



Texas A&M University Corpus Christi-
Department of Recreational Sports
Intramural Sports
Basketball Rules



Intramural Basketball is played in accordance with the NFHS Basketball rules.

Team Captains and Player Eligibility

1. Game clock will start at scheduled game time.
2. A maximum grace period of 10 minutes will be granted to teams waiting on players. Every minute (up to ten) that a team does not have the minimum number of players to start, the opposing team will be granted one point.
3. The game will result in a forfeit if a team cannot meet the minimum player requirement after the 10-minute grace period.
4. A team will be assessed a forfeit fee of \$10 if they forfeit a game. Teams will not be allowed to play until the fee is paid.
5. A team with two “no call, no show” forfeits will be dropped from the league.
6. Team captains are responsible for informing their teammates of all Intramural Sports policies and procedures.
7. Only team captains or designated players may address an official regarding rule interpretations or to obtain essential information.
8. Team captains are responsible for their team and fans behavior before, during, and after the game. Fan penalties will be awarded to the captain.
9. Team captains are responsible for any equipment given to them, such as team jerseys and team balls. **Team captains will be charged for missing or damaged items.**
10. Team rosters are frozen after the last game of the regular season.
11. **NO ID NO PLAY!** All participants must present their Sandollar ID to the Intramural Supervisor on duty in order to be eligible for play.
12. Presenting a false ID will result in a suspension of all participants involved. The offending team will lose their right to win the coin toss and be awarded an unsportsmanlike conduct. Usage of illegal or ineligible players will result in an automatic forfeit of that game.
13. **UNDER NO CIRCUMSTANCE IS ALOCHOL ALLOWED ON IN DUGAN WELLNESS CENTER.** UPD will be called if any fan or participant is in possession or under the influence of alcohol.
14. Smoking is not allowed inside the Dugan Wellness Center. Smoking includes, but is not limited to cigarettes, e-cigs, vape machines, illegal substances, etc.

Equipment

1. Teams may wear their own jerseys. All jerseys must be of the same color and have numbers. Jerseys will be provided for each team if necessary. A shirt must be worn underneath the Intramural Sports jerseys (tank tops are allowed to be worn underneath the Intramural Sports jerseys).
2. Shoes must be appropriate, athletic shoes. No boots, open toed shoes, or crocs will be allowed.

3. The use of headgear, jewelry, shoulder pads, body pads or any unyielding or dangerous equipment is prohibited. Players may wear a knit or stocking cap and use soft, pliable gloves if they desire. No baseball style caps or bandannas may be worn at any time.
4. Tape or bandage on the hand, wrist, forearm, or any other part of the body is prohibited except to protect an injury. Under no circumstances will a player wearing a cast or splint be allowed to play. Braces with exposed metal parts must be covered.
5. Belt loops, pockets, exposed drawstrings, or untucked hoods on sweat shirts are illegal.

Timing and Players

1. Each game will consist of two 20 minute halves with a three minute half time.
2. The clock will continue to run with the exception of team and official's timeouts as well as the last two minutes of the second half. During the last two minutes, the clock will stop for all dead ball situations. Officials reserve the right to add time to the game if necessary.
3. Teams will receive three timeouts per game, but can only use two per half. Unused timeouts do not carry over to the next half or overtime period.
4. A regulation team consists of 5 players, however, a team will be allowed to start with 4 players present.

Game Play

1. After the captain's meeting, a jump ball will be administered at center court to determine the first possession.
2. **Substitutions:** A substitute must report to the scorekeeper and be recognized by a game official before he/she may enter the game. In a multiple free throw situation, a substitute may only enter immediately before the last free throw attempt or after the last free throw attempt is made. If the substitute is for the shooter, it must be a made basket to substitute. Failure to properly report will result in a technical foul being assessed to that player.
3. **Mercy Rule:** If a team is ahead by 40 or more points in the second half, the game is ended. If a team is up by 20 or more with two minutes remaining, the game is ended.
4. **Time-outs:** Each team will receive three, one minute time-outs per game and two per half. Only 2 unused timeouts will carry over into the second half; but timeouts will not carry over from regulation to overtime.
5. **Overtime:** If the game is tied at the end of regulation during the regular season, the game will result in a tie. During playoffs, tied games will result in a two minute overtime. Overtime will begin with a jump ball at center court and the clock will stop on all dead ball situations. This overtime procedure will continue until a winner is declared. Teams will receive one timeout per overtime period.
6. The ball will be considered out of play any time a player or the ball makes contact with any area outside the boundary line or the line itself. A ball that makes contact with the hoop supports or the backside of the backboard will also be considered out of bounds. The ball will be put back into play with a throw-in at the designated spot.

Free Throws

1. Only 6 players may occupy the lane.

- a. Defensive players must fill the bottom two spaces and they may take the third lane space.
 - b. The offensive players may fill the second lane spaces on both sides and may not have more than two players rebounding.
2. The other three players must remain behind the 3-point line above the free throw line extended.
3. The players in the lane may move on the release while the shooter and players beyond the three point line may only crash the lane after the ball has touched the rim.

