



## **Intramural Basketball Rules**

### **Game Play**

- 5 players on court at once
  - Co-ed requires a minimum of two of each gender on the floor at once
  - Games may begin with 4 players present
  - Only 3 players present at start will result in a default.
  - Fewer than 3 players, or no players present is a forfeit.
- Game shall run in two (2), 20 minute halves, with a running clock.
- Stoppage time is allowed in final two minutes of each half
  - If a team has a 40+ point lead in the second half then a mercy rule will take place
- Each team is allowed one, full (60 second) timeouts per half.
  - Team must be in possession of ball in order to call time out
- Overtime will consist of one three (3) minute period with stoppage for the final minute of play. Teams are allowed one time out each in overtime, and foul count resets to 0. Three team fouls will result in 'one and one' and 4 team fouls begins double bonus.

### **Fouls**

- Each player is allowed four (4) personal fouls. The fifth (5) foul will result in that player's ejection from the game.
- Each team is allowed six (6) team fouls. The seventh (7) team foul results in 'one and one' foul shots for the offended team. 10+ team fouls results in double bonus free throws for the other team.
- Standard fouls include, but are not limited to:
  - Two hand checking
  - Blocks + charges
  - Slapping, hitting, grabbing of player or jersey, in or out of shooting motion.
    - If player is fouled while shooting they shall be awarded free throws.
    - If shot is made, only one additional free throw is awarded. If shot is missed, player is allowed two free throw attempts.
    - If the foul is outside of the shooting motion it is 'on the floor' and the team will in bounds the ball at the nearest spot on the side or baseline.
  - Bumping, pushing

- Technical fouls will result in one free throw attempt for the offended player and possession for the team. These fouls include but are not limited to:
  - Excessive force on a hit, grab, slap, swat, or block against another player
  - Aggressive language towards another player or official
  - Throwing or kicking the ball out of frustration
  - Calling a time out past the team limit
  - Second delay of game penalty
  - Pushing or shoving another player outside of game play
  - Two technical fouls made by the same player within one game shall result in that player's ejection.
  - 3 technical fouls will result in a team forfeiture
- A flagrant foul shall result in two free throw attempts for the offended player, possession of the ball for the team, and ejection of the instigating player. Flagrant fouls include but are not limited to:
  - Intentional and aggressive force made with intent to harm such as grabbing or throwing a defenseless player.
  - Punching, shoving, slapping, or kicking an opponent.
  - Threatening language towards another player or official
  - If a player or team should be issued two flagrant fouls within one season they will be suspended for one game and are susceptible to disciplinary action on behalf of campus rec staff.

## **Violations**

- All violations shall result in a turnover and possession for the opposing team.
- Traveling, carrying, or palming the ball.
- Double dribbles, discontinued dribbles, 'up and downs'
- Back court violations: entering any part of the backcourt after fully establishing presence in the front court without a tip or turnover occurring.
- 10 seconds: inbound team taking longer than 10 seconds to bring the ball into the front court.
- Basket interference: making contact with the backboard after a shot has already touched the backboard or making contact with the ball while it is still on the rim or within the cylinder of the basket.
- Line violations:
  - Free throw: shooter crossing the free throw line, any players entering key, or outside the arc players passing the three point line before the ball has made contact with the basket.
  - Inbounder crossing or contacting the side or base line when attempting to pass the ball in bounds.
- 3 seconds in the key

- Any player on offense or defense spending longer than 3 uninterrupted seconds on the key

### **Boundaries**

- Any contact of the ball or player possessing the ball on the sidelines or baselines will be out of bounds and results in a turnover to the opposing team.
- Contact with the side of the backboard is permitted as legal play.
- Contact with the top of the backboard/wiring/support beams shall be out of bounds.

### **Team Finalization and Free Agents**

- Team rosters will be finalized following the conclusion of the first week of the regular season.
- All roster changes must be submitted and approved prior to the end of the first week.
- No additional players may be added to a team after the roster finalization deadline.
- Individuals participating as free agents are not guaranteed team placement.
- Free agents are responsible for requesting to join teams that have fewer than the maximum roster size of 10 players.
- League administrators and staff are not responsible for assigning or placing free agents onto teams.