

# BASKETBALL RULES

## INTRAMURAL SPORTS

NFHS rules will be used with some in-house modifications.

### RULE ONE: THE GAME, COURT, PLAYERS

#### Section One: General Provisions

##### A. Eligibility

1. This activity will be conducted according to the eligibility rules set forth in the Intramural Sports Participant Guide.
2. All participants must present their own Winthrop photo identification card (Winthrop ID) to the Sport Supervisor at the playing site prior to participating in each Intramural Sports contest. Sport Programs will not accept any other form of identification (i.e., driver's license, passport, social media profile photos, etc.). Players without a Winthrop-issued ID will not be permitted to play.
3. The participation by an ineligible player will subject the offending team to forfeiture of the contest and possible removal from the league.

##### B. Players

1. The game shall be played between two teams of five (5) players each.
2. A team may begin a game with a **minimum of four (4) players**.
3. A team may have a maximum of 12 players on the roster. Players who have not participated may be removed from the team roster prior to the roster freeze date (see IMLeagues).
4. The jurisdiction of the Sport Programs staff begins when a team or player enters the facility and ends when the team or player leaves the property. During this time, participants are expected to treat all Sport Programs staff, opponents and Recreational Services property with respect.
5. The use of alcohol and/or tobacco is strictly prohibited.

##### C. Sportsmanship Rating

1. Participants and spectators are expected to demonstrate positive sportsmanship towards other teams and staff members at all times. At the conclusion of each game, teams will be assigned a sportsmanship rating that reflects the team's overall conduct for that night.
2. **In order to be eligible for the playoffs, a team must have a sportsmanship rating average of at least 3.00 at the conclusion of the regular season.**
3. During the playoffs, teams who receive a sportsmanship rating below three (3) will be placed on probation. A second rating below three (3) during the same playoffs will result in forfeiture for the offending team.

A **four (4)** is given when the team cooperates fully with the Sport Programs staff and the opponent. If necessary, the team captain speaks calmly with Sport Programs staff regarding questions or rule interpretations.

A **three (3)** is given when the team displays a few lapses in sportsmanship but receives no unsportsmanlike conduct penalties. The captain remains in control of the team at all times without being prompted by staff.

A **two (2)** is given when the team displays somewhat frequent lapses in sportsmanship, and the team captain does very little to assist in alleviating the problem. This is the highest sportsmanship rating a team can receive after being assessed an unsportsmanlike conduct penalty.

A **one (1)** is given when the team receives one ejection and/or multiple unsportsmanlike conduct penalties. The team captain has little or no control over the team, is part of the problem and/or is unwilling to work with staff. This is the rating a team receives for a game ended due to unsportsmanlike conduct penalties alone.



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A **zero (0)** is given when the team is completely uncooperative and behaves in a way that violates Winthrop University regulations. The team shows a blatant disregard for the policies and rules of Recreational Services. Teams receiving this rating will be ineligible to compete until meeting with the Assistant Director, Sport Programs to discuss the incident.

### **Section Two: Equipment**

#### **A. Official Ball**

1. Men shall use a 29.5" regulation size ball. The 28.5" ball will be used for Women's games. *CoRec captains have the choice of which ball to use. Should no size be agreed on, the 28.5" ball should be used.*

#### **B. Players**

1. Players must wear athletic, non-marking shoes at all times.
  - a. Players who are caught wearing any other style of shoe will be asked to change immediately and will not be allowed to participate until proper shoes are worn.
2. Players must remove all jewelry prior to participation, including (but not limited to) piercings, watches, necklaces, and bracelets.
3. Protective equipment may be worn by any player at all times. However, it must be worn properly. Padding must cover splints, braces, and/or casts.
  - a. The Sport Programs staff may prohibit the use of any type of protective equipment that presents considerable risk to the safety of other players.
4. The Sport Programs staff may prohibit the use of any equipment that may perceptibly affect the game, compromise the safety of participants or fans, or enhance a player's performance.
5. Equipment that includes computers, electric components, or mechanical devices shall be declared illegal.

