoned onto the court by the official. A player who has been withdrawn may not re-enter before the next opportunity to substitute after the clock has started following their replacement. Failure to comply could result in a technical foul.

### TIME FACTORS

- Playing time shall consist of 4 quarters of 10 minutes each. The clock will run continuously except during time-outs and the final minute of the 4<sup>th</sup> quarter. During the final minute of the 4<sup>th</sup> quarter, the clock will stop for all fouls, violations, or when the official blows their whistle. There will be a 30 second timeout between each of the quarters and a 3-minute halftime for each game.
- **OVERTIME FOR REGULAR SEASON:** If the game is tied at the end of regulation, the game will continue to a 2-minute overtime period. The first minute of the overtime period will consist of a continuously running clock and the final minute will be a stop-clock. The period will begin with a jump ball with teams going the same direction as they were during the 2<sup>nd</sup> half of the game. If the game remains tied at the end of the first overtime, the game will continue to an untimed, first-to-score,

overtime period. This period will also start with a jump ball with teams going the same direction as they were during the 2<sup>nd</sup> half of the game. The first team to score during this period will win the game.

- **OVERTIME FOR PLAYOFFS:** If the game is tied at the end of regulation, the game will continue to a 2-minute stop clock overtime period. The period will begin with a jump ball with teams going the same direction as they were during the 2<sup>nd</sup> half of the game. If the game remains tied at the end of the first overtime, or any overtime thereafter, additional overtime periods **of 2 minutes each** will be used to determine the winner.

## TIMEOUTS

- **Each team is entitled to 2 30-second timeouts per game.** Each team will be allotted 1 30-second timeout for the entire overtime. Unused timeouts from regulation do not carry over to overtime. Timeouts can only be requested by players on the court or the designated non-player head coach, while the ball is in player control or neither team has control.

## LATE TEAM PROCEDURE

- If a team is late while the opposing team has the minimum number of players checked in and ready to play, the game will go into the late team procedure:
  - Start the game clock and wait up to 10 minutes for the other team to get the minimum number of players to start. If the present team decides to wait, they will be awarded the ball to begin the game, the next possession signaled by the possession arrow, and will earn 1 point per minute until the absent team reaches the minimum number of players to start. If the absent team still does not have enough players to start the game 10 minutes after the scheduled gametime, the present team gets a forfeit win 10-0.

## SCORING

- Free throws are worth 1 point, field goals inside the 3-point arc are worth 2 points, and 3-point shots, or shots outside the 3-point arc, are worth 3 points. All technical, intentional, and flagrant fouls are worth 2 points.

## MERCY RULE

- If a team is 20 or more points ahead with 2 minutes remaining in the 4<sup>th</sup> quarter, or any point thereafter, the game is over. **If a team is ahead by 30 or more with 5 minutes left in the 4<sup>th</sup> quarter, or any point thereafter, the game is over.**

