



Basketball Rulebook

The Game

- 2 teams of 5 players
- Minimum to start is 3 players
- 20 minute halves
- The clock does not stop except the last 2 minutes of the second half provided there is less than a 16 point differential. The clock will also stop in the last minute of the first half, regardless of score.
- Teams will have a 5 minute grace period from game time to get required players there.

Equipment

- NO JEWELRY is permitted! Jewelry cannot be taped over.
- Proper footwear and attire is mandatory
- Any articles that may endanger other players are not permitted (i.e. jewelry, plaster casts, etc.). It is up to the discretion of the officials or intramural

Scoring

- All ties stand at the end of regular season games
- PLAYOFFS: if tied at the end of regulation there will be a 3 minute 'stop time' overtime
- 3 minute 'stop time' overtimes will continue until a winner is determined

Time outs

- Two 30-second time-outs per game that can be used at any time.
- Clock will stop for 30 seconds, then time will resume once the ball has been put back in play.
- In playoffs, during an overtime period, each team will be allowed one 30-second time-out per overtime period. Time-outs do not carry over to other overtime periods.

Free Throws

- When attempting a free throw, defense must occupy positions on lane closest to basket, above the blocks
- Players must occupy a lane space or be positioned behind the top of the key, free throw line extended
- Maximum 4 defensive and 2 offensive players allowed in lane spaces
- Ball is live off of the rim for all participants



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- A player fouled in the act of shooting a three point shot will be awarded 3 foul shots
- 10 seconds per free-throw attempt
- Bonus situation does not apply during first 38 minutes – all non-shooting fouls result in dead ball entry pass at the point closest to where the foul was committed.
 - Exception: each team is allowed one non-shooting foul during the final two minutes of the game, and then foul shots apply for every non-shooting foul after that.

Note: Act of Shooting begins with the motion which habitually precedes the release of the ball and ends when ball is in flight

Substitutions

- Unlimited substitutions on a dead ball (must be called in by the official or team technical foul called). No substitutions during live ball play.

Out of Bounds

- Back of backboard, and any point on or outside the boundary lines are out of bounds
- Ball going over the backboard is out of bounds
- All 4 sides of backboard are still in bounds
- Cannot score from out of bounds

In-bounding Pass

- Player must throw in from designated spot, except after a goal is awarded
- Players have 5 seconds to inbound the ball

Violations and Penalties

Result in change of possession

- Double dribble
- Traveling
- 8 second backcourt violation
- 3 seconds in the key (unless ball is in backcourt or in flight towards the basket)
- Goal tending (defensive player touching basket or ball when: ball is on or in basket, within the cylinder of the basket, during downward arc or field goal try)
- Basket interference (player on offense attempts to put the ball back in before the ball comes out of the cylinder)
- 5 second closely guarded



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- Intentionally contacting the ball with any part of the body below the waist (i.e. Kicking)

Fouls

Administered in order of occurrence

Personal Fouls

- Hitting
- Pushing
- Blocking
- Charging (no basket awarded on offensive player control fouls)

Personal Technical Fouls – immediate 3 minute removal from playing area

2 personal technical fouls – immediate ejection and suspension from the team's next game and subject to review by the discipline committee for further ruling.

- Flagrant fouls
- Unsportsmanlike conduct

Team Technical Fouls – result in 2 shots and possession of the ball to non-offending team at mid-court

- Delay of game
- More than 5 players on the court

Sports Code

- Only captains may address the official
- Team captains are responsible for their sidelines and spectators
- Negative consequences for the team may result as a direct reaction to spectators' behaviors or actions