#### **C. Jerseys**

1. Players of opposing teams must wear contrasting colored jerseys. The visiting team will be responsible for avoidance of similarity of colors.
2. All jerseys are required to have numbers on the front or the back.
  - a. All numbers are eligible, provided they consist of one or two digits and do not repeat an already occupied number.
  - b. A team shall not have both numbers 0 and 00.

## **RULE TWO: GAMEPLAY**

### **Section One: Scoring**

#### **A. Scoring**

1. A goal is scored when a live ball enters the basket from above the rim and passes through the rim.
2. A successful try, tap, or thrown ball from the field by a player who is located behind the team's own 19' 9" arc counts three (3) points. Some floors may have a 20' 9" arc. This arc shall only be used if it is the only arc present.
3. All other successful tries, taps, or thrown balls should count for two (2) points.
4. When play is resumed with a throw-in or free throw and three-tenths (0.3) of a second or less remains on the clock, a player may not gain control of the ball and try for a field goal. In this situation, only a tap could score.
  - a. If the clock does not display tenths of a second, this rule does not apply.

#### **B. Cancelled Game**

1. The score of any cancelled game, via forfeit or default, shall be 20-0 in favor of the offended team.

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### C. Grace Period

1. If a team cannot field the number of players required to participate at game time, the opposing captain will be given the choice to either apply the grace period or receive a win by forfeit.
2. Should a captain choose to apply the grace period, the game clock will start and run for up to 10 minutes. If after 10 minutes a team still cannot field the number of players required to participate, a forfeit is declared.

## **Section Two: Game Timing**

### A. Playing Time and Intermissions

1. Playing time shall be 40 minutes, divided into two (2) halves of 20 minutes each. The intermission between the 1<sup>st</sup> and 2<sup>nd</sup> halves shall be 5 minutes.

### B. Clock Operation

1. The clock will start on the first live ball of each half and run continuously for the 1<sup>st</sup> half and the first 18 minutes of the second half unless it is stopped for a:
  - a. Team timeout
  - b. Referee timeout
  - c. End of the 1<sup>st</sup> half
2. The clock will stop in the last two (2) minutes of the second half when an official:
  - a. Calls a foul
  - b. Signals a held ball
  - c. Calls a violation
  - d. Stops play for any other dead ball
3. The clock will start after it has been stopped:
  - a. When the official signals the time-in
  - b. Upon the scorer's discretion if the official neglects to signal the time-in
  - c. Upon being legally touched by a player on the court

### C. Timeouts

1. Each team is entitled to two (2) charged timeouts each game.
2. A charged timeout that is granted shall be one (1) minute and can be shortened if both teams are ready for play.

### D. Mercy Rule

1. If a team is 30 or more points ahead when the clock reaches the five (5) minute mark in the second half, the game is over.
  - a. If a team scores during the last five (5) minutes of the game and that score creates a point differential at or above the differential required for the mercy rule to apply, the game is over.
2. If a team is 20 or more points ahead when the clock reaches the two (2) minute mark in the second half, the game is over.
  - a. If a team scores during the last two (2) minutes of the game and that score creates a point differential at or above the differential required for the mercy rule to apply, the game is over.

## **Section Three: Substitutions**

### A. Substitutions

1. A substitute who desires to enter shall report to the scoring table.
2. The substitute shall remain outside the boundary until an official beckons, whereupon he/she shall enter immediately. If the ball is about to become live, the beckoning signal should be withheld.
3. The horn does not signal a legal substitute. Instead, it is used to notify the officials of a pending substitution.

