DALHOUSIE INTRAMURAL BASKETBALL RULES

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

**Co-ed Rules:**
- To start a game each team must have at least a total of 5 participants in total and at least 2 participants of the minority gender on the court at ALL TIMES. 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.

**Intramural Rules and Regulations**
- Teams must wear matching uniforms which are numbered. A two-shot technical foul will be assessed to any team that does not come with matching, numbered uniforms/pinnies (Pinnies are provided).
- A team shall consist of five players. Teams must have at least 5 players present within 10 minutes of their scheduled start time. Teams that do not have 5 players ready, within 10 minutes of the start time will be assessed with a Default.
  - 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.
- 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.
- Equipment shall be provided by the convenor.
- The referee’s decision on all matters will be final. Constant harassment will not be tolerated. Will result in suspension from games and/or removal from league.

**Team Captains:**
Team Captains may seek information from the referee for the purpose of clarification of rules only.

**Timing Rules:**
- A game shall be 2 twenty minute halves with a five 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 timeout per half, timeouts will not be carried over if unused in the first half.
• 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.
• Any team who is winning by 15 points or more may not use a press-defense until the deferential drops below 15 points.

Fouls & Technical 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).
• 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 +/-).
• 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.
• 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
• 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.
• 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

Overtime and 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.

All Other FIBA Rules Apply