

## INTRAMURAL BASKETBALL RULES

Intramural basketball games will be conducted under the rules of the NFHS – National Federation of State High School Associations with the following modifications:

### General Information

- a) All Intramural Basketball games are played at the ARC Gym 1 unless otherwise listed in IMLeagues.
- b) All participants must have their University of Illinois Student Identification Card (i-card) with them at all times – NO EXCEPTIONS.
- c) Team rosters are limited to a maximum of 20 players.
- d) Each team shall designate to the Referee the team captain or captains for the contest. The captain is required to sign the scorecard at the end of each game. The team captain is responsible for all information contained in the Intramural Basketball Rules and Intramural Handbook.
- e) Teams should be warmed up and ready to play as soon as the previous game ends on their court.

### Equipment and Uniforms

- a) All players are required to bring a valid UIUC (i-card) to all Intramural basketball games.
- b) The intramural jersey policy is in effect for intramural basketball. The policy reads:

#### Jersey Policy

Participants are required to wear their own team shirts during all Intramural contests. For Flag Football, Soccer, Broomball, and Basketball games teams must have a set of home jerseys and a set of away jerseys. **All home jerseys MUST BE WHITE. Away jerseys must be any color other than white and each member of your team must be wearing the SAME SHADE OF A SPECIFIC COLOR.** This is necessary to ensure that our staff can easily identify team members based on jersey color. Please refer to IMLeagues to see if you are listed as the home team or the away team. Failure to abide by the jersey policy may result in a forfeit, or technical foul/unsportsmanlike conduct penalty being assessed against your team at the beginning of the contest. Intramural Managers on duty will have the final say whether a team has acceptable jerseys to begin a contest. Jerseys will not be available for checkout at Intramural games.

- c) All jerseys must be numbered using the digits 0-5 to comply with the National Federation High School basketball rulebook. This means that teams may use any of the following numbers: 0, 1, 2, 3, 4, 5, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24, 25, 30, 31, 32, 33, 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54, 55, and 00. Teams may not assign both a “0” and a “00” to different players. Players who do not have a legal number will not be allowed to play. Players who enter the game with an illegal number will be assessed a technical foul and must leave the game until they get a legal number. Numbers must be readable, for example no black marker on navy blue shirts. Numbers may **not be taped** onto jerseys, and may not be written or indicated on players’ arms, legs, or other body parts. Intramural staff is not responsible for supplying markers for teams who do not have numbers on their jerseys. If teams do not have the proper uniforms, they will be charged with a **FORFEIT**, with all consequences of forfeits applying. If this happens a second time, a team will be charged a second forfeit and will be removed from the league. Players with numbers that are difficult to read as deemed by game officials may also be assessed a technical foul at the start of the game.
- d) Game balls will be provided. Men shall use a regulation size ball while women’s and co-rec teams may use either the regulation or smaller size 28.5 ball.

- e) Only tennis, court, or basketball shoes with pliable synthetic or rubber soles shall be worn. No marking black soled shoes, boots, or running shoes will be allowed.
- f) Baseball style hats, bandannas, and sunglasses are not permitted. No other headwear with knots or dangerous materials is allowed.
- g) Players may not wear casts/splints under any circumstances at any time and all pads/braces must be above the waist. Players who wear a knee brace with exposed metal or metal hinges are required to cover it.
- h) Players may wear kneepads, gloves, covered knee braces, headbands, and knit caps.
- i) Players may not wear jewelry of any type.
- j) Medical Alert bracelets may be worn, but must be taped down while maintaining visibility of pertinent information. Intramural staff will NOT supply materials such as tape or band-aids to tape down medical alert bracelets.
- k) All equipment is subject to the approval of the intramural staff on duty.

