

The University of Texas at Arlington  
The Department of Campus Recreation

## INTRAMURAL BASKETBALL RULES

**Current National Federation of High School State Associations rules will govern all rules not specifically noted**

### **RULE 1. EQUIPMENT**

Section 1. Jerseys. 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.

Section 2. Shoes. 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.

Section 3. Ball. The official game ball furnished by The Department of Campus Recreation shall be used for all intramural games.

### **RULE 3. PLAYERS AND SUBSTITUTES**

Section 2. Each team consists of 5 players, one of whom is the captain. A team must begin at least 4 players, but, if it has no substitutes to replace disqualified players it must continue with less than 5. Should a team drop to 1 player, the officials may allow the game to continue if in his/her opinion that team has a legitimate chance to win.

Section 2. The captain is the representative of his/her team and may address an official on matters of interpretation or to obtain essential information, if it is done in a courteous manner.

Section 3. A substitute shall enter only when the ball is dead and when he/she is recognized and beckoned on 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 A player who has been withdrawn may not re-enter before the next opportunity to substitute after the clock has started following his/her replacement. Failure to comply could result in a technical foul.

### **RULE 4. DEFINITIONS**

Section 1. An **airborne shooter** is a player who has released the ball on a try for goal or has tapped the ball and has not returned to the floor. The airborne shooter is considered to be in the act of shooting.

Section 2. **Basket interference** occurs when a player: a) touches the ball or any part of the basket while the ball is on within the basket; b) touches the ball while any part of the ball is within the imaginary cylinder which has the basket ring as its lower base; and c) reaches through the basket from below and touches the ball before it enters the cylinder.

Section 3. **Blocking** is illegal personal contact which impedes the progress of an opponent. **Charging** is illegal personal contact by pushing or moving into an opponent's torso.

(a) A player who is moving with the ball is required to stop or change direction to avoid contact if a defensive player has obtained a legal guarding position in his/her path.

(b) If a guard has obtained a legal guarding position, the player with the ball must get his or her head and shoulders past the front of the torso of the defensive player. If contact occurs on front of the torso of the defensive player, the dribbler is responsible for the contact.

(c) There must be reasonable space between two defensive players or a defensive player and a boundary line to allow the dribbler to continue in his or her path. If there is less than three feet of space, the dribbler has the greater responsibility for the contact.

(d) The player with the ball may not push the torso of the guard to gain an advantage to pass, shoot, or dribble.

Section 4. A **bonus free throw** is a second free throw which is awarded for each common foul (except a player/team control foul) as follows:

a. Beginning with a team's 7th foul in each half and for the 8th and 9th foul, the bonus is awarded only if the first free throw is successful.

b. Beginning with a team's 10th foul in each half the bonus is awarded whether or not the first free throw is successful. Note: Player control fouls and technical fouls are counted as team fouls to reach the bonus.

Section 5. **Boundary lines** of the court consist of the end lines and sidelines. The inside edges of these lines define the inbounds and out-of-bounds areas.

Section 6. **Closely-guarded** situation occurs when a player in control of the ball is guarded by an opponent who is within a distance of 6 feet of the player who is holding or dribbling the ball.

Section 7. **Continuous motion** applies both a try or tap for goal but it has no significance unless there is a foul by the defense during the interval which begins when the habitual throwing movement starts a try or with the touching on tap and ends when the ball is clearly in flight. If an opponent fouls after a player has started a try for goal, he or she is permitted to complete the customary arm movement, and if pivoting or stepping when fouled, the player may complete the usual foot or body movement in any activity while holding the ball. These privileges are granted only when the usual throwing motion has started before the foul occurs and before the ball is in flight.

Section 8. A player is in **control of the ball** when he/she is holding or dribbling a live ball inbounds. A team is in control when a player of the team is in control, and also while a live ball is being passed between teammates. Team control continues until:

(a) the ball is in flight during a try or tap for goal;

(b) an opponent secures control;

(c) the ball becomes dead.

Note: There is no player control during an interrupted dribble, but there is team control. An interrupted dribble occurs when the ball is loose after deflecting off the dribbler or it

momentarily gets away from the dribbler. When the ball remains live a loose ball always remains in control of the team whose player last had control, unless it is a try for goal. There is no team control during the tapping of a rebound. Neither team nor player control exists during:

- (a) a dead ball; or
- (b) when the ball is in flight during a try or tap for goal.

**Section 9. Court Areas.**

(a) A team's **frontcourt** consists of that part of the court between its end line and the nearer edge of the division line, including its basket and the inbounds part the backboard, and the entire division line.

(b) A team's **backcourt** consists of the rest of the court, including its opponent's basket, the inbounds part of that backboard, and the entire division line.

