

SUL ROSS STATE UNIVERSITY
Department of University Recreation

Basketball Rules

General Information

1. The team captain and all players are responsible for all information contained in the Playing Rules, the Intramural Eligibility, Policies, and Guidelines webpage, and the Basketball Event webpage.
2. Participants must have a valid photo ID with them at all times.
3. Players should have checked in, shown ID warmed up, and be ready to play prior to the scheduled game time.
4. Each team shall designate to the official team captain(s) for the contest. The captain is required to sign the scorecard at the end of each game verifying the final score, and that all participating players have been checked in.

The Players

1. The game shall be played between two teams of no more than five players each. Exception: In the Co-Rec. league, there must be a combination of either:
 - 3 men, 2 women
 - 3 women, 2 men.
 - 1 man, 4 women
 - 2 men, 2 women
 - 1 man, 3 women
2. A regulation team consists of 5 players. The minimum required to play is 4.
 - a) If injuries reduce a team to 3 players or less, the game may continue at the referees' discretion.
 - b) A team reduced to 3 players or less via player ejections will automatically forfeit.
2. A team must have four players present and ready to play by scheduled game time or a forfeit shall be declared. After the game has started, player's names

may be added to the scoresheet without penalty. In the Co-Rec. league, there must be at least 2 men and 2 women to begin the game.

3. A team may play with less than four players after the beginning of the game provided they have an opportunity to win the game. In the Co-rec league, teams may continue the game with two men and one woman, two women and one man, one man and one woman, or one man/woman.

4. Each team shall designate a court captain and that player shall speak for the team in all dealings with the officials.

No Show

1. A no show will be assessed when a team fails to be present with the required number of players at 10 minutes past the scheduled game time.
2. If a team is not ready to play at 10 minutes past game time, a no show "win" will be awarded to the team ready to play with the score 10-0.

Equipment

1. All team members must wear the same color shirt or penny.
2. All team members must wear athletic apparel appropriate for basketball. Any apparel items with exposed metal or plastic (jeans, khakis, cargo shorts/pants, etc. with rivets, zippers, buttons) will not be permitted. Shirts may have short or long sleeves, but may not have hoods, zippers, or any other dangerous adornments.
3. Teams may bring their own ball or checkout balls from the front desk. The game ball shall be regulation size and color. Men's and Coed teams will use a men's size ball. Women's teams will use a women's size ball.
4. Head decorations, headwear, and bandanas are illegal. Only elastic headbands, durags, and hair control devices without metal, hard plastic, or knots that are 2 inches or less in width are permitted.

- a) **Religious Headwear** – In the event a participant may not expose his/her uncovered head, the Intramural Sports Director may approve a covering or wrap which is not abrasive, hard, or dangerous to any other player and which is attached in such a way it is highly unlikely to come off during play. Hard items including, but not limited to, beads, barrettes, and bobby pins are prohibited. Participants must receive approval for headwear prior to participating.\

5. All players must wear athletic shoes with non-marking court soles. Hard sole shoes of any kind will not be permitted.

6. Players **may NOT** wear casts/splints under any circumstances and all pads/braces must be below the waist. Players who wear a knee brace with exposed metal or metal hinges are required to cover it.

7. Players **may NOT** wear any exposed jewelry of any type.

- a) **Medical Alert and Religious Medals** – Medical-alert and religious medals are not considered jewelry. Religious medals must be taped and worn under the uniform. Medical-alert medals must be taped and may be visible. The wearing of a religious medal must be approved prior to participating in any contest. (A cross would not be considered a religious medal for the purposes of this rule.)

Substitutions

1. A substitute who desires to enter the game shall report to the scorers' table. The substitute shall remain outside the boundary until an official beckons for him/her.

2. Substitutes will be recognized during any dead ball situation. However, at the 4-minute remaining mark of the second half only, no substitutions shall be allowed. Teams will be allowed to make all final substitutions at the first dead ball under 4 minutes. Exceptions include injured players, players who foul out, or players who are ejected. Teams may substitute at any time during the stop clock in the last minute of the game.

General Time Factors

1. All games will be limited to two (2) fifteen-minute halves (running clock) with a five-minute halftime. The clock will begin to run at game time. Exception: *A regulation stop clock will be used at the 1 minute remaining mark of the second half. The clock will stop for fouls, violations, and time-outs, but not after made baskets.
2. In the regular season, if the score is tied at the end of the second half, the game will be declared a tie. In the play-offs, two minute extra periods will continue until a winner is determined. Each extra period is an extension of the second half.
3. Each team will be entitled two time-outs per half, which shall not exceed one minute in length. Each team is allotted an additional time-out per overtime period. Unused time-outs from the second half may not be used during extra periods.

5. A team will be charged a time-out each time one of their player's is found wearing jewelry on the court of play. If the team has no time-outs remaining, the player will receive a technical foul which counts toward their personal and team totals.

6. If a team is 20 or more points ahead with two or less minutes remaining in the game, the game will end by mercy rule. If a team is 40 or more points ahead anytime in the second half, the game will end by mercy rule.

Live Ball and Dead Ball

1. Each game and overtime period will begin with a jump ball. The possession arrow will determine all other held ball situations.
2. During the free throw, only six players are allowed in the marked lane spaces. The opponents of the free thrower must occupy the first marked lane spaces above the neutral zone marks. The lower blocks will always be vacant.
3. Once the ball has hit the rim or backboard, all players may enter the free throw lane.

Team Area/Bench Personnel

1. Captains and Players must remain in the immediate area of the bench and cannot walk the entire length of the sideline. Team captains are responsible for the behavior of their TEAM and FANS.

Fouls and Penalties

1. After a player-control foul, a team control foul, or a common foul prior to the bonus rule being in effect, play will resume with a throw-in from the spot nearest the foul.
2. A violation will be called if a player leaves the court for an unauthorized reason (i.e. an offensive player avoiding a legal screen).
3. A player will be disqualified from the game after accumulating 5 personal, 2 technical fouls, or a flagrant foul.
4. The one-and-one bonus will be in effect on or after the 7th team foul in each half. The two shot bonus will be in effect on or after the 10th team foul in each half.
5. If a team receives three technical fouls during a game, the game will be declared a forfeit.
6. Players that are ejected from a game become ineligible and may not participate in any Intramural activity until they meet with the Director of University Recreation. Teams will forfeit all games in which an ineligible player participates.