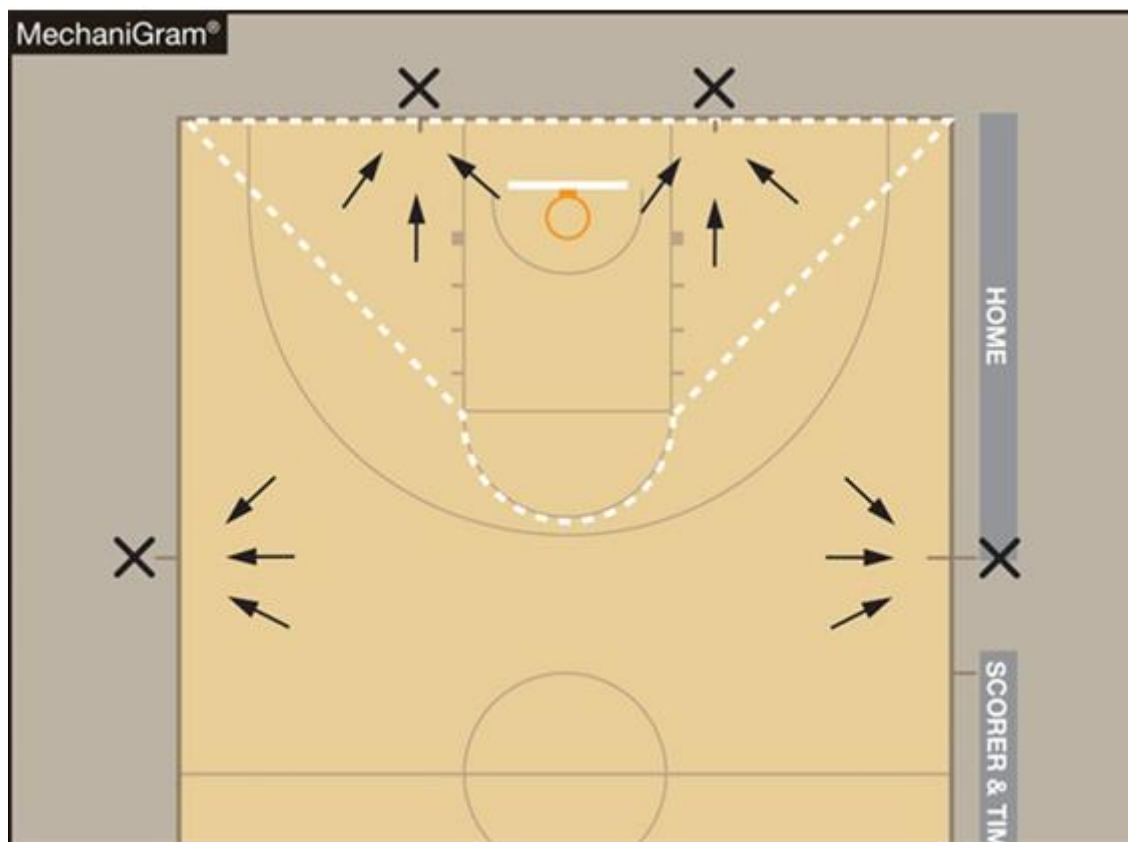
## FOULS

- A player shall not: hold, push, charge, trip, nor impede the progress of an opponent by extended arm, shoulder, hip, or knee, or by bending the body into other than a normal position; nor use any rough tactics. The use of hands on an opponent in any way that inhibits the freedom of movement of the opponent or acts as an aid to a player in starting or stopping is not legal. It is a form of pushing when the player is contacted by a defensive player who approaches from behind. Contact that is caused by the momentum of a player who has thrown for goal is a form of charging. A player who screens shall not:
  - take a position closer than a normal step when they are behind a stationary opponent.
  - create contact with a stationary opponent when the screen is set at the side or in front of the stationary opponent. If the screen is set within the visual field of a stationary opponent, the screener may be as close to the opponent as the screener desires short of contact.

- Each team will be allotted 5 team fouls per quarter before the opposing team enters the bonus. Once a team has entered the bonus, any non-shooting foul committed against them will result in 2 free throw shots. Team fouls will reset at the beginning of every quarter **excluding overtime**. Thus, if a team is in the bonus during the 4<sup>th</sup> quarter the bonus will carry into overtime.

#### 4 FRONT COURT INBOUNDING SPOTS

- For any foul committed by the defense, violation by the offense, or any timeout in the front court, the ball shall be taken from out of bounds at one of four places. The ball will be taken from either the 28-foot mark on either sideline or 3 feet from the free throw lane line on the end line. The only exception to this rule is if the ball is knocked out of bounds by either team, the ball shall be taken from the point the ball went out of bounds. See the figure below to see the four points where the ball will be taken from in these scenarios.



#### TECHNICAL FOULS

- Any individual receiving 2 unsportsmanlike technical fouls shall be ejected from the game. A player, fan or coach may be ejected after 1 unsportsmanlike foul if it is deemed flagrant. **Any team that receives 3 unsportsmanlike technical fouls in a single game will automatically default that game, and the captain will be required to meet with the either the Coordinator or Assistant Director for Sport Programs.** The opponent will be declared the winner. All unsportsmanlike technical fouls will result in the offended team receiving two points and the ball at the division line.
- If a player receives a technical foul for wearing jewelry/illegal equipment or for any other administrative purpose (i.e., entering the game without being on the roster) the opponent will automatically receive 2 points and the game will be resumed from the point-of-interruption. The first of these types of technical fouls do not count for an ejection/team disqualification, but they do count as personal/team fouls. The second technical for the same administrative infraction will result in an unsportsmanlike technical foul.

## **INTENTIONAL FOULS**

- A personal foul where there is severe, excessive, or unnecessary contact with another player.
- This is a judgment by the official and cannot be protested.
- All intentional fouls will result in the offended team automatically receiving two points, and the ball will be taken from the point of interruption.

## **FLAGRANT FOULS**

- A personal foul that involves any of the following:
  - Violent contact by a player with malicious intent to another player that might cause severe injury, such as striking, kicking, kneeling, moving under a player that is in the air, etc.
- This is a judgment call by the official and cannot be protested.
- All flagrant fouls will result in the offended team automatically receiving two points, the ball will be taken from the point of interruption, and an automatic ejection of the offending player.

## **EJECTIONS**

- All ejected players must immediately leave the Maverick Activities Center following their ejection. All ejected players must meet with either the Coordinator or Assistant Director for Sport Programs before they are eligible to participate in any further intramural activities. Further punishment may be mandated by the Coordinator or Assistant Director at said meeting.

## **CO-REC MODIFICATIONS**

- Each team will consist of 5 players on the court and may start with 4 players. Teams must have at least 1 male and 1 female on the court at all times. No more than 3 players of the same gender may be on the court at any time. Teams may begin a game with 3 males and 1 female, 2 males and 2 females, or 1 male and 3 females.