



**CAMPUS RECREATION
INTRAMURAL SPORTS**

BASKETBALL RULES

Updated: 06/16

1. THE GAME

- 1.1 The game consists of two, 18 minute halves.
 - a. The first 18 minutes of the first half and the first 16 minutes of the second half shall be a running clock.
 - b. The final two minutes of the second half shall be governed by NFHSA rules pertaining to a regulation (start/stop) clock.
 - c. The clock will run continuously, except for an official's timeout or a team timeout during the first half and the first 16 minutes of the second half (running clock).
 - d. Halftime duration shall be 3 minutes.
 - e. The game shall end if one team is ahead by 30 points or more at halftime or any time thereafter if either the losing team concedes or if the intramural supervisor makes the determination to end the game due to time constraints.
- 1.2 Tie Games.
 - a. Tie games during the regular shall end in a tie. Overtime will only be played during playoffs games.
 - b. A one-minute intermission proceeds each overtime period.
 - c. The duration of an overtime period will be 3 minutes.
- 1.3 Each team is allowed 3 time outs per game (30 seconds in duration). During an over time, each team will be awarded 1 time out. TIME OUTS DON'T CARRY OVER.
- 1.4 To start a game, a team must have at least 4 players on the court, ready to play.
- 1.5 Equipment.
 - a. No dangerous equipment will be allowed.
 - b. Players may not wear jewelry on the head, neck, or hands that pose a threat to another player. Earrings, rings, watches, etc. may not be worn and must be removed prior to gametime.
 - b. Tennis or basketball shoes must be worn.
 - c. Knee braces must be wrapped and no metal is to be exposed.
 - d. If uniforms are worn, they must be of the same color. Whole numbers between 0-99 must be used. No two players may wear the same number. If a team is not able to provide uniforms, colored, numbered pennies must be worn by all players on a team.
- 1.6 Substitutions.
 - a. Substitutions will be allowed after a foul, violation, dead ball whistle or time-out as long as it does not interfere with the game's progress.
 - b. Substitutes must check in on the "X" on the floor at the scorer's table in order to enter the game.
 - c. Substitutions are not permitted while the ball is in play. Penalty: A technical foul will be assessed to the team.
- 1.7 Team Benches.
 - a. Only players and two coaches may be on the side of the scoring bench (only 1 coach may be standing during the game).
 - b. Fans and spectators must remain on the opposite side of the scorer's bench.
 - c. Any player, coach or fan that interferes with the play of the game is subject to a technical foul or removal from the playing area.
- 1.8 Rosters.

- a. A team roster may contain a maximum of 15 players (the number includes the captain and assistant captain).
 - b. Additions to the team roster may be made until the final regular season game; however, the team's total number of players may not exceed 15 total players at any time.
 - c. A player must participate in at least one regular season game in order to play in the playoffs.
- 1.9 Scoring.
- a. Two points will be awarded for any basket made within the three-point arc.
 - b. Three points will be awarded for any basket made behind the three-point arc.

2. FOULS

- 2.1 Player Control Foul: Foul is committed by a player while he/she is in control or while he/she is an airborne shooter.
- 2.2 Double Foul: A situation in which 2 opponents commit personal fouls at the same time to each other. The ball will be taken out of bounds (point of interruption); no free throws will be shot.
- 2.3 Technical Foul: A foul by a non-player or a player foul which does not involve contact, or a foul involving unsportsmanlike conduct (awarded automatic 2 points and the ball out-of-bounds).
- 2.4 Intentional Foul: Foul that the official judges to be intentional, personal or technical, but not flagrant (awarded automatic 2 shots and the ball out of bounds).
- 2.5 Flagrant Foul: Personal or technical foul that the official judges to be especially dangerous or unsportsmanlike (awarded automatic 2 points and the ball out of bounds and the offender is removed from the game and possible subsequent games).
- 2.6 Two technical fouls on an individual results in an ejection. Three technical fouls on a team results in an immediate forfeit.

