

Intramural Basketball

NFHS Basketball rules will apply unless otherwise noted.

All players must be registered on Imleagues.com and on their team's roster prior to being eligible to participate in any games.

Official Game: All games will consist of two 15-minute halves (running clock) with one three-minute halftime. The game clock will stop on dead balls for the last two minutes of the second half only. If one team obtains a lead of 15-points or more at any point under two-minutes in the second half, the clock will continue to run. If the deficit is reduced to less than 15-points, the clock will stop accordingly.

Shot Clock: There will be no shot clock used for Intramural Basketball. 10-second backcourt violations will still be enforced as will 5-second closely guarded.

Players: Games are played with 5-players on the court per team. The game will start if four players are present at game time. A team can play with three players only if others have been injured or have fouled out. Other ejections that reduce a team to three players result in a forfeit.

Forfeit/Default: Teams must have four players present to avoid default/forfeit. If a team does not have the required minimum number of players present at game time, the following penalties will be enforced:

1-2 minutes late = 3 points; 3-4 minutes late = 6 points; 5-minutes late = 8 points and the game is over.

See Forfeits/Defaults on page 14.

Overtime: A game ending in a tie goes into a 3-minute overtime, with the clock stopping during the last 1-minute only, to determine a winner. In the regular season, if the score remains tied after one overtime period, the game will end in a tie. During the postseason, If overtime ends in a tie, additional 3-minute periods are played until there is a winner.

Rosters: The maximum number of players per team is 15. Players may only be added to a roster until a team's final regular-season game. ***All players in the team area must be on the roster; otherwise, they are considered spectators and must be in the stands on the opposite side of the gym.***

Equipment: The intramural office provides game balls, but another ball may be used if both teams agree to it.

Uniforms: Teams will be required to wear shirts with visible numbers on them. The Intramural Sports Department will have pinnies available if needed. Numbers written in sharpie will be permitted, however, taped numbers will not. It is preferred that numbers only include the numbers; 0, 1, 2, 3, 4, & 5. Double-digit numbers will be permitted. For example, 54 is allowed, 61 is not unless it is on a pinnie supplied by the Intramural Sports Department.

All jewelry is prohibited. This includes, but not limited to, earrings, necklaces, bracelets and rings that protrude. Team Captains should remind their players to remove all jewelry before a game.

Fouls: Players receiving five fouls are out of the game. A technical foul will result in a personal foul as well.

Player Conduct: A player who receives two technical fouls in one game will be ejected. That player must leave the facility and not return for the duration of that evening.

- Depending on the severity of the situation, the Office of Student Engagement reserves the right to submit a “Student of Concern” report in order to document this situation with student conduct and/or DPS. Any player who receives three technical fouls during a season may not play for the remainder of the season.
- A team receiving three technical fouls in one game forfeits the game.
- Any player ejected from a game must meet with the Director of Student Engagement prior to being eligible for any future Intramural Contests.

Free-Throws: On a shooting foul, the fouled player will be awarded a free throw for each point the shot was worth. If the initial shot was made, there will be 1 free throw awarded.

- If a female is fouled and deserving of foul shots, she will get a (+1 bonus) on foul shots as well. If shooting a 2pt shot and fouled, the female player receives 3 shots.

Bonus: On the seventh personal team foul, each subsequent foul will result in a 1-and-1 free throw sequence. On the tenth personal foul double bonus free throws will be in effect.

A technical foul results in awarding the other team two free throws and possession.

- This will take place with no other players on the shooters half of the court.
- If a team is in the one-and-one bonus, and a female is fouled she will shoot a two-and one. If in the double bonus, she will shoot 3 shots.

Timeouts: Each team has three, 30-second timeout per half. A team may call timeouts only when they have possession, or prior to the ball being inbounded after a made basket.

Spectators: All non-players must be in the stands on the opposite side of the court. Spectators can be ejected for violating sportsmanship rules.

Substitutions: Substitutions are allowed only on a dead ball. ***All subs must report to the score table before entering the game.*** Officials will signal subs into the game.

Co-Rec BONUS: This will be a Open(Co-Rec) league with no minimum number of either sex required as long as a team has the minimum number of total players. If a team chooses to play with females on the court, each made female basket will receive a (+1 bonus). This means a typical 2pt basket will result in 3pts. A 3pt basket will be worth 4pts.