

Basketball Rules

Revised: January 2018



Any rule not specifically covered will be governed in accordance with the [2016-2017 National Federation of State High School Associations Basketball Rule Book](#).

ASSUMPTION OF RISK STATEMENT

All Intramural Sports participants are responsible for their own medical expenses. Any participant unsure of his/her physical condition should check with their physician or the University Clinic before participating in an Intramural Sports contest.

Teams are responsible for keeping their spectators under control. Misconduct of participants, coaches or spectators can result in an unsportsmanlike penalty, ejection or forfeiture of the game. Team Captains will be held responsible for spectator, team and sideline misconduct. Two ejections from any contest will result in an automatic forfeiture.

RULES CHANGES

All rules changes for the 2017-18 seasons have been highlighted for you to easily identify them.

RULE 1: ELIGIBILITY

- 1. PARTICIPATION:** Participation is limited to currently enrolled, fee-paying University of Southern Mississippi students and faculty/staff members with Recreational Sports Memberships.
- 2. SOUTHERN MISS ID CARD:** A current Southern Miss ID must be presented to the Supervisor to participate at each Intramural Sports activity.
- 3. NUMBER OF TEAMS:** Players can compete for only one single sex team and one Co-Rec team, regardless of league classification (example: participants cannot play for a men's recreational team and a men's competitive team).
- 4. SIGNED IN:** Once a participant has signed in for a team, he/she may not transfer to another team.

RULE 2: TEAM COMPOSITION

- 1. TEAMS:** Each team will consist of 5 players. A minimum of 4 players are required to start the game.

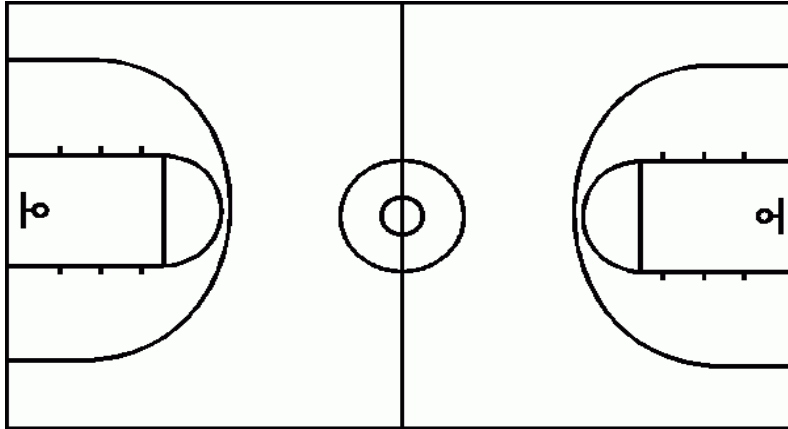
2. **CAPTAIN:** Each team shall designate a team captain to make all decisions.
3. **PARTICIPANTS:** Team representatives including players, coaches, spectators, and other persons affiliated with the team are subject to these sport rules and all Intramural Sports policies.

RULE 3: DEFAULTS, FORFEITS AND PROTESTS

1. **FORFEITS: FORFEITS:** If a team fails to appear with the required minimum number of players, ready to play, at the scheduled location at the scheduled start of the game, a member of the Intramural Sports staff will declare the contest a forfeit. Teams that forfeit will receive a 'C' for sportsmanship and will be required to pay \$15 to the Payne Center welcome desk. The captain of the forfeiting team will be suspended from play until that payment is made. Teams are allowed one default or forfeit per sport. Upon the second infraction that team will be dropped from the league. If a team decides to wait for the opponent to arrive, the team that is present will receive two points for every minute their opponent is late.
2. **DEFAULTS:** If a team knows that they will be unable to play a scheduled game, the team captain must contact the Intramural Sports Office by 3:00 PM the day of the contest to declare a default. The defaulting team will receive a loss and a 'B' for sportsmanship. Teams are allowed one default or forfeit per sport. Upon the second infraction that team will be dropped from the league.
3. **PROTESTS:** Protests involving rule interpretations will be considered immediately following the incident in question. Play will be suspended until an Intramural Sports supervisor rules on the protest. If a team continues to play without calling the supervisor to the game site, then that team forfeits its right to a protest. Protests will not be honored after play has resumed. Judgment calls cannot be protested. If the protest is not approved, the protesting team is charged with a time out. If the protest is upheld, they delay shall count as an official's time out. Official's judgment calls cannot be protested.

RULE 4: PLAYING AREA AND EQUIPMENT

1. **PLAYING AREA:** All games will be played in the Payne Center gymnasium on standard 94' by 50' basketball courts.



