

Intramural Basketball Rule Modifications

1. Over and back rule will be enforced at the referees' discretion.
2. If in the act of shooting a foul is committed and the basket is scored, the team is awarded the points for the basket plus one additional bonus point.
 - a) If a player is fouled in the act of shooting, and the basket is missed, the team is awarded one (1) point and possession on the side.
 - b) If the shot is made, the player is awarded the basket plus one point. The defending team would then gain possession.
3. Jump balls are not awarded. The defensive team will receive the ball. (**See rule clarification below**)
4. Individual fouls are not kept, however team fouls are recorded. After the 7th team foul in the half, it is into the "bonus situation" and one point (plus possession) will be awarded on each subsequent non-shooting foul.
5. Each team is responsible for providing a scorekeeper.
6. Each team needs at least four (4) players to start the game; any less is a default. Teams have five minutes after the start of the game to provide the minimum number of players.
7. The three-point line is in play.
8. There is no shot clock, however the referees will call 30 seconds at their discretion.
9. The narrow key will be used in the Education Gym and since there is no narrow key in the Main Gym, we will use the existing key.
10. No substitutions on the fly. Substitutions must be made during a stoppage in play.
11. Teams will be permitted one 20-second timeout per half. The clock will stop during all timeouts to ensure that timeouts are not being used to run out the clock at the end of the game.

Beginner Division

There will be no full court press allowed in the Beginner division. This call will be made at the referees' discretion on whether a press is being instituted. The first offence will be a warning; the second infraction will result in a team foul. A third infraction will put the non-offending team into a "Bonus Situation", regardless of accumulated team fouls, for the remainder of the game.

Jump Ball Situation

When a player gains possession of a defensive rebound and proceeds to put the ball down to begin the dribble (i.e. begins to move the ball up the court in an offensive manner) she is now considered the offensive team, despite being in her own end. This means that should this player end up in a tied-up ball situation, even if they have not reached mid-court the other team will gain possession, due to the fact that all tied up balls will be awarded to the defensive team.

If a player grabs a defensive rebound and is tied up immediately, without dribbling, the ball will remain in their possession because they have not made an attempt at advancing the ball up the court in an offensive manner. (Defense's ball).