

INTRAMURAL BASKETBALL RULES

NOTE: Rules other than those stated shall be found in the *National Federation High School Rule Book*.

1. There is a 5 minute grace period from the actual game time. If a team forfeits twice, they are dropped from further competition.
2. Five players constitute a team. A team must start the game with a minimum of four players. When the fifth player arrives, he/she must check in with the score keeper before entering the game.
3. Basketball scoresheets should include entire first and last names, classification and student ID number. As players arrive, they may be added to the scoresheet providing they are eligible for that team (see Intramural handbook). No players may be added once playoffs begin.
4. The game will consist of two halves of **18** minutes with a five minute half time. The clock will run continuously (including technical fouls) except during the final two minutes of the **second half** of a close game in which **10 or less points** separate the teams. At this point, the clock will be stopped for all infractions in accordance with High School Rules.
5. **Mercy Rule:** If a team is **20** or more points ahead anytime during the last two minutes of the game, the game shall end.
6. Each team is allowed two 30-second time-outs per half. The clock will stop on all time-outs. Time-outs do not carry over to the second half or overtime.
7. Overtime will be as many **2 minute** (stopped clock) periods needed until a winner is determined. All overtimes will begin with a jump ball. Teams will shoot at the same basket as the second half. Teams will get one time out per overtime period.
8. If a player is charged with a technical foul, it is counted towards reaching the total of five personal fouls. If a player is charged with two technical fouls or 1 **flagrant** technical foul, he/she will be ejected from that game plus a minimum of one more game.
9. A player who strikes the backboard so hard it can not be ignored because it is an attempt to draw attention to the player or a means of venting frustration, should be assessed a technical. If, in the opinion of the referees, the slapping of the backboard affects the shot, basket interference shall be called and the basket shall count.
10. Slam dunks or attempted slam dunks are not allowed **anytime** the Intramural Department is supervising the gymnasiums. This includes pre game, regulation, overtime or post game. *Penalty:* The basket does not count; technical foul; and immediate ejection from game plus one game suspension.
11. All fouls (including made baskets) carry a two shot penalty, with the following exceptions:
 - Player/Team control foul. No foul shots and opposing team receives the ball out-of-bounds closest to the spot of the foul.
 - Missed 3 point attempt - 3 foul shots awarded
12. All teams will receive a Sportsmanship Rating of an **A - Acceptable** or **U - Unacceptable**. Any team with an unacceptable rating will need to meet with the Intramural Director before their next game.
13. If a team acquires **3 unsportsmanlike** technical fouls in one game, the game will be over at that point; the offending team will be declared the loser; and teams will automatically receive an *unacceptable* sportsmanship rating.

14. If a double technical foul or double flagrant foul is called, **no free throws** will be shot and the ball will be put back in play at the *point of interruption*.
15. During a free throw attempt, the *first space* on either side of the lane next to the basket must be vacant. No player (including the shooter) may break the plane of the outside edge of the free throw lane or 3 point line until the ball touches the rim or backboard.
16. A substitute must report to the scorer's table before entering the game. During free-throws, substitutes must wait until the **final of multiple attempts** before entering the game.
17. Side goals are considered out of bounds.
18. Players may not participate with equipment that the referee judges to be dangerous to the participants. Hard casts, metal or plastic braces, hats and jewelry are examples of illegal equipment. Shorts shall be worn above the hips and worn properly. All participants must wear tennis shoes.
19. The referees (with consultation from the assigned time keeper) will be the sole judge of the game clock. If a timing error is made, the referee will remedy the situation in a fair and equitable manner.
20. The referee's decision will be final. Continued complaining and arguing will not be tolerated. **NO CURSING!** A technical foul or an ejection will be assessed.
21. The team captain is responsible for both the conduct of team members and his/her spectators.
22. Intramural eligibility rules apply. (See Intramural Handbook!)

COED BASKETBALL RULES

PLAYERS

Each team consists of five (5) players (3 male/2 female or 2 male/3 female).

Teams may play with a minimum of four (4) players to avert a forfeit (2 male and 2 female only). In the event of a player fouls out and there are no substitutes, a team may play with 2 males and 1 female or 1 male and 2 females. A team may never play with only females or only males.

SCORING

Goals that are scored by female players will be worth 1 more point than goals scored by male players.

1 point basket =	2 points
2 point basket =	3 points
3 point basket =	4 points

DEFENSE

Male players **cannot** steal the ball from a female player who has possession of the ball or is dribbling. Male players may steal a pass.

It is a violation for a male to block a shot attempted by a female. Blocking of a female's shot by a male will result in a goaltending violation (automatic goal).

MISCELLANEOUS

Either a men's or women's basketball may be used. If both teams can not agree, a women's ball will be used in the first half and a men's in the second half.

(Revised 1/09)