2. **TEAMS:** Teams shall stand on the same side of the court on opposite sides of the scorer's table. Teams shall warm up and shoot at the end of the court farthest from their own bench for the first half.
3. **BASKETBALL:** Teams may furnish their own game ball or check-out a game ball at equipment issue. If a team wants to use their own game ball, it must be approved by the opposing team. If they are unable to agree, a basketball from the Intramural Sports Program will be the official game ball. The game officials shall be the sole judge of any ball offered for play and may change the ball during play at their discretion.
4. **JERSEYS/SHIRTS:** All teams are required to furnish their own like-colored jerseys with numbers on the back. Pinnies can be checked out by the team captain at equipment issue. Participants wearing Intramural Sports pinnies are required to wear a shirt underneath the pinnie.
5. **BALLS:** Balls will be provided by the Intramural Sports program.
6. **SHOES:** Athletic, close toed shoes are required.
7. **ATTIRE:** Players must wear athletic attire.
8. **HEADWEAR:** Players may not wear baseball style caps, bandannas with knots, or other rigid headwear. Knit and stocking caps and headbands are permitted.

9. **JEWELRY:** No jewelry may be worn. Jewelry must be removed before participating in Intramural Sports. Medical alert bracelets are permitted but they must be taped down. Taping of all other jewelry is not permitted.
10. **BLOOD RULE:** When a player is bleeding, has an open wound, or an excessive amount of blood on his/her uniform the player will be directed to leave the game. The injured player is not to return until the bleeding has stopped, the wound is covered, and the bloody uniform is changed.

***The Intramural Sports staff has the right to deem certain equipment unsafe or illegal.

RULE 5: LENGTH OF THE GAME AND TIMING

1. **LENGTH OF THE GAME:** Each game shall consist of four (4) ten minute quarters. The clock will stop for all whistles in the last 2 minutes of the 4th quarter, team timeouts, official's timeouts, and injuries.
2. **HALF TIME:** There will be a 2 minute halftime.
3. **TIME OUTS:** Each team will receive 3 timeouts per game.
4. **OVERTIME:** Overtime procedures will be as follows:
 - a. The overtime period will start with a jump ball.
 - b. Overtime shall be a 2 minute period.
 - c. The clock will stop for all whistles throughout the entire overtime period.
 - d. Teams will be given one time-out per overtime period (No time-outs carry over from regulation or from one overtime period to another).
 - e. All personal and team fouls carry over to the overtime period.
 - f. Any subsequent overtimes will be one minute in length with the clock stopping on all whistles.
5. **MERCY RULE:** If a team is leading by 20 or more points (25 for Co-Rec) at the 2 minute mark of the 4th quarter the game will be called. If a team is ahead by 45 or more points at any time during the second half, the game shall be over.

RULE 6: PLAYING THE GAME

1. **JUMP BALL:** The game shall begin with a jump ball between any 2 players, 1 from each team. All other players must be positioned outside the restraining circle.
2. **SUBSTITUTION:** A substitute who desires to enter shall report to the scorer, giving his/her number and wait for the official to beckon the player onto the court.

3. **FIFTH FOUL:** Any player charged with a fifth foul shall be disqualified from the game.
4. **DOUBLE FOUL:** A double foul (2 opponents committing personal fouls simultaneously) will not result in the awarding of free throws. Both fouls will be entered in the book and the team with the possession at the time of the infraction retains the ball.
5. **TECHNICAL FOULS:** If a player/team is assessed a technical foul by the game officials, the opposing team will be awarded 2 points, possession of the ball at the mid court line, and any points from a successful shot made on the play.
 - a. Individual Technical Fouls: 2 non-administrative technical fouls issued to one player will result in the ejection of that player.
 - b. Team Technical Fouls: 3 non-administrative technical fouls issued to a team will result in the immediate forfeiture of the game.
 - c. Administrative Technical Fouls:
 - i. Wearing improper attire.
 - ii. Calling a time-out when you have zero remaining.
 - iii. Having more than 5 members on the court during the game.
 - iv. Entering the court without reporting to the scorekeeper and being beckoned in by the officials.
6. **INTENTIONAL FOULS:** These are fouls in the official's judgment that appear to be designed, premeditated, or excessive in nature. If a player is assessed an intentional foul by the game officials, the opposing team will be awarded 2 points, possession of the ball nearest to the spot of the foul, and any points from a successful shot made on the play.
 - a. Intentional fouls include, but are not limited to:
 - i. Contact that neutralizes an opponent's obvious advantageous position.
 - ii. Contact away from the ball with an opponent who is clearly not involved with a play.
 - iii. Contact that is not a legitimate attempt to play the ball/player specifically designed to stop the clock or keep it from starting.
 - iv. Excessive contact with an opponent while playing the ball.
 - v. Contact with a thrower during a throw in.
7. **FLAGRANT FOULS:** Flagrant fouls are violent or savage in nature. They will result in the immediate ejection of the guilty player. If a player is assessed a flagrant foul by the game officials, the opposing team will be awarded 2 points, possession of the ball nearest to the spot of the foul, and any points from a successful shot made on the play. Flagrant fouls include, but are not limited to:
 - a. Violent contact such as: striking, kicking, and kneeling.

