

Basketball: Men's , Fall 2009

Playing Rules

Default Rule:

- If a team fails to show before five (5) minutes has elapsed from the stated game time, the game will be declared a default loss (20 – 0 will be the score).
 - A team must have **FIVE (5) players dressed and ready to play** by the end of the five-minute grace period allowed (gym clock will be used).
However teams must also supply someone to serve as a scorekeeper and/or timekeeper throughout each game. **THIS SIXTH PERSON CAN BE A MEMBER OF THE TEAM, BUT DOES NOT NEED TO BE. THIS IS CRITICAL TO THE SMOOTH FLOW OF THE GAMES AND TO AVOID ANY GAME DISPUTES OVER THE SCORE / TIME.**
 - **A MAXIMUM OF FIFTEEN PLAYERS MAY DRESS FOR ANY ONE GAME.**
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ANY SPECIFIC RULES NOT COVERED BELOW WILL FOLLOW [FIBA 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.**

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.

Both halves of the game will begin with a jump ball.

Over and back will be called at the officials' discretion.

There is no shot clock; referees will call 30-second shot-clock violation at their discretion.

Possession Arrow will be used to determine which team gets the ball in a tied up situation.

FOULS COMMITTED IN THE ACT OF SHOOTING:

- 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.

FOUL BONUS:

A point will be awarded for each non-shooting defensive foul once a team reaches the bonus for the half. After the team's 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.

Exception:

In the final 30 seconds of a close game (score is within 10 points), a fouled player will automatically shoot two free throws, regardless if the team is in bonus or not.

NO DUNKING –

This will be a technical foul and automatic game ejection (includes during the warm-up)

- A technical foul will be an automatic 2 points plus possession.
- Five (5) fouls sustained by any player and said player will be 'fouled out'.
- 3-point baskets are in effect.

Any player ejected from an Intramural Basketball game for any reason, other than for having sustained 5 fouls, will automatically be suspended until such time as they file an appeal for reinstatement with the Campus Recreation Intramural / Rec Sports Office and they have the case reviewed by the Campus Recreation Administrative Board.

Substitutions:

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!**