

-Georgia Southern University-
CAMPUS RECREATION AND INTRAMURALS
INTRAMURAL SPORTS
BASKETBALL RULES
2009 – 2010

All games will be governed by the 2009-2010 National Federation of State High School Associations Rules Book with the following GSU Intramural Sports modifications:

PLAYERS & EQUIPMENT

1. Each participant must present a current GSU student or faculty/staff ID card in order to be eligible to participate.
2. Each Men's, Women's, and Co-Rec team shall consist of 5 players (2 men and 3 women or 3 men and 2 women for Co-Rec play). Each team must have a minimum of 4 players in order to begin a game (2 men and 2 women for Co-Rec play).
3. Men shall use a regulation-sized basketball. The intermediate (women's) basketball shall be used for Women's and Co-Rec play. A game ball will be provided for each game.
4. **Jerseys:** Each team is required to wear **numbered** shirts of **one** distinguishable color. Numbers must be clearly legible on the front and/or back of each jersey. No taped-on numbers will be allowed. Any team not dressed in shirts of one color may wear the colored jerseys provided by Intramural Sports. When intramural jerseys are used, a full T-shirt must be worn underneath each jersey. The shirts worn under the jerseys must cover the armpit and the abdomen.
5. **Shoes:** Tennis shoes are the recommended footwear. No black-soled shoes that may mark the floor are permitted. Sandals, street shoes, combat boots, or boots are not allowed. No player will be allowed to participate in bare feet.
6. **Jewelry:** No jewelry or any other item deemed dangerous by the Intramural Staff may be worn during play. Any player wearing exposed permanent jewelry (i.e. body piercings) will not be permitted to play.
7. There will be no hats, bandanas, or hard barrettes worn during play. Cloth (elastic) bands may be used to control the hair.
8. Players may wear soft, pliable pads or braces on the leg, knee, and/or ankle. Braces may not have any exposed metal and/or screws. Braces made of any hard material (including plastic) must be covered with a padded sleeve or at least one-half inch padding for safety reasons. Under no circumstances will a player wearing a cast or splint be permitted to play.
9. If eyeglasses are worn, they must be unbreakable. Each player is responsible for the safety of his/her own glasses.

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 is 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 the game clock will begin at the scheduled game time. If a team chooses to wait, it will be required to wait until the opposing team has the minimum number of players present or a maximum of 20 minutes. 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 (one minute 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, an overtime period of four (4) 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 three minutes and will stop on every dead-ball situation for the last minute. This procedure will be repeated until a winner is determined.
5. **Mercy Rule:** The Mercy Rule will be in effect and the game declared over when: a) a team is ahead by 30 or more points with five minutes or less remaining in the game, or b) a team is ahead by 20 points or more points with two minutes or less remaining in the game. 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.

COURT POLICIES

1. Dunking will **only** be permitted during the game. However, a circus-type or unsafe atmosphere will not be tolerated. Hanging on the rim will result in that player receiving a technical foul. No dunking will be allowed before or after the game or during halftime. Any violation of this rule will result in a technical foul being charged to the head coach/captain or player.
2. A team is permitted a maximum of two (2) coaches on its bench during a game. Each coach must present ID and be listed on the scoresheet prior to the start of the game. Conduct of team coaches is the responsibility of the team before, during, and after the game. Any other non-players must be in the designated spectator areas.
3. Players that are considered bench personnel must remain seated during play and may only stand to spontaneously react to play before immediately being re-seated. One designated head coach or captain is permitted to stand during play within the confines of the bench area.
4. Team spectators must watch the game from the designated spectator areas as follows: the bleachers between the courts in the MAC Gym and the baseline areas on Courts 5 & 6. Spectators are not permitted in the team bench areas, players' boxes, or between Courts 5 & 6. Conduct of team spectators is the responsibility of the team captain before, during, and after the game.

FOULS & 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 player control or team control) will be awarded beginning with the offending team's 7th personal 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 (not the first of a two-shot sequence), offensive and defensive players may enter the lane when the free throw attempt has contacted either the rim or the backboard.
6. During a free throw, marked lane spaces may be occupied by a maximum of four (4) defensive and two (2) offensive players. **The bottom spaces below the blocks shall not be occupied.** Any player who does not occupy a marked lane space must be behind the free-throw line extended and behind the three-point line.
7. No free throws for will be awarded for the following:
 - A) Each common foul before the bonus rule is in effect
 - B) A double foul
 - C) A double technical foul
 - D) A player control foul
 - E) A team control foul

8. **Technical Fouls:** On all technical fouls, two (2) free throws will be awarded to the offended team, plus the ball at the division line for a throw-in. Technical fouls are counted towards each player disqualification total (five fouls) and the team's bonus situation.
 - A) Two (2) unsportsmanlike technical fouls charged to any individual (player or coach) will result in his/her ejection from the game and the facility.
 - B) Three (3) unsportsmanlike technical fouls charged to any team will result in forfeiture of the game by that team.
 - C) Any technical foul assessed to the bench, manager, any coach, or an obvious fan of a team will also be charged to the head coach/team captain.
9. **Intentional Fouls:** Two (2) free throws 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) free throws and possession of the ball. For a successful two-point or three-point try, the basket will be counted and two (2) free throws and the ball will be awarded.
10. **Flagrant Fouls:** On all flagrant fouls, the offended team will be awarded two (2) free throws and possession of the ball at the division line for a throw-in. The offending player will be ejected from the game.

CONDUCT OF PLAYERS, COACHES, & SPECTATORS

1. Any player or coach who acts in a manner not showing good sportsmanship shall be penalized with a technical foul and possible ejection from the game. The official(s) shall have the authority to warn, penalize, or disqualify any player(s), substitute, or coach for violations of sportsmanship including, but not limited to the following:
 - A) Disrespectfully addressing an official or IM staff member.
 - B) Questioning the official's judgment or decisions.
 - C) Showing disgust with official's decisions.
 - D) Using profane or insulting language or gestures toward an official or opponent.
 - E) Baiting or taunting players of the opposing team.
 - F) Disrupting the game so that it may not be continued in an orderly fashion.
2. Coaches, captains, or playing captains are responsible for the action of their team members.
3. At no time may a coach enter the playing area.

CO-REC RULES

1. Each team will consist of five (5) players (2 men and 3 women or 3 men and 2 women). Four players (2 men and 2 women) are required to start the game.
2. Substitutions do not have to be on a male-for-male or female-for female basis. However, at no time may the difference in the number of males and females on the court for a team exceed one.
3. Field goals scored by a male shall be worth 2 points each (3 points for a field goal made beyond the three-point line). Field goals scored by a female shall be worth 3 points each (4 points for a field goal made beyond the three-point line). Free throws will be worth 1 point for both males and females.
4. There will be no rules requiring specific locations on the court or guarding principles for either males or females.