### **Officials and Their Duties**

- a) The officials shall be a referee and an umpire (or when so assigned, a referee and two umpires).
- b) The officials will wear black and white vertically striped shirts
- c) The referee shall inspect and approve all equipment prior to the start of each game. The referee shall not permit any player to wear equipment which, in his/her judgment, is dangerous to other players. Any equipment, which is unnatural and designed to increase a player's height or reach or to gain an advantage, shall not be used.
- d) The referee shall toss a jump ball to determine team possession at the start of the first half and each overtime period. This initiates the alternating possession procedure.
- e) He/she shall decide upon matters on which the scorers disagree and correct obvious timing errors.
- f) At the end of each half he/she shall check and approve the score.
- g) The officials shall conduct the game in accordance with the intramural basketball rules and IM Handbook policies
- h) The referee shall have power to make decisions on any points not specifically covered in the intramural basketball rules.
- i) The officials shall penalize unsportsmanlike conduct by any player, coach, substitute, team attendant, or follower. If there is flagrant misconduct, the officials shall penalize by removing any offending player from the game and the area. In addition, the officials shall banish any offending coach, substitute, team attendant, or follower from the vicinity of the court if ejected. A player who commits their fifth foul shall also be removed/disqualified from the game (but not necessarily the playing area).
- j) The officials shall have power to make decisions for infractions or rules committed either within or outside the boundary lines from before the scheduled starting time of the game through the referee's approval of the final score.
- k) When a foul occurs, an official shall designate the offender to the scorers and indicate with the fingers the number of free throws (if applicable) to be taken. When a team is entitled to a throw-in, an official shall clearly signal the act which caused the ball to become dead, the throw-in spot unless it follows a successful goal or an awarded goal, and the team entitled to the throw-in. The official shall hand the ball to an in-bounder on the end line and bounce the ball to an in-bounder on the sideline.
- l) Officials may correct an error if a rule is inadvertently set aside and results in:
  - i) failure to award a merited free throw;
  - ii) awarding an unmerited free throw;
  - iii) permitting a wrong player to attempt a free throw;
  - iv) attempting a free throw at the wrong basket;
  - v) incorrectly counting or canceling a score.

- m) In order to correct any of the 5 officials errors listed above, (a-e) such error must be recognized by an official during the first dead ball after the clock has properly started. If an error is corrected, play shall be resumed from the point at which it was interrupted to rectify the error.
- n) The scorers/timers will be provided by the intramural department and shall keep a running summary of the points scored. They shall record the personal and technical fouls called on each player and shall notify the referee immediately when the fifth foul is called on any player (personal or technical) and/or a team reaches its seventh or tenth foul in one half. They shall record the time-outs charged to each team. They shall keep track of the jump balls for the alternating possession procedure and be responsible for the possession arrow. Note: a bookkeeping mistake may be corrected at any time until the referee approves the final score. The gamesheet is the official score of the game, and the running score is the official overall score.

### **Players and Substitutes**

- a) Each team consists of 5 players on the court at one time. A team must begin with at least 3 players, but, if it has no substitutes to replace disqualified players it must continue with less than 5. After a game has started, a team may continue with as few as 2 players should 1 or more players be injured or deemed unfit to continue playing.
- b) The captain is the representative of his/her team and may address an official on matters of interpretation or to obtain essential information, if it is done in a courteous manner. Any player on the court may address an official to request a time-out. Timeouts will not be granted to players on the bench.
- c) A substitute who desires to enter shall report to the scorer, giving his/her number.
- d) A substitute shall enter only when the ball is dead and when they are recognized and beckoned in by the official. A player who has been withdrawn may not re-enter before the next opportunity to substitute after the clock has started following their replacement.
- e) Each player begins the game with 5 personal fouls to give. Technical fouls count towards a player's 5 personals. If at any point in the game a player commits his or her 5<sup>th</sup> personal foul, that player must be immediately substituted for. Play will not continue until that player has left the floor.