Violations

1. Dunking is permitted during the game but is not allowed prior to the game, during half time, or following all games.
2. **GRASPING AND HANGING ON THE RIM OR NET** is illegal and will result in a technical foul, except if in the opinion of the officials; it was done to prevent injury.
3. Any player who damages equipment will be financially responsible for the repair or replacement of the damaged items(s).
4. If the ball goes out-of-bounds, a new 10- second count will begin.
5. Players may not swing elbows, even if no contact occurs. A player who swings their elbows and does not make contact will receive a personal foul and a warning. If the same player swings their elbows without contact a second time, they will receive a technical foul. A player who swings their elbows and makes contact with another player (regardless of team affiliation) will automatically receive a technical foul.
6. **Kick ball:** A player may not intentionally kick a ball with any part of their leg.
7. **10-Second Backcourt:** a player must have both feet and the ball completely across the mid-court line before the count stops. The count will only stop if the defending team gains control of the ball or a defensive foul is called.
8. **5-second frontcourt:** applies only in the frontcourt to players holding or dribbling the ball whose defender has established a closely guarded position at least 6 feet from the player with the ball.
9. **3-Second lane:** applies to offensive players who have any part of their foot in the lane when the ball is in their frontcourt. The count stops on loss of team control and on any shot that makes contact with the rim. A player in the lane may receive a pass prior to 3 seconds and be permitted to make an offensive move to the basket.
10. **Goaltending and Basket Interference:** When a defensive player touches the ball while it is on its downward flight to the goal, while the ball is directly above the cylinder, and/or slaps the backboard while the ball is on or above the cylinder, it is goaltending and two points shall be awarded. When an offensive player touches the ball, net or any part of the basket while the ball is on or above the cylinder, it is basket interference and a violation. Any baskets are waived off and the ball is awarded to the defending team.
11. **Throw-in:** After a made basket, the thrower may run the baseline. On any designated spot throw-in, the thrower has a spot approximately 3 feet wide and as deep as the court permits to make their throw-in. They may take steps to the left or right as long as one foot remains on or over the spot, and may step back as far as the court permits. On all throw-ins, the player has five seconds to release the ball. The defense may not break the plane of the line, if so they will receive a warning and then a technical foul on all subsequent violations. If the defense breaks the play and touches the ball before it is released it is a

technical foul. If the defense breaks the plane and touches the player before the ball is released it is an intentional foul.

Fouls and Penalties

1. A player will be disqualified (fouls out) when he/she has accumulated 5 fouls (any combination of personal and technical fouls).
2. Bonus free throws (one-and-one) for each common foul (except player 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 during each half.
3. **Shooting foul:** A player who is in the act of shooting will be rewarded with two or three free throws unless the basket is successful and then they will receive one free throw. Shooting fouls include hack, hold, push, block, not allowing the shooter to land etc.
4. **Non shooting foul:** A player who is fouled while not in the act of shooting will be rewarded with a team foul. Non-shooting fouls include hold, push, block, hand-check, illegal screen, etc.
5. **Team Control Fouls:** When a team who is in control of the ball, dribbling, holding, or shooting commits a foul it is a team control foul. Team control fouls include charging, lowering the shoulder, pushing off, illegal screens, and swinging elbows.
6. **Flagrant Fouls:** When any of the above fouls are flagrant, (dangerous or malicious fouls with no attempt to play the ball or with excessive contact) the player should be ejected immediately. The offended team will receive two points and the ball.
7. **Technical Fouls:** On all technical fouls, two (2) points will be automatically awarded to the offended team, plus the ball at the division line for a throw-in. (Free throws will not be taken) Technical fouls count towards each player's disqualification total and the team's total fouls.
 - a. Two unsportsmanlike technical fouls charged to any individual will result in his/her ejection from the game and the facility.
 - b. Three unsportsmanlike technical fouls on one team will result in a forfeit.

Co-Rec Modifications

1. Each team will consist of five (5) players made up of 3 men and 2 women or 3 women and 2 men. A team may start with a minimum of four (4) players, but there must be a minimum of 2 men and 2 women to begin.
2. The women's size ball will be used during the game, unless both teams agree to use a men's ball.
3. Men are allowed block the shot of a female shooter; however, if the block attempt is successful, the ball will be called dead and the shooting team is awarded the ball out of bounds. Attempting to block a shot involves a swinging motion toward the female shooter. A male who is standing flat-footed with his arms straight in the air is NOT considered to be attempting a block even if they make contact with the ball.
4. Female points and male points are of equal value.

Playoff Eligibility

1. Teams will only be eligible for post-season play if they earn an average sportsmanship rating of 3 or higher
2. Teams that win via forfeit will receive a 5 rating.

3. Teams that lose via a forfeit will receive a 2 rating.
4. Teams that lose via default will receive a 3 rating.
5. Please contact the Competitive Sports Coordinator with any questions regarding sportsmanship ratings.

Protest

1. A participant may protest the misinterpretation or application of rules as well as player eligibility. Players are not allowed to protest official's judgement calls. Please refer to the participant handbook for protest procedures