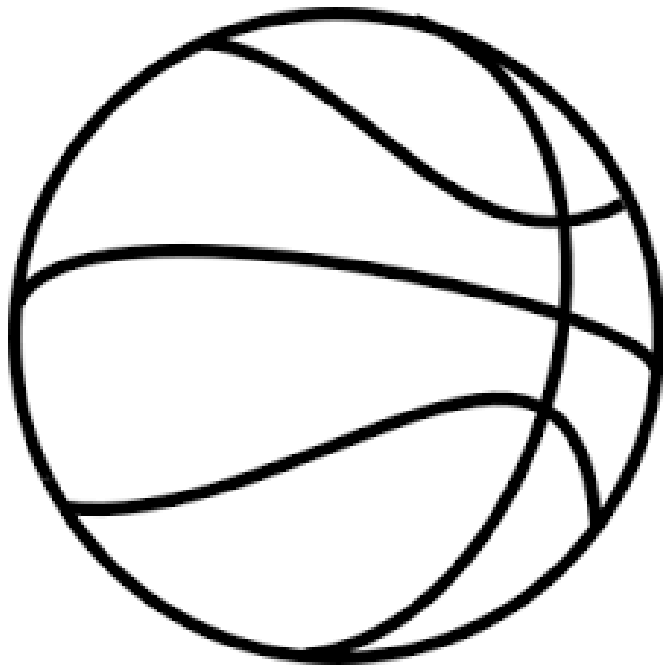


Basketball Rules



Facility: Connell Recreation Center Basketball Courts, 3rd Floor

Roster Management: Rosters will be unlimited. However, only 12 shirts and mugs are available for the eventual champions.

Minimum Player: Games will consist of five (5) vs five (5). Teams must have a minimum of four (4) players to start a game. If for any reason the number drops below this, the game officials will determine if the team still has a possibility of keeping the game competitive, if not the game will be forfeited.

Clock Management: Each game will consist of two 20-minute halves. The clock will run continuously except for the last minutes (called stoppage time) of the first half & the last two (2) minutes of the second half. The clock will stop on any dead ball situation during those times. The clock will NOT stop on a made basket during the last minute of regulation.

Mercy Rule: If a team faces a deficit of more than 15 points @ the 2:00 mark, 20 points @ the 3:00 mark, 30 points @ the 5:00 mark, or 50+ points at any time during the 2nd half.

OVERTIME (Playoffs Only): will be a three (3) minute period starting with a jump ball. Beginning in the second overtime, the time will be two (2) minutes. All overtime periods will begin with a jump ball. Teams will have one (1) timeout for each overtime period. Timeouts will NOT carry over from regulation.

Uniform: Each team MUST have numbered, coordinating colored shirts for every player. It is strongly recommended that teams provide their own shirts. **Pinnies will be provided and must be worn if even one player on the team is not wearing the color of the team.** Teams may have to wear pinnies worn in a previous game.

No individual will be allowed to participate in street clothes. This includes jeans, khaki pants or shorts, belts, hard billed hats or other non-athletic clothing. Players will not be permitted to wear jewelry or anything deemed dangerous to other players. Closed toed athletic shoes are required.

Bench Personnel: Anyone that is sitting on the bench must be on the IM roster of the team's bench they are sitting on. The captain has responsibility over all bench personnel as well as fans that are in attendance. Your team can be penalized for bench and fan behavior.

Game Rules

Governing Rules: NFHS rules shall govern all play with the exceptions listed on this rule sheet. Final interpretations and modifications shall be determined by the Assistant Director of Intramural Sports.

Time-outs: Each team is granted two (2) timeouts per game. An (1) additional timeout is awarded for each overtime. Unused timeouts carry over to every half or overtime. You cannot advance the ball on a time out.

Substitutions: Substitutions may only be made when play has stopped. Players must wait in a kneeling or seated position at the scorer's table. Please wait until the referee signals before entering the game.

Free-Throws: Will be taken during both running and stoppage time. Players will have a 10 second free-throw shot clock. If the ball is not in the air after 10 seconds, it is a violation. Players from both teams positioned in the lane lines are permitted to enter the paint on the release of the shot, while the shooter and players beyond the three point line may not enter the paint until the ball hits the rim.

Three Point Line: The closest three point line to the hoop will be the line that we use for IM's

Back Court: A ball handler is considered to be in the front court once both of their feet AND the ball are in the front court at the same time. Once front court possession is achieved by any member of the offense, any foot or dribble in the backcourt by an offensive ball handler is considered to be a backcourt violation and will result in a turnover.

Shooter Rebound: A shooter is able to rebound their own shot, regardless of whether the ball comes in contact with the rim or not, if the official determines that the shooter was, in fact, attempting a shot rather than a self-pass.

Personal Fouls: Five (5) fouls disqualifies a player. Technical fouls count toward this total.

Foul Bonus: The one-and-one free throw rule will occur on the team's 7th team foul in each half. On the team's 10th foul in each half, two free throws will be awarded. In the

last minute of regulation, each team will automatically be registered with 5 team fouls should they have committed less than 5. Teams will then have 1 'foul to give' before in the bonus situation.

Technical Fouls: Two (2) technical fouls will result in expulsion from the contest.

Co-Rec Rosters: Teams may play with 4 players, but cannot play with more than 3 of a single gender on the court at any given time.