### **10 Minute Wait Period**

- a) Game time is forfeit time
- b) Teams must have at least three (3) eligible players from their roster, signed in to the game with proper uniforms to start.
- c) If a team has fewer than 3, the opposing team captain who is ready to play may choose to give the opponent a 10 minute grace period.
- d) If the ineligible team is still not able to field a legal team after the 10 minute extension, a forfeit will be declared.
- e) If the 10 minute extension is granted, an opposing captain may NOT rescind his/her decision to wait in order to take an automatic forfeit. He/she must wait the entire 10 minute period before winning by forfeit.
- f) If both teams fail to arrive at game time with at least 3 players, a double forfeit will be recorded and the contest will not be rescheduled.

### **Timing**

- a) Playing time shall consist of two halves of 20 minutes.
- b) The clock will run continuously except during time-outs and the final 2 minutes of the second half.
- c) During the final two minutes, the clock will stop for all fouls, violations, or when the official signals it to stop (whistle).

- d) **Mercy Rule:** If, when there are exactly two minutes or less left in the game and a team is ahead by 15 or more points, mercy rule will take effect and the game is over. If a team is ahead by 30 or more points anytime in the second half the game the mercy rule will also take effect.
- e) Each team is entitled to two time-outs per game
- f) The clock will stop on all time-outs.
- g) Time-outs may not exceed one minute in length.
- h) No extra time outs are awarded during any extra period(s), nor will unused timeouts rollover into any extra period(s).
- i) During a dead ball, timeouts may be called by any player on the court.
- j) During a live ball, timeouts may be called by any player whose team is in possession of the ball.
- k) Timeouts will not be granted when a team does not have possession.

### **Overtime**

- a) In the event that the score is tied at the end of regulation play, a 2 minute extra period will be played.
- b) The clock will stop on the officials' signal during the final minute of each extra period.
- c) No extra time outs are awarded during any extra period(s), nor will unused timeouts rollover into any extra period(s).
- d) All extra periods begin with a jump ball at the center circle.
- e) Personal, team, and technical fouls accumulated in the second half and/or overtime periods will carry over into each succeeding extra period.
- f) A one minute rest period will precede each extra period.

### **Scoring**

- a) A goal is made when a live ball enters the basket from above and remains in or passes through.
- b) A regular goal is worth 2 points.
- c) A goal scored from beyond the 19'9" arc (high school distance) is worth 3 points.
- d) A goal scored on a free-throw from the 15' foul line is worth 1 point.
- e) No goal is scored if an untouched throw-in goes through the basket.
- f) If a player control foul occurs after a goal, the goal is canceled.

### **Foul Information**

- a) Teams will shoot 1-and-1 bonus on the 7<sup>th</sup>, 8<sup>th</sup>, and 9<sup>th</sup> team foul.
- b) Teams will shoot double bonus on the 10<sup>th</sup> team foul and every foul after.
- c) Team Fouls will reset to 0 at the start of each half.
- d) Technical fouls will result in an automatic 2 points and throw-in at the division line opposite the score table for the opposing team.
- e) Flagrant and intentional fouls will be administered normally, two shots and a throw-in at the point of interruption for the opposing team.
- f) If a player receives two technical fouls in a single game he/she is ejected from the game and must leave the facility after receiving an ejection form from the Intramural Facility Manager on duty.
- g) If a player receives five personal fouls in a single game he/she is disqualified from the game but is allowed to remain on the team's bench.
- h) If a team receives three technical fouls in a single game, that team automatically forfeits the game and forfeit consequences will ensue.
- i) A player, other than the free thrower, may not occupy the lane until the ball has been released.

### **Co-Rec Modifications**

- a) Co-Rec basketball will consist of 5 players, three (3) females and two (2) males.
- b) Substitutions are allowed on a female for female and male for male basis only.
- c) At least two females and one male are required to start a game

- d) There can never be more than 3 females or 2 males on the court at one time.
- e) Legal Lineups Co-Rec Lineups

<b><u>Females</u></b>	<b><u>Males</u></b>
2	1
2	2
3	1
3	2

- f) All players, female and male, are allowed inside the lane.
- g) Teams will play with a women's size basketball, unless both captains agree to use a regulation size basketball.