



Intramural Sports Rule Book

WHERE CHARACTER MEETS COMPETITION

BASKETBALL

The following are general rules. Basketball games will follow the rules outlined in the NIRSA Basketball Rules Book.

Team:

- A team consists of five (5) players. Four (4) players are required to start a game.

Uniform/Equipment:

- The following items are required uniform pieces:
 - Opposing teams must wear contrasting colored jerseys with a visible number on at least one side. (Colored pennies will be available).
- The following items are prohibited:
 - Hats with an exposed hard bill.
 - Jewelry, including watches, rings, earrings, etc.
 - Medical information tags are allowed as long as it is taped to the skin.
- Players will be asked by the referee to remove any illegal equipment. Failure to do so in a timely manner will result in player disqualification.
- The following items are allowed:
 - Knit or stocking cap, headband, rubber or cloth bands to control hair.
- Intramural Sports will provide the game ball.
 - A different ball can be used if both captains agree to it.

Timing:

- Game start time is forfeit time.

- Grace can be awarded to an opponent if and only if a representative of that team is signed in.
 - Grace is 10 minutes
 - 6 points are instantly given to the team who grants grace
- Games will consist of two 15-minute halves.
 - During the 1st half, the clock will NOT stop, except during timeouts.
 - During the 2nd half, at 1 minute, the clock will stop for every dead ball including free throws.
- Each team will be allowed one 30-second timeout for the 1st half, and two 30-second timeouts for the second half.
- Overtime (only in All-University Tournament)
 - If a game ends and the score is tied, a 2-minute overtime will be played.
 - Same timing rules as last two minutes of 2nd half will apply to overtime.
 - If game is still tied at the end of overtime, additional overtimes will be played until a winner is declared.

During Play:

- Captains are the only players permitted to talk to any referee.
- The referee's decisions are final in matters pertaining to the game.
- Coaches should not be the cause of any problems.
 - If a coach becomes a problem, he or she will be ejected from the game, and not allowed back for the rest of the season.
- In order to enter the game, subs must check in at the score table and wait for the referee to wave you in.

Common Foul:

- If an individual receives 5 fouls, they foul out of the game.
- If a team commits 7 fouls in a half, the opposing team will receive the bonus and shoot a 1 and 1 for each subsequent foul the rest of the half.
- If a team commits 10 fouls, the opposing team will shoot 2 free throws for every subsequent foul the rest of the half.
- Technical Fouls
 - Any person charged for profanity, intentional/flagrant fouls, and any other unsportsmanlike behavior will be given a technical foul.
 - Any person using profanity will then be automatically ejected from the game, and the team will receive a max 3.0 sportsmanship rating.
 - The opposing team will shoot 2 free throws and get the ball back. If a team receives 3 technical fouls in 1 game, they will automatically forfeit.

All-University Tournament Eligibility:

- In order to be eligible to compete in the All-University Tournament, teams must:
 - Be one of the top two teams of their division
 - Obtain a cumulative sportsmanship rating of 3.0 during the regular season.

- In addition, at-large bids may be awarded at the discretion of the Championship Selection Committee.