UTC Campus Recreation

INTRAMURALS

BASKETBALL RULES

Spring 2023

All games will be governed by the 2021-2022 National Collegiate Athletic Association (NCAA) Rules Book with the following UTC Intramural Sports modifications:

Items highlighted are changes for the 2023 Basketball season.

Section 1: PLAYERS AND EQUIPMENT

1. Each participant must present a current, **valid UTC student or faculty/staff ID** card and be a member of the Aquatics and Recreation Center in order to be eligible to participate.
2. Each Men's and Women's team shall consist of 5 players. Each team must have a minimum of 3 players in order to begin a game.
3. Men shall use a regulation-sized basketball. The intermediate (women's) basketball shall be used for Co-Rec and Women's play. A game ball will be provided for each game or teams may choose to provide their own.
4. **Jerseys:** Each team is recommended to wear **numbered** shirts of one distinguishable color. Numbers must be clearly legible on the back of each jersey. No taped-on numbers will be allowed. Any team not dressed in like-colored shirts may wear the colored jerseys provided by Intramural Sports. When intramural jerseys are used, a full T-shirt must be worn underneath each jersey.
5. **Shoes:** Tennis shoes are the recommended footwear. No black-soled shoes which may mark the floor are permitted. No street shoes, combat, cowboy, or hiking boots may be worn. Barefoot and stocking feet are not allowed.
6. No denim shorts or pants will be permitted. The intramural supervisor will have the final discretion on the legality of apparel.
7. **Jewelry:** No jewelry or any other item deemed dangerous by the official may be worn during play. Any player wearing exposed permanent jewelry (i.e. body piercing) will not be permitted to play. Religious & Medical emblems are permitted, pending that they are taped and secured to the players' body.
8. Headwear: There will be no hats, bandanas, or hard barrettes worn during play. Cloth (elastic) bands may be used to control the hair.
9. Players may wear soft, pliable pads or braces on the leg, knee, and/or ankle. Braces made of any hard material must be covered with at least one-half inch padding for safety reasons. Under no circumstances will a player wearing a cast or splint be permitted to play.
10. If eyeglasses are worn, they must be unbreakable. Each player is responsible for the safety of his/her own glasses.

Section 2: GAME FORMAT

1. A game will consist of two 20-minute halves with an intermission of two minutes after the conclusion of the first half. There will be a running clock, except for the last two (2) minutes of the second half, when the clock will stop for every dead-ball situation (except in mercy rule situations - see Rule 5).
2. **Game time is forfeit time.** A team must have the minimum number of players to start a game. If there are an insufficient number of players, the opposing captain has the option of taking the win or waiting for the minimum number of players to show. In the event that he/she decides to wait, that decision is irreversible and game clocks will be adjusted accordingly. If a team decides to wait, it will be required to wait a maximum of 10 minutes and play will start as soon as the opposing team has the minimum number of players present. The minimum number of players to start a game is four.
3. **Time-outs:** Each team will be given two (2) time-outs per half and one (1) time-out per overtime period (30 seconds in duration). Time-outs **DO NOT** carry over from half to half or from overtime to overtime. The clock stops during all time-outs.
4. **Overtime:** If the score remains tied at the end of regulation play, the game will result in a tie. For PLAYOFFS ONLY: an overtime period of two (2) minutes will be played. A jump ball will be administered at center court to start the overtime period. The overtime period shall consist of a running clock for the first minute and will stop on every dead-ball situation for the last minute. If there is no winner after two overtime periods, the first team to score 3 points will be the winner.
5. **Mercy Rule:** If any team is ahead by 15 or more points with two minutes or less remaining in the game, then the game will be over. If any team is ahead by 30 points or more with 10 minutes or less remaining in the game, then the game will be declared over. Officials may end the game if teams are avoiding the mercy rule.
6. To start the game, a jump ball will be administered at center court. Alternating possession will be in effect once control is obtained after the jump ball. The alternating possession arrow will determine possession of the ball at the start the second half.
7. **Substitutions:** A substitute must report to the scorekeeper and be recognized by a game official before he/she may enter the game. A substitute can only enter the game during a dead-ball situation. In a multiple free throw situation, a substitute may only enter immediately before or after the last free throw attempt. Failure to properly report will result in a technical foul being assessed to that player.

Section 3: COURT POLICIES

1. There will be no dunking or grabbing of the rim during pregame while playing in the Maclellan gym. If a player dunks or attempts to dunk a ball not during a game, a technical foul will be assessed to that player.
2. Food and beverages may not be brought into the gymnasium area.
3. Team spectators must watch the game from the upstairs area in the Maclellan Gym. Conduct of team spectators is the responsibility of the team captain before, during, and after the game.

