

TOWSON UNIVERSITY
INTRAMURAL SPORTS
2009-2010 BASKETBALL RULES

BASKETBALL IS A CONTACT SPORT, AND INJURIES ARE A POSSIBILITY. THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

ALL RULE CHANGES ARE HIGHLIGHTED IN GRAY.

THE GAME WILL BE PLAYED ACCORDING TO THE NATIONAL FEDERATION HIGH SCHOOL RULES WITH THE FOLLOWING EXCEPTIONS AND CLARIFICATIONS:

MEN AND WOMEN

STARTING THE GAME

1. **START TIME:** Teams are to be at the court and signed in before the official game time. If any team is not at the court and ready to play at the scheduled game time, the game will be declared a forfeit. It is recommended that teams arrive at the game site fifteen (15) minutes prior to the scheduled start time.
2. **IDENTIFICATION:** All participants must bring their current valid Towson University identification card to the court area in order to be checked in and ruled eligible to participate prior to the beginning of each game. Late arriving players must sign in with a scorekeeper before entering the game.
3. **SCORING:** An Intramural Program Assistant will keep the official score and clock at the scorer's table.
4. **BURDICK HALL RULES:** All Burdick Hall rules will be followed during intramural basketball contests.
5. **TEAMS:** Four (4) players constitute a team. A team may start with no fewer than three (3) players. Teams may play with less than three (3) players if, in the opinion of the game officials, they have a legitimate chance to win the game. *Exception: All fall leagues and spring men's elite leagues will play 5-on-5 and a team may start with no fewer than four (4) players.*
6. **BENCH PERSONNEL:** Every player, non-player, and coach that is on a team bench must be signed in and on the roster, and is subject to all intramural rules, policies, and procedures. *Clarification: a non-player/coach may not be on the roster of another team in the same division.*
7. **GAME EQUIPMENT:** Towson University Intramural Sports will provide a game ball.
8. **UNIFORMS:** Teams must wear contrasting color uniforms with numbers. If a team does not have their own jerseys, they may be checked from the Intramural Program Assistant.
9. **JEWELRY:** No jewelry may be worn. *Clarification: Medical alert and religious medals are not considered jewelry; they must be taped down with the medical information visible.*

PLAYING THE GAME

10. **GAME TIME:** The game will consist of two halves of twenty (20) minutes. During the first nineteen (19) minutes of each half, the clock will only stop for team and official time outs. The clock will stop during the last minute of each half according to NFHS Basketball Rules.

11. **OVERTIME:** For all games ending in a tie, a three-minute (3) overtime will be played to determine a winner. The clock will run continuously for the first two (2) minutes of the overtime and stop only during the last minute (see Rule #10). If the game is still tied, one-minute (1) overtimes will follow until a winner is determined. Each team will receive one (1) time-out for each overtime period (time-outs do not carry over from regular time to overtime or between overtime periods).
12. **TIME-OUTS:** A team will be granted three (3) time-outs per game. Time-outs will be thirty (30) seconds; teams must be ready to play immediately following the time-out. The game clock will stop for charged time-outs. If free throws are to be attempted immediately following a time-out, the clock will not run during the free throws.
13. **FOULS:** Five (5) personal fouls (personal and technical combined) result in disqualification from the game. On the seventh (7) team foul in each half, the bonus situation is in effect. On the tenth (10) team foul in each half, the "double bonus" situation is in effect. Prior to the bonus situation, "common fouls" will be taken out of bounds at a designated spot by the offended team.
14. **TEAM CONTROL FOULS:** A throw-in will be awarded to the offended team after all team control fouls (no free throws will be awarded). A team control foul is defined as any foul on an offensive player when his/her team is in control of the ball. *Clarification: free throws may still be awarded for all defensive and loose ball fouls (including rebounding fouls) when the bonus situation is in effect.*
15. **SUBSTITUTES:** Substitutes must report to the scorekeeper before entering and must be signaled on to the court by an official. Failure to comply will result in a technical foul.
16. **JUMP BALL / HELD BALL:** The game is started with a jump ball; thereafter, any held ball situations, and the start of the second half, will use the alternating possession procedure.
17. **PLAYER EQUIPMENT:** Head decorations, headwear, and/or jewelry (including rubber bands) are illegal. Headbands no wider than two inches made of nonabrasive, unadorned, cloth, fiber, soft leather, or rubber are legal. Headbands (just described) and rubber (elastic) bands to control the hair are the only legal pieces of equipment on the head.
18. **FREE THROWS:** Marked lane spaces may be occupied by a maximum of four (4) defensive and two (2) offensive players. The first marked lane spaces on either side may not be occupied by any player. The second marked lane spaces on either side must be occupied by the defense. The third marked spaces on either side may be occupied by the offense, and the fourth marked lane spaces on either side may be occupied by the defense. The thrower and all players not in a marked lane space may NOT break the plane of the free throw line until the ball touches the ring, backboard, or until the free throw ends. *Clarification: It will be a violation for a free thrower to consume more than ten (10) seconds after the ball is placed at his/her disposal.*
19. **TECHNICAL/INTENTIONAL FOULS:** Free throws will be shot for technical and intentional fouls in accordance with NFHS Basketball Rules. The clock will not stop during these free throws, unless there is less than one minute left in the half.
20. **MERCY RULE:** A game will be ended if a team is fifty (50) points ahead at any time, forty (40) or more points ahead with ten (10) minutes remaining in the second half, thirty (30) or more points ahead with five (5) minutes or less remaining in the second half, or twenty (20) or more points ahead with two (2) minutes or less remaining in the second half.

