



INTRAMURAL BASKETBALL RULES

Current NFHS rules will govern all rules not specifically noted.

Gray highlighted sections denote rule changes since the 2021-2022 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 A player who has been withdrawn may not re-enter before the next opportunity to substitute after the clock has started following their replacement.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 2 halves of 20 minutes each. The clock will run continuously except during time-outs and the final 2 minutes of the **second half**. During the final 2 minutes of the 2nd half, the clock will stop for all fouls, violations, or when the official blows their whistle.
- **OVERTIME FOR REGULAR SEASON:** If the game is tied at the end of regulation, the game will continue to a 1-minute stop clock overtime period. The period will begin with a jump ball with teams going the same direction as they were during the 2nd 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 2nd 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 2nd 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.

LATE TEAM PROCEDURE

- If a team is late, the opposing team that is present and ready to play has 2 options:
 - Take the forfeit win 10-0.
 - 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 fouls and flagrant fouls are worth 2 points.

MERCY RULE

- If a team is 20 or more points ahead when 2 minutes are remaining in the 2nd half, or any point thereafter, the game is over. **If a team is ahead by 30 or more with 10 minutes left in the 2nd half, 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.

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 no legitimate attempt to play the ball.
- This rule also includes a player causing excessive contact while playing the ball.
- 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 at the division line

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 at the division line, and an automatic ejection of the offending player.

EJECTIONS

- All ejected persons must immediately leave the Maverick Activities Center following their ejection. All ejected persons 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. At no point may a team play with more than three males or more than three females. Teams must have at least 1 male and 1 female on the court at all times. No more than 3 players of the same sex 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.