

INTRAMURAL BASKETBALL RULES

1. A TEAM MUST HAVE FIVE (5) PLAYERS TO START A GAME. OFFICIALS WILL FLIP FOR FIRST HALF POSSESSION TO BE TAKEN FROM THE BACK COURT SIDELINE. POSSESSION IS REVERSED IN THE SECOND HALF. OVER TIME PERIODS WILL BEGIN WITH A JUMP BALL AT CENTER COURT.
2. THE GAME SHALL CONSIST OF TWO (2) TWENTY MINUTE HALVES WITH A FIVE (5) MINUTE PERIOD BETWEEN HALVES. THE CLOCK WILL BE CONTINUOUS THROUGHOUT THE CONTEST WITH THE EXCEPTION OF TIMEOUTS AND THE LAST THREE (3) MINUTES OF THE SECOND HALF. IF A TIE EXISTS AFTER REGULATION PLAY, A TWO MINUTE BREAK WILL BE FOLLOWED BY A FIVE MINUTE OVERTIME PERIOD OF 3 MINUTES CONTINUOUS CLOCK AND FINAL TWO MINUTES OF CLOCK STOPPED ON DEAD BALLS. THIS PROCEDURE WILL BE REPEATED UNTIL AN OVERTIME PERIOD ENDS WITH THE TIE BROKEN.
3. EACH TEAM IS PERMITTED TWO (2) TIMEOUTS PER HALF. THE TIMEOUTS WILL BE LIMITED TO THIRTY (30) SECONDS AND MAY NOT CARRY OVER TO THE SUBSEQUENT HALF. EACH TEAM IS ENTITLED TO ONE (1) TIMEOUT PER OVERTIME PERIOD.
4. SUBSTITUTIONS ARE UNLIMITED AND MAY TAKE PLACE ANYTIME THE BALL IS NOT IN PLAY.
5. FIVE (5) FOULS DISQUALIFIES A PLAYER. THE PLAYER MUST BE IMMEDIATELY REPLACED.
6. ALL FOULS COMMITTED ON AN OFFENSIVE PLAYER, DURING THE ACT OF SHOOTING, ENTITLES THE FOULED PLAYER TO TWO (2) SHOTS. IF THE SHOOTER IS OUTSIDE THE 3 POINT ARC, THREE (3) FREE THROWS ARE AWARDED. ON THE SIXTH TEAM FOUL OF EACH HALF AND ON ALL SUBSEQUENT FOULS, A ONE-ON-ONE FREE THROW OPPORTUNITY WILL RESULT FROM ALL NON-SHOOTING FOULS.
7. TECHNICAL FOUL: A TECHNICAL FOUL IS A FOUL BY ANY PLAYER (ACTIVE OR INACTIVE), COACH, OR OTHER TEAM ASSOCIATE THAT DOES NOT INVOLVE CONTACT WITH AN OPPONENT WHILE THE BALL IS DEAD. EXAMPLES OF TECHNICAL FOULS INCLUDE UNSPORTSMANLIKE CONDUCT (ACTS OF DECEIT, DISRESPECT FOR OPPONENTS OR OFFICIALS; USING VULGARITY, PROFANITY, OR OBSCENE GESTURES WHETHER OR NOT THEY ARE DIRECTED AT SOMEONE), CALLING AN EXCESSIVE TIMEOUT, AND HANGING ON THE RIM. A TECHNICAL FOUL WILL ALSO BE CALLED IF A PLAYER DUNKS THE BALL DURING THE TEN MINUTES PRIOR TO THE CONTEST.
8. FLAGRANT FOUL: A FLAGRANT FOUL IS A PERSONAL FOUL THAT INVOLVES SEVERE OR EXCESSIVE CONTACT WITH AN OPPONENT. SUCH CONTACT INCLUDES STRIKING WITH THE ELBOW, KICKING, KNEEING, MOVING UNDER A PLAYER WHO IS IN THE AIR OR CROUCHING OR HIPPING IN A MANNER THAT MIGHT CAUSE SEVERE INJURY TO THE OPPONENT. A FLAGRANT FOUL IS A TECHNICAL FOUL WHEN IT INVOLVES UNSPORTSMANLIKE CONDUCT OR CONTACT WHILE THE BALL IS DEAD.

9. INTENTIONAL FOUL: AN INTENTIONAL FOUL IS A PERSONAL FOUL THAT, ON THE BASIS OF OBSERVATION OF THE ACT, IS NOT A LEGITIMATE ATTEMPT TO DIRECTLY PLAY THE BALL OR PLAYER. JUDGMENT IS NOT BASED UPON THE SEVERITY OF THE ACT. CONTACT WITH THE THROWER-IN SHALL BE RULED AN INTENTIONAL FOUL. HOLDING OR PUSHING AN OPPONENT IN THE FULL VIEW OF AN OFFICIAL IN ORDER TO STOP PLAY OR PUSHING A PLAYER IN THE BACK TO PREVENT A SCORE WHEN THERE IS NO POSSIBILITY OF GETTING INTO POSITION TO GUARD, ARE EQUALLY INTENTIONAL. A FOUL ALSO SHALL BE RULED INTENTIONAL, IF WHILE PLAYING THE BALL, A PLAYER CAUSES EXCESSIVE CONTACT WITH AN OPPONENT.
10. WHEN A TECHNICAL FOUL, FLAGRANT FOUL, OR INTENTIONAL FOUL IS CALLED, THE TEAM WHICH THE FOUL WAS COMMITTED AGAINST WILL BE AWARDED TWO FREE THROWS AND POSSESSION OF THE BALL.
11. ANY PLAYER ASSESSED A SECOND TECHNICAL FOUL IN A SINGLE CONTEST IS EJECTED FROM THE CONTEST AND THE SUBSEQUENT CONTEST. IN THE EVENT THAT A GIVEN CONTEST, IN THE JUDGMENT OF THE INTRAMURAL STAFF MEMBER ON DUTY, IS CONTESTED IN A MANNER WHICH THREATENS THE SAFETY OF PLAYERS OR FANS, THE CONTEST WILL BE IMMEDIATELY TERMINATED. THE STATUS OF THE CONTEST WILL BE REVIEWED BY THE DIRECTOR OF INTRAMURALS.
12. ANY PLAYER STRIKING ANOTHER PLAYER WILL BE BANNED FOR A PERIOD OF ONE YEAR FROM ALL INTRAMURAL PARTICIPATION (ARTICLE X OF THE INTRAMURAL HANDBOOK). THE BAN SHALL COMMENCE AT THE TIME OF THE INFRACTION.
13. PLAYERS MUST PLAY IN AT LEAST 50% OF REGULAR SEASON GAMES TO BE ELIGIBLE FOR TOURNAMENT PLAY.
14. TOURNAMENT FORMAT WILL BE DETERMINED BY THE SIZE OF THE FIELD. TIE BREAKERS FOR TOURNAMENT SEEDING WILL BE BASED UPON THE FOLLOWING CRITERIA:
 1. HEAD TO HEAD PLAY
 2. POINT DIFFERENTIAL V COMMON OPPONENTS
 3. WIN-LOSS RECORD (COMPARING INTERLEAGUE)
 4. COIN FLIP
- * 15. ANY FAILURE TO OFFICIATE AND OR SIGN IN THE RESPECTED OFFICATING SLOT ON THE SCORESHEET WILL RESULT IN A VIOLATION.