**Section 10.** A **disqualified player** is one who is barred from further participation in the game because of committing his/her fifth foul (personal or technical), An **ejected player** is a player that has committed his/her **second unsportsmanlike technical foul**, or **1 flagrant personal/technical foul** prior to, during, or after the game by the game official(s) and/or supervisor. Any ejected player has one minute to leave the court and game area (facility) under penalty of no less than game forfeiture.

**Section 11. Free Throws:**

- a. Each of the lane spaces adjacent to the end line shall **not** be occupied.
- b. An opponent of the free thrower shall occupy the next adjacent lane space.
- c. A teammate of the free thrower is entitled to the next adjacent lane space on each side and to each other alternate position along each lane line.
- d. Not more than one player may occupy any part of a marked lane space.
- e. The player in the first eligible lane space is allowed to place one foot on the block.
- f. The players occupying the lane spaces may not enter the lane until the thrower has release the ball for the shot.
- g. The thrower may not cross the free throw line until the ball has touched the rim.
- h. Any player, other than the free thrower, who does not occupy a marked lane space, must be behind the free-throw line extended and behind the three-point line. These players may not cross this boundary until the ball has touched the rim

**On common fouls, no free throws will be awarded until the 7th team foul. On the 7th, 8th, and 9th team foul the offended team will receive one free throw and an additional bonus free throw if the first throw is made. On the 10th team foul and each foul thereafter, the offended team will receive two free throws.**

### **TIME FACTORS:**

Playing time shall consist of two 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 two minutes, the clock will stop for all fouls, violations, or when the official signals it to stop (whistle). If the game is tied at the end of regulation, a two minute overtime period will commence. 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 two time-outs per game.** Time-outs may not exceed 30 seconds in length. Each team will be allotted one time-out per overtime period. Unused time-outs from regulation do not carry over to overtime. Time-outs can only be requested by players on the court or the designated non-player head coach, while the ball is in player control

### **PLAYERS:**

Each team shall consist of 5 players. A team must begin with a minimum of 4 players present. A team may continue with as few as 2 players if no other substitutes are available. Should a team drop to 1 player, the officials may allow the game to continue if in his/her opinion that team has a legitimate chance to win. *If a team is late, the opposing team has the option to take the forfeit win or wait up to 10 minutes for the other team to gain the minimum number of players to start. If the team decides to wait they will be up 10-0, get the ball in both halves, and the game will start with 10 minutes remaining in the 1<sup>st</sup> half.*

### **SUBSTITUTES:**

A substitute shall enter only when the ball is dead and when he/she is recognized and beckoned on by the official. Additionally, a substitute shall not enter the court without reporting to the scorers or without his/her name appearing on the scorecard. A player who has been withdrawn may not re-enter before the next opportunity to substitute after the clock has started following his/her replacement.

### **SCORING:**

Free throws shall be worth 1 point, field goals shall be worth 2 points, and “three point” shots worth 3 points. All technical fouls and flagrant fouls shall be 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 shall be over. **If a team is ahead by 30 or more with 10 minutes left in the 2<sup>nd</sup> half, the game will be 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:

- (a) when he/she is behind a stationary opponent take a position closer than a normal step from his/her opponent;
- (b) when he/she assumes a position at the side or in front of a stationary opponent, make contact with him/her. 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 Assistant Director for Intramural Sports.** 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. All flagrant fouls will result in the offended team receiving two points, the ball at the nearest throw-in spot, and an automatic ejection of the offending player.

**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.**

## **EJECTIONS:**

All ejected persons must immediately leave the Maverick Activities Center following their ejection. All ejected persons must meet with the Drew Barfield, Assistant Director for Intramural Sports, before they are eligible to participate in any further intramural activities. Further punishment may be mandated by the Assistant Director at said meeting.

## CO-REC INTRAMURAL BASKETBALL RULES

All games will be played under current men's and women's intramural basketball rules with the following modifications:

### **PLAYERS:**

Each time will consist of 5 players, and may start with 4 players. At no point may a team play with more than three men or more than three women. 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 men and 1 woman, or 1 man and 3 women.

### **SCORING:**

A field goal by a woman counts 3 points and by a man counts 2 points. "Three-point" shots made by women count 4 points. Those made by men count 3 points. **ALL FREE THROWS count 1 point.** If a woman is fouled in the act of shooting and she misses she will receive the number of free throws that correspond to the number of points that would be awarded. If a woman is fouled in the act of shooting and she makes it, she will receive 1 free throw. If a foul is committed on a woman whose team is in the bonus, she will receive a 1 and 1 and 1 free throw, meaning she will take up to three free throws as long as she continues to make her free throws. If at any point she misses, the play will continue.