SPORTSMANSHIP

21. **UNSPORTSMANLIKE CONDUCT:** Any unsportsmanlike conduct including, but not limited to, arguments with officials (the captain is the only player permitted to talk with the officials) by any coach, manager or spectator, flagrant fouling, fighting, etc. will result in expulsion of that individual and/or team from further participation in that scheduled game. Officials/supervisors have the authority to impose penalties for teams behaving in an unsportsmanlike manner.

22. UNSPORTSMANLIKE CONDUCT FOUL LIMIT: If two (2) players from the same team are ejected from a game, that game will be ended and that team will receive a loss and a 0 sportsmanship rating, regardless of the score and the time remaining. In addition, if a team receives three (3) technical fouls in a game, that game will be ended as stated above.
23. BENCH CONDUCT: All substitutes, coaches, and spectators must adhere to Intramural Sports and Burdick Hall rules, and are subject to the authority of the Intramural Sports Supervisor and all sportsmanship-related rules and policies.
24. DRUG, ALCOHOL & TOBACCO POLICY: Teams and fans are not permitted to bring alcohol and/or drugs, or come under the influence of alcohol and/or drugs. Teams and fans are also not permitted to use any tobacco products in Burdick Hall. Violators may be removed from the facilities with possible forfeiture of the game, at the discretion of the Supervisor.
25. INTRAMURAL POLICIES: Team captains are responsible for making sure that all members of their teams are aware of all Intramural Sports policies and rules. Captains are responsible for their teams' sportsmanship, and may be held accountable for the actions of individuals on their team.

CO-RECREATION

All of the above rules apply with the following exceptions:

26. TEAMS: Four (4) players constitute a team. Two (2) men and two (2) women shall be on the floor during games. A team may play with no less than three (3) players. If a team is playing with less than four (4) players, the male/female ratio may be 2:1 or 1:2.
27. GAME BALL: A women's ball will be used.
28. FEMALE SCORING: Females will be awarded three (3) points for all shots made inside the 3-point arc and four (4) points for all shots made outside the 3-point arc. If fouled during an attempt, females will receive three (3) free throws for shots attempted inside the 3-point arc and four (4) free throws for shots attempted outside the 3-point arc. When fouled during a made shot, females will receive the points as described above plus one free throw. *CLARIFICATION: Bonus free throws (1&1), double bonus free throws, and technical fouls will be awarded as described in the NFHS rules, regardless of the shooter. All free throws will count as one point, regardless of the shooter.*
29. MALE SHOOTING: There are no restrictions as to where males may shoot.
30. DEFENSE: There are no defensive restrictions.