



Basketball Rules

Intramural Basketball shall be governed by the current F.I.B.A. Rule Book with the following exceptions:

1) Timing Rules:

- A game shall be 2 twenty five minute halves with a five minute half time and shall finish within the time scheduled regardless of time on the clock.
- Stop time will occur in the last two minutes of the second half only.
- Teams will have one timeout per half, timeouts will not be carried over if unused in the first half.
- Any player closely guarded who does not pass/shoot within 5 seconds will be charged with a turnover. Any team who is winning by 15 points or more may not use a press-defence until the differential drops below 15 points.
- There will be NO shot clock used.

2) Team:

- Team Captains may seek information from the referee for the purpose of clarification of rules only.
- Minimum 8 per team

Intramural Rules and Regulations

1. Teams must wear pinnies provided to signify teams.

2. A team shall consist of five players. Teams must have at least 5 players present within 10 minutes of their scheduled start time. Teams that do not have 5 players ready, within 10 minutes of the start time will be assessed with a Default.

3. Should a team fall below 4 players due to an EJECTION, the game will end immediately. The score shall be recorded as the default score, or the current score, whichever differential is greater.

4. All jewellery shall be removed by the player prior to the game. Officials have the right to request the removal of jewellery prior an individual entering the game.
5. Equipment shall be provided by the convenor.
6. The referee's decision on all matters will be final. Constant harassment will not be tolerated.
7. Technical fouls count as personals.
8. A player will be ineligible to play after committing a total of 5 personal fouls in one game (including technical fouls)
9. A player will be ejected after two technical fouls
10. BONUS will be awarded on the 7th team foul in the Half. (One and One). Double bonus will be awarded on the 10th team foul in the half.
11. On Free Throws, players in the key may enter the key upon release of the ball from the shooter's hand. Players behind the 3-point arc may only enter the key after the ball passes the front of the rim.
12. On Free Throws if no rim is hit, it will be a dead ball and the defending team will inbound
13. During free throws, there will be a maximum of 3 players from each team in the key (inclusive of the shooter).
14. A two shot intentional foul, plus possession will be assessed for any foul coming from behind on a breakaway layup, regardless of whether the player is in the act of shooting.
15. All in-bounding of the ball will occur out of the area of play at the discretion of the official (sideline or baseline). Inbounding will not start until the official has handed the player the ball (except following the scoring of a basket).
16. A flagrant personal or technical foul will result in immediate ejection from the game.
17. Technical Fouls: · Any player assessed a second technical foul will be immediately ejected from the game. This player must leave the playing venue immediately (they may not remain on the sidelines). · If a team incurs a 5th technical foul, the game will be immediately suspended and awarded to the non-offending team. The score shall be recorded as the current score, or the default score (whichever gives the non-offending team a higher +/-). · Technical fouls are cumulative through an academic year. Any player receiving a 2nd (or subsequent) technical foul in an academic year will be subject to suspension.

18. All Other FIBA Rules Apply

Overtime and Ties:

1. Should a game end in a tie during the regular season, it shall be recorded as a tie.
2. Overtime will be 2 minutes in length, and will only occur in the playoffs. Team fouls will not be reset. Personal fouls will also not be reset.
3. Overtime shall be continuous until the tie is broken.

Definitions:

Blocking is personal contact which impedes the progress of an opponent who does not have the ball-Penalty-Personal Foul.

A foul is an infraction of the rules, the penalty for which may be one or more free-throws, provided the foul occurs while a player is in an act of shooting or after the bonus is in effect.

An intentional foul is a personal or technical foul, which in the judgment of the official appears to be designed, premeditated or committed with the intent to injure. It is not based on the severity of the act 2 Free Throws and Loss of Possession shall be assessed to the offending player.

A personal foul is a player foul which involves contact with an opponent while the ball is alive or the ball is in possession of a player while they are in control of the ball.

A player control foul is a common foul committed by a player while they are in control of the ball

An unsportsmanlike foul is a technical foul which consists of unfair, unethical or dishonourable conduct. The offending team shall be assessed 2 Free Throws and Loss of Possession

Holding is a personal contact with an opponent which interferes with their freedom of movement.