- b. Extreme or persistent, vulgar, or abusive conduct at any time.
 - c. Fighting.
- 8. FREE THROW:** During free throw attempts, a maximum of 6 players are permitted to line up along the lane for rebounding.
- a. The bottom spaces (below the block) will remain vacant at all times.
 - b. The defense must occupy the first space on each side above the block.
 - c. The offense has the option to occupy the next lane space on each side (in the event the offense does not wish to occupy these lane spaces, the spaces will remain empty).
 - d. The defense has the option to occupy the top lane space on each side (in the event the defense does not wish to occupy these lane spaces, the spaces will remain empty).
 - e. No player may enter the lane until the free throw attempt has hit the rim.
 - f. The remaining players from both teams not lined up along the lane must remain behind the free throw line extended and behind the 3 point line until the ball hits the rim.
- 9. BONUS FREE THROWS:** These are awarded to the offended team following a common personal fouls (except a team control foul) on and after the 6th team foul of the half.
- a. For the 7th, 8th, and 9th team fouls committed in the half, the shooter will shoot the bonus (1-and-1)
 - b. For team fouls 10 and above, two shots will be awarded to the shooter for any common, non-player control foul.
- 10. INJURY:** If the game is stopped due to an injured player, the player may not re-enter until the next legal substitution period unless the player's team uses a time-out.

RULE 7: SPORTSMANSHIP

- 1. RATING:** Each team will begin the contest with a 4 sportsmanship rating and shall be rated by the officials at the end of the contest. The authority of the officials' ratings exists prior to, during, and following all contests to which that official is assigned, and extends to all persons on, at, or near the playing site. Sportsmanship ratings shall be marked on the score sheet prior to captain signing off on the score and sportsmanship rating.
- A. (4.0) – Excellent Sportsmanship:** Players cooperate fully with the Intramural Sports staff and opposing team members. If necessary, the captain converses calmly with officials about rule interpretations and calls.
- B. (3.0) - Good Sportsmanship:** Team members verbally complain about some decisions made by the Intramural Sports staff and/or show minor dissent which may or may not

merit a conduct warning (unsportsmanlike penalty / technical foul / yellow cards / etc.). Teams that receive one conduct warning will receive no higher than a "B" rating.

C. (2.0) - Mediocre Sportsmanship: Team constantly comments to the Intramural Sports staff or the opposing team. The team captain exhibits little or no control over teammates or him/herself. Teams that receive one ejection or two conduct warnings (unsportsmanlike penalty / technical foul / yellow cards / etc.) will receive no higher than a "C" rating.

D. (1.0) - Below Average Sportsmanship: Team constantly comments to the Intramural Sports staff or the opposing team. The team captain exhibits little or no control over teammates or him/herself. Teams that receive one ejection and one conduct warning or a combination of three conduct warnings (unsportsmanlike penalty / technical foul / yellow cards / etc.) will receive no higher than a "D" rating and the game will be forfeited.

F. (0) - Unacceptable Sportsmanship: Team is completely uncooperative. Captain has no control over teammates and/or him/herself. Any team that receives two ejections or four conduct warnings (unsportsmanlike penalty / technical foul / yellow cards / etc.) will receive a "F" rating and the game and season will be forfeited.

RULE 8: CO-REC CLARIFICATIONS

1. **TEAM COMPOSITION:** Each team will consist of 5 players on the court. A minimum of 4 players are required to start the game.
 - a. 5 players are on the court – 2 males and 3 females
 - b. 4 players are on the court – 2 males and 2 females or 1 male and 3 females
2. **BASKETBALL:** Teams will play with a regulation size women's basketball (28.5), unless both teams agree to use a men's basketball.
3. **GUARDING:** No guarding restrictions. Males are allowed to guard females, and females are allowed to guard males.
4. **FEMALE SCORING SYSTEM:**

Coed - Female Scoring System	
Made shot inside the arc (2 pointer)	3 points
Made shot outside the arc (3 pointer)	4 points
Shooting foul inside the arc (2 pointer)	
Shot missed	3 free throws
Shot made	3 points + 1 free throw

Shooting fouled outside the arc (3 pointer)	
Shot missed	4 free throws
Shot made	4 points + 1 free throw
Bonus Free Throws	
Female player is fouled with her team in the bonus (7 th , 8 th , and 9 th team foul by the opposing team)	1 free throw + (an additional free throw if 1st free throw is made)
Female player is fouled with her team in the double bonus (10 th and above team foul by the opposing team)	2 free throws