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4. A substitute becomes a player when he/she legally enters the court. If entry is not legal, the substitute becomes a player when the ball becomes live.
5. A player who has been replaced, or directed to leave the game shall not re-enter before the next opportunity to substitute after the ball has become live following his/her replacement.
6. A player who is bleeding, has an open wound, or has any amount of blood on his/her uniform shall be directed to leave the game until the bleeding is stopped, the wound is covered, and the uniform is appropriately cleaned or changed.

### **RULE THREE: LIVE BALL AND DEAD BALL**

#### **Section One: Live Ball**

##### **A. Starting Play**

1. The game and each extra period shall be started by a jump ball in the center restraining circle. After any subsequent dead ball, the only way to get a live ball is to resume play by a jump ball, throw-in, or free throw.
2. The ball becomes live when:
  1. On a jump ball, the tossed ball leaves the official's hands
  2. On a throw-in, it is at the disposal of the thrower
  3. On a free throw, it is at the disposal of the free thrower
3. To start the second half, the ball shall be put in play by a throw-in under the alternating possession procedure.

##### **B. Jump Ball**

1. For any jump ball, each jumper shall have both feet within that half of the center restraining circle which is farther from his/her basket.
2. When the official is ready and until the ball is tossed, non-jumpers shall not:
  - a. Move onto the center restraining circle
  - b. Change position around the center restraining circle
3. Teammates may not occupy adjacent positions around the center restraining circle if an opponent indicates a desire for one of these positions before the referee is ready to toss the ball.
4. The tossed ball must be touched by one or both of the jumpers after it reaches its highest point. If the ball contacts the floor without being touched by at least one of the jumpers, the referee shall toss it again.
5. Neither jumper shall:
  - a. Touch the tossed ball before it reaches its highest point
  - b. Leave the center restraining circle before the ball has been touched
  - c. Catch the jump ball
  - d. Touch the ball more than twice

##### **C. Alternating Possession**

1. In all jump ball situations, other than the start of the game and each extra period, the teams will alternate taking the ball out of bounds for a throw-in. The team obtaining control from the jump ball establishes the alternating possession procedure, and the arrow is set toward the opponent's basket. Control can also be established by foul or violation.
2. To start the second half, the throw-in shall be from out of bounds at the division line opposite the scorer's table.
3. An alternating possession throw-in shall result when:
  - a. A held ball occurs
  - b. The ball goes out of bounds after a simultaneous touch
  - c. Simultaneous floor or free throw violations occur



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- d. A live ball lodges between the backboard and ring or comes to rest on the flange, unless a free throw or throw-in follows
- e. Opponents commit simultaneous goaltending or basket interference violations
- f. A point of interruption cannot be determined
- 4. The direction of the possession arrow is reversed immediately after an alternating possession throw-in ends.
- 5. The opportunity to make an alternating-possession throw-in is lost if the throw-in team violates. If either team fouls during an alternating-possession throw-in, it does not cause the throw-in team to lose the possession arrow.

### **Section Two: Dead Ball**

#### **A. Dead Ball**

- 1. The ball becomes dead, or remains dead, when:
  - a. A goal is made
  - b. It is apparent the free throw will not be successful on a:
    - i. Free throw which is to be followed by another free throw
    - ii. Free throw which is to be followed by a throw-in
  - c. A held ball occurs, or the ball lodges between the backboard and ring or comes to rest on the flange
  - d. A foul occurs
  - e. An official's whistle is blown
  - f. Time expires for a half or extra period
  - g. A free throw violation occurs
  - h. The ball hits any supporting piece of the goal that is not the backboard or part of the basket itself.

