



BASKETBALL

Intramural Basketball shall be governed by the current F.I.B.A. Rule Book with the following exceptions:

Getting Started

Players & Ratios:

- Teams must have at least a total of 5 participants and for coed semi competitive and coed competitive leagues, teams must maintain a minimum gender ratio of 3:2. Gender ratios do not apply to coed recreational.
 - After the game starts, for any reason if there are not 2 members of the minority gender able to play (due to injuries) then the team is able to play down a person (4 on the court) but still must have at least 1 member of the minority gender on the court.
 - If there are no minority gender participants left during the game that can continue to participate- their team will forfeit.
- Should a team fall below 4 players due to an ejection, the game will end immediately. The score shall be recorded as the default score, or the current score, whichever differential is greater.
- Should a team fall to 4 players due to injuries, they are able to continue playing as long as they have at least 1 minority gender participant. If not, the game will end and be recorded as forfeit.

Team Gear:

- All jewelry shall be removed by the player prior to the game. Officials have the right to request the removal of jewelry prior an individual entering the game. In some cases jewelry may be securely taped – up to the discretion of the official.
- Teams must wear the numbered pinnies provided by the Intramural staff to be identified by number.

Playing Regulations

Timing/Time outs:

- A game shall be two 20 minute halves with a 5 minute half time and shall finish within the time scheduled regardless of time on clock.
- Stop time will occur in the last two minutes of the second half only.
- Teams will have one 30 second timeout per half, timeouts will not be carried over if unused in the first half.

Fouls:

- A player will be ineligible to play after committing a total of 5 personal fouls in one game (including technical fouls)
- Technical fouls count as personals.
- A flagrant personal or technical foul will result in immediate ejection from the game.
- Any player assessed a second technical foul will be immediately ejected from the game. This player must leave the playing venue immediately (they may not remain on the sidelines).
- Technical fouls are cumulative through an academic year. Any player receiving a 2nd (or subsequent) technical foul in an academic year will be subject to suspension.
- If a team incurs a 5th technical foul, the game will be immediately suspended and awarded to the non-offending team. The score shall be recorded as the current score, or the default score (whichever gives the non-offending team a higher +/-).

- A two shot intentional foul, plus possession will be assessed for any foul coming from behind on a breakaway layup, regardless of whether the player is in the act of shooting.

Foul shots:

- On Free Throws, players in the key may enter the key upon release of the ball from the shooter's hand. Players behind the 3-point arc may only enter the key after the ball passes the front of the rim.
- On Free Throws if no rim is hit, it will be a dead ball and the defending team will inbound.

Bonus:

- BONUS will be awarded on the 7th team foul in the Half. (One and One). Double bonus will be awarded on the 10th team foul in the half.

Time Violations:

- A 30 second shot clock shall be imposed in the last 5 minutes of the second half.
- Any player closely guarded who does not pass/shoot within 5 seconds will be charged with a turnover.

Winning

Overtime & Ties:

- Should a game end in a tie during the regular season, it shall be recorded as a tie.
- Overtime will be 2 minutes in length, and will only occur in the playoffs. Team fouls will not be reset. Personal fouls will also not be reset.
- Overtime shall be continuous until the tie is broken where each subsequent overtime is also 2 minutes in duration.