Section 4: FOULS AND PENALTIES

1. A player will be disqualified (foul out) when he/she has accumulated 5 fouls (any combination of personal or technical).
2. One free throw will be awarded for a player fouled in the act of shooting and the two or three-point try is successful.
3. Two free throws will be awarded for a player fouled in the act of shooting whose two-point try is unsuccessful, and three free throws will be awarded for an unsuccessful attempt beyond the three-point line.
4. Bonus free throws (one-and-one) for each common foul **(except when the offensive team has control)** will be awarded beginning with the offending team's 7th foul during each half. Two free throws will be awarded for every foul on or after the 10th team foul of each half.
5. On all one-shot and one-and-one free throw attempts or the last free throw in a multiple free throw situation, (not the first of a two-shot sequence), offensive and defensive players may enter the lane when the free throw is released.

6. No free throws will be awarded for the following:
    a) Each common foul (non-shooting) before the bonus rule is in effect;
    b) A double foul;
    c) A team control foul
        a. A Team control foul is a foul that is committed by a member of a team that has team control.
        b. A team maintains control of the ball when it is:
            i. Possessed by one of its team members
            ii. While the ball is being passed from player to player
            iii. During a throw-in
            iv. During an interrupted dribble
    d) A double technical foul.
7. **Technical Fouls: Technical fouls are unsporting like fouls committed while the ball is dead or live. They are also contact fouls that are severe in nature, committed while the ball is dead.** On all technical fouls, two (2) points will be awarded to the offended team. The ball will then be given back to the team that was in control of the ball. No free throws will be attempted for a technical foul. Technical fouls are counted towards each player disqualification total (five fouls) and the team's bonus situation. Two unsportsmanlike technical fouls charged to any individual (player or coach) will result in his/her ejection from the game and the facility. Any technical foul assessed to the bench, manager, any coach, or an obvious fan of a team will also be charged to the team. Any team receiving three (3) unsportsmanlike technical fouls in one game shall forfeit the contest.
8. Dunking and grabbing or hanging from the basket/rim will result in a technical foul charged to the player and disqualification from the game and facility (Maclellan Gym only). An exception may be made in the event a player grasps the rim to prevent injury. Note that this is the judgment of the game official. Any player damaging the rim and/or backboard may be held liable for the cost of replacing damaged equipment.
9. **Intentional Fouls: An intentional foul shall be called when a player uses excessive contact or tries to intentionally neutralize an opponent's obvious advantage.** Two (2) points and possession of the ball at the spot nearest the foul will be awarded to the offended team for all intentional fouls during an unsuccessful two-point try. An intentional foul during an unsuccessful three-point try will result in three (3) points and possession of the

ball. For a successful two-point or three-point try, the basket will be counted and two (2) points and the ball will be awarded. Any player that receives two (2) intentional fouls will be ejected from the game.

10. **Flagrant Fouls: These fouls are excessive and inherently dangerous. They can be committed while the ball is dead or live.** On all flagrant fouls, the offended team will be awarded two (2) points and possession of the ball. The offending player will be ejected from the game.

Section 5: Free Throws

1. On any free throw attempt the shooting team is allowed the free throw shooter plus two more team members.
2. The non shooting team is required to have the bottom two lane spaces occupied. They are also allowed to have up to two more people in the lane area.
3. The lane spaces that are closest to the free throw shooter must remain unoccupied.
4. The non-shooters may enter the lane on the release of the ball, the shooter and all players outside the lane area may not enter until the ball hits the rim.

Section 6: Co-Rec Rules

1. Female goals scored inside the three-point line will be worth three points. Goals scored outside the three-point line will be worth four points.
2. A female will receive three free throws for a shooting foul inside the three-point line. A female will receive four free throws for shooting fouls outside the three-point line. All bonus free throws will still be the same.
3. There are no restrictions on males in the lane.
4. Each team must have a minimum of four players to begin the game. As a reminder, there is a maximum of 3 of one gender allowed on the court at one time.

Section 7: Awards

1. The winner of each division will receive an Intramural Championship t-shirt.

2. Each member of a team's official roster will receive a shirt. However, the number of shirts will be limited to no more than 10 per team. For example, if a team had only 8 players on its roster, then they would receive 8 t-shirts.

3. Teams with one (1) or more forfeits will not be taken to the playoffs. Teams may avoid a forfeit by contacting Intramural Staff by phone or email prior to 5pm on the day of a game.