### **RULE FOUR: OUT OF BOUNDS AND THROW-IN**

#### **Section One: Out of Bounds**

#### **A. Player, Ball**

- 1. A player is out of bounds when he/she touches the floor, or any other object other than a player/person, on or outside a boundary.
- 2. The ball is out of bounds when it touches or is touched by:
  - a. A player who is out of bounds
  - b. Any other person, the floor, or any object on or outside a boundary
  - c. The supports or back of the backboard
  - d. The ceiling, overhead equipment, or supports
  - e. The top of (or clears the top of) the backboard
- 3. If the ball goes out of bounds and was last touched simultaneously by two opponents, both of whom are inbounds or out of bounds, or if the official is in doubt as to who last touched the ball or if the officials' disagree, play shall be resumed by the team entitled to the alternating possession throw-in at the spot out of bounds nearest to where the simultaneous violation occurred.
  - a. If the alternating possession arrow has not been established, play shall be resumed by a jump ball between the two players involved in the center restraining circle.
- 4. The ball is awarded out of bounds after:
  - a. A violation
  - b. A field goal or a successful free throw for any other personal foul or awarded goal
  - c. The ball becomes dead while a team is in control, provided no infraction or the end of a half or extra period is involved
  - d. A player-control or team-control foul



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- e. A common foul before the bonus rule is in effect
- f. A held ball after the alternating possession arrow has been established

### **Section Two: Throw-Ins**

#### **A. Resuming Play**

1. When a team does not make a thrower available, after a timeout or the intermission between the halves, the following procedure is used to prevent delay. The administering official will sound the whistle to indicate play will resume. In each situation:
  - a. The ball shall be put in play if Team A is ready or it shall be placed on the floor
  - b. The throw-in count shall begin and if a violation occurs, the procedure will be repeated for Team B
  - c. Following a violation by one team only, if that team continues to delay when authorized to make a throw-in, a technical foul should be awarded
  - d. Following a violation by both teams, any further delay by either team is also a technical foul

#### **B. Administration**

1. The official shall hand or bounce the ball to the thrower for a throw-in unless the throw-in is from outside an end line following a successful goal.
2. The throw-in starts when the ball is at the disposal of a player of the team entitled to the throw-in. The thrower shall release the ball on a pass directly into the court within five seconds after the throw-in starts. The throw-in pass shall touch another player on the court before going out of bounds untouched. The throw-in pass shall not touch a teammate while it is on the out of bounds side of the throw-in boundary plane.
3. The thrower shall not leave the designated throw-in spot until the ball has been released on a throw-in pass.
4. When an official administers a throw-in to the wrong team, the mistake must be rectified before the throw-in ends.

## **RULE FIVE: FREE THROW ADMINISTRATION**

### **Section One: Free Throws**

#### **A. Administration**

1. When a free throw is awarded, the ball shall be placed at the disposal of the free thrower (bounced) by the administering official and the free throw count shall begin.
2. During a free throw, lane spaces may be occupied as follows:
  - a. Marked lane spaces may be occupied by a maximum of four defensive and two offensive players.
  - b. The lane areas from the end line up to, and including, the neutral-zone marks, shall remain vacant.
  - c. The first marked lane spaces on each side of the lane, above and adjacent to the neutral-zone marks, shall be occupied by opponents of the free thrower. No teammate of the free thrower shall occupy either of these marked lane spaces. Players may not stand on top of the neutral-zone marks.
  - d. The second marked lane spaces on each side may only be occupied by teammates of the free thrower.
  - e. The third marked lane spaces on each side, nearest the free thrower, may only be occupied by the opponents of the free thrower.
  - f. Not more than one player may occupy any part of a marked lane space.
3. Any player, other than the free thrower, who does not occupy a marked lane space must be behind the free throw line extended and behind the three point line.



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4. Free throws awarded due to a personal foul shall be attempted by the offended player. If such player must withdraw because of an injury or disqualification, his/her substitute shall attempt the throws unless no substitute is available, in which case any teammate may attempt the throws.
5. The try shall be made within ten (10) seconds after the ball has been placed at the disposal of the free thrower at the free throw line.

