

Men's Intramural - BASKETBALL Rules

- **NO jewellery of any kind is permitted. "Taping over" is NOT acceptable.**
 - **Knee braces must be covered. A spandex cover or tensor bandage will suffice.**
- a) Both halves of the game will begin with a jump ball. All other tied up balls will be awarded based on the 'possession arrow'.
 - b) Games are 2 – 20 minute halves.
 - The last minute of the second half will be "stop" time, i.e. clock is stopped at whistle.
 - Teams are allotted one 30-second timeout per half. The clock stops for the timeout.
 - c) Over and back will be called at the officials' discretion.
 - d) There is no shot clock; referees will call 30-second shot-clock violation at their discretion.
 - e) On fouls committed during the shot:
 - If the player is fouled while taking a shot but does not score, he receives two foul shots.
 - If the player is fouled while shooting and scores, he gets the basket plus one foul shot.
 - f) A point will be awarded for each non-shooting defensive foul once a team reaches the bonus for the half. After the teams seventh (7th) foul of the half the bonus will be in effect.
 - A single point will be awarded for each subsequent non-shooting defensive foul, plus the fouled team will retain possession.
 - Offensive fouls will count for personal/team fouls, but no point will be awarded, they will simply result in a loss of possession.
 - In the final 30 seconds of the game, a fouled player will shoot two free throws IF the game is within 10 points.
 - g) **No DUNKING** – this will be technical foul and automatic game ejection.
(No dunking includes the warm-up)
 - h) A technical foul will be an automatic 2 points plus possession.
 - i) Five (5) fouls sustained by any player and said player will be 'fouled out'.
 - j) 3-point baskets are in effect.
 - k) **Possession Arrow** will be used to determine which team gets the ball in a tied up situation.
 - l) Any player ejected from an Intramural Basketball game for any reason, other than for having sustained 5 fouls, will be automatically suspended until such time as they file an appeal with the Campus Recreation Intramural Office and they have the case reviewed by the Campus Recreation Administrative Board.
 - m) Substitution: Teams are permitted unlimited substitutions, however they must be made at a stoppage in play and with the referee's permission - **NO SUBS ON THE FLY!**