3. THE BALL

- 3.1 A player is in control when he is dribbling or holding a live ball.
- 3.2 A team is in control when a player of that team has possession or while a live ball is being passed between teammates. Team control continues until: (1) the ball is in flight after a try for a goal (2) an opponent secures control or (3) the ball becomes dead.
- 3.3 A ball which is in contact with a player or with the court is in back court if either the ball or the player is touching the back court. It is in the front court if neither the ball nor the player is touching the back court.
- 3.4 A held ball is declared when opponents have hands so firmly around the ball that control cannot be obtained without undue roughness; resume play with awarding ball entitled to next possession.
- 3.5 The location of a player is determined by where he is touching the floor as far as being in-bounds or out of bounds or being in the front court or back court is concerned. When he is in the air from a leap, his status is the same as the time he was last in contact with the court.
- 3.6 When the ball touches an official, it is the same as touching the floor at the official's location.
- 3.7 A screen is a legal action by a player who without causing contact, delays or prevents an opponent from reaching a desired position.
- 3.8 If the ball goes out-of-bounds and was last touched simultaneously by 2 opponents, or if the official is in doubt as to who last touched the ball, or if the officials disagree, play shall be resumed by awarding the ball entitled to the next possession (arrow).
- 3.9 Dunking is legal during the game, but prohibited before the game or during any intermission. Dunking prior to the game or during intermission is a technical foul. Grasping or holding onto the basket during the game is a technical foul.
- 3.10 Deliberate attempts to stall or freeze the ball (as determined by an official) will result in loss of possession. A 35 second shot clock will be kept by the official and teams will be informed as to when the shot clock reaches 5 seconds.

4. VIOLATIONS

- 4.1 Free Throw Violation. If a violation is by the free thrower or his teammates only, no point can be scored by the free throw attempt. The ball becomes dead when the violation occurs. If the violation is by the free thrower's opponent ONLY then:
 - a. If the try is successful, the goal counts and the violation is disregarded.
 - b. If the try is not successful, a substitute throw shall be attempted by the same thrower under conditions the same as for the throw for which it is substituted.
- 4.2 A player shall not excessively swing his arms or elbows, even though there is no contact with an opponent. EFFECT: The ball becomes dead, except when it happens by an opponent of the shooter, when the violation occurs and the ball is awarded to a nearby opponent for a throw in at the out-of bounds spot nearest to the violation.

- 4.3 Awarding Free Throws
- a. ONE free throw for a foul against a field goal thrower whose try is successful.
 - b. TWO free throws for a foul against a field goal thrower whose try is unsuccessful.
 - c. THREE free throws for a foul against a field goal thrower whose try, behind the three point arc, is unsuccessful.
 - d. BONUS free throw (one & one) for each common foul except player control fouls beginning with a team's seventh personal foul during the half.
 - e. DOUBLE BONUS free throws (2 shots) for each common foul except player control fouls beginning with a team's tenth personal foul during the half.
 - f. NO free throws for:
 1. Each common foul before the bonus rule is in effect.
 2. A double foul.
 3. A player control foul.
 4. A double foul, one or both fouls which are flagrant or intentional.
- 4.4 Hand Checking or Tagging is not incidental contact. It is a foul (illegal use of the hands) when it is committed by either the offensive or defensive team.
- 4.5 Three Second Rule.
- a. A player shall not remain for more than 3 seconds in that part of his free throw lane between the end boundary and the farther edge of the free throw line while the ball is in control of his team in his front court.
 - b. Allowances shall be made for a player who, having been in the restricted area for less than three seconds, dribbles in to try for a goal.
 - c. The 3-second restriction applies to a player who has only foot touching the lane boundary. It does not apply while the ball is dead or is in flight during a try for a goal.
- 4.6 The offensive team has 10 seconds to advance the ball past the half-court line. EFFECT: Possession is awarded to the defensive team.
- 4.7 An offensive player has 5 seconds to pass or shoot the ball while in a stationary position. EFFECT: Possession is awarded to the defensive team.
- 4.8 Fouling Out. A player fouls out of a game when he/she has accumulated 5 personal fouls.

5. OFFICIALS

- 5.1 The duties of intramural officials shall include scoring, time keeping, and refereeing.
- 5.2 The officials shall penalize any player, substitute, or coach for unsportsmanlike conduct by immediate ejection and banishment from the playing area.
- 5.3 The referee shall signal the ball in play to begin the game, indicate attempted free throws, and call all other violations.
- 5.4 The referee shall reference the Florida High School Athletics Association basketball rulebook to make decisions on any point not specifically covered in these rules.