### **RULE SIX: FOULS AND PENALTIES**

#### **Section One: Technical Fouls**

##### **A. Administration**

1. A technical foul should be called for:
  - a. Unsportsmanlike conduct
  - b. Illegal substitutions
  - c. Delay of game
  - d. Changing or supplying incorrect jersey numbers once the game starts or wearing an illegal jersey number
  - e. Requesting an excess timeout
  - f. Hanging on the rim or basket other than to prevent an injury
  - g. Using a full court pressure defense while leading by 20 points or more. When a team is ahead by 20 points, the defense must wait at the half court line before applying pressure defense.
2. A player who receives a technical foul must be removed from the game for two minutes before being permitted to return to the game.
3. Two technical fouls against a player shall result in ejection from the game.
4. Three technical fouls against a team shall result in forfeiture of that game.
5. A player acquiring five personal fouls, including technical fouls, is disqualified.

#### **Section Two: Penalties**

##### **A. Free Throws Awarded**

1. One (1) free throw is to be awarded for:
  - a. A foul against a field goal thrower whose try is successful
  - b. Each foul which is part of a multiple foul.
2. Two (2) free throws are to be awarded for:
  - a. A foul against a field goal thrower whose try from inside the three point line is unsuccessful
3. A bonus free throw is to be awarded for:
  - a. Each common foul, except for player and team control fouls, beginning with a team's seventh foul during the half. If the first bonus free throw is made, a second shall be awarded.
  - b. Two shots shall be awarded beginning with a team's tenth foul.

#### **Section Three: Definitions**

##### **A. Fouls**

1. A personal foul is a player foul which involves illegal contact with an opponent while the ball is live or committed by an airborne shooter when the ball is dead.
2. A common foul is a personal foul which is neither flagrant nor intentional, committed against a player trying for a field goal, nor a part of a double or multiple fouls.



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3. An intentional foul is a personal or technical foul designed to stop or keep the clock from starting, to neutralize an opponent's obvious advantageous position, contact away from the ball or when not playing the ball. It may or may not be premeditated and is not based on the severity of the act.
4. A flagrant foul may be a personal or technical foul of a violent nature, or a technical non-contact foul, which displays unacceptable conduct. It may or may not be intentional.
5. A player control foul is a common foul committed by a player while he or she is in control of the ball, or by an airborne shooter.
6. A double personal foul is a situation in which two opponents commit personal fouls against each other at the same time.
7. A technical foul is a foul that is unsportsmanlike and may include contact or non-contact or both. A technical foul may be committed by a player, non-player or both.
8. A double technical foul is a situation in which two opponents commit technical fouls against each other at the same time.

### **RULE SEVEN: OVERTIME**

#### **Section One: Overtime Procedures**

##### **A. Extra Period**

1. If it is needed to break a tie, a single extra period of three (3) minutes will be played.
2. During the extra period, the clock will run continuously until the final minute of the period.
3. Foul counts shall carry over from the second half for both teams.
4. Both teams will be allotted one timeout for the extra period.
5. If after the first extra period the teams are still tied, the teams will play an additional untimed period.
  - a. In an untimed period, the first team to score four (4) points wins the game.

### **RULE EIGHT: COREC MODIFICATIONS**

#### **Section One: Regulations**

##### **A. Rosters**

1. During the first half of games played in CoRec leagues, teams should consist of no more than three (3) males and no more than two (2) females.
2. During the second half of games played in CoRec leagues, teams should consist of no more than three (3) females and no more than two (2) males.

### **RULE NINE: PROTESTS**

#### **Section One: Protests**

##### **A. Types**

1. Misinterpretation of a rule. The protest must be made before play continues or before the Sport Programs staff leaves the playing area.
2. Illegal player or players. The protest must be made while the players are still in the game and before the officials leave the playing area.
3. Ineligible player. The protest must be made within 24 hours of the end of the game. The Sport Programs staff will rule on the protest.

##### **B. Procedures**

1. Protests based on decisions involving accuracy of an official's judgment will not be considered.
2. Team captains must initiate protests. The Sport Programs staff on site, including the Intramural Sports Officials and Sport Supervisors, will determine the next action to take place.