



Basketball Rules

Activity Format: Three game regular season followed by a single elimination playoff tournament.

Policy Information: For additional information please review the Intramural Sports Handbook online at: www.butler.edu/intramurals

Equipment

Shoes: Each player must wear athletic shoes. They must be made of soft, pliable upper material (molded plastic, canvas, leather, or synthetic), which covers the foot attached to a composition bottom. No boots, street shoes, or shoes with marking soles will be permitted.

Jerseys: For all Intramural Basketball games, players must wear Butler Intramurals-supplied numbered jerseys. Participants **MUST** wear shirts under the jerseys.

Balls: Men and Co-Rec programs will use a regulation men's basketball (29.5). Women will use a Women's basketball (28.5). Practice balls can be found on the racks in the gym.

Illegal Equipment: Pants or shorts must be free of exposed drawstrings or belt loops. No hats are to be worn. Any equipment that is in the official's judgement would be injurious to participants is illegal to wear. Jewelry of any kind may not be worn unless previously approved by the Intramural Office (medical/religious reasons). Wrists must be free of all bracelets, hair ties, Livestrong bands, etc.

Game Regulations

Players: An official team shall consist of five (5) players on the court with unlimited substitutes. A minimum of three (3) players must be present to start and continue the game to avoid a forfeit.

Game Length: A game shall consist of two 20-minute halves, with a 5-minute half-time intermission. The clock will stop during the final 30 seconds of the first half and the last two (2) minutes of the second half. During all other times of play, the clock does not stop unless an official's timeout is called (injury, basket malfunction, scoreboard problem, etc.). Once there are 2 minutes remaining in the game, the clock will stop on all dead ball situations as governed by National Federation rules. No shot clock will be used.

Overtime: Overtime will only be played during playoffs. All games that end in a tie in the regular season will be recorded as a tie. If the score is tied at the end of the second half in playoffs, a two-minute overtime period will be played. If the

score is still tied after the first overtime period, the teams will play as many two-minute overtime periods as needed to determine a winner. During all overtime periods, the rules governing free throws, stopping of the clock, time-outs, and the keeping of the time are the same as those followed in the last two minutes of play in the second half.

Official Game: In the event of inclement weather during the regular season, if a game has reached halftime, it is over and the score is official. If the game has not yet reached halftime, it is considered a cancelled game and will not be counted toward playoff qualification.

Officials: The Intramural staff will assign officials for each scheduled game. All games conducted by the Department of Recreation must be played under the supervision of the Intramural Supervisor employed by the Department. No game may be played without being scheduled through the Intramural Office.

Playing Area: All games will be played on the main courts of the HRC unless specified otherwise. **THERE IS NO DUNKING ALLOWED IN THE HRC!** Dunking will result in a technical foul and an ejection from the HRC.

Mercy Rule: When a team is leading/losing by any of the following points at the given time remaining, the game shall be ended:

- 20 with 2 minutes
- 30 with 3 minutes

Coaches: Teams may have one non-roster member (Coach) on the bench.

Sport Specific Rules

Club Restrictions: Each team will be limited to two (2) club member per team.

Timeouts: Each team will have two 30-second timeouts per game that do not carry over to overtime. Teams will be given one time-out per overtime. Time-outs will not carry over from regulation or from previous overtimes. If the ball is live in play, only players on the court may call timeouts.

Substitutions: A substitution may be made only after an official has blown the ball dead. Substitutes may not enter the game after a field goal. Substitutes must enter the game from the scorer's table. The substitutes may enter only after being waved in by an official.

Injured Player: An official may call for an officials' time out for an injured player. This player may return to play after the first dead ball or if a time out is called. If the team is unable to continue and has no time outs left, a technical foul is assessed.

Jump Ball: To start the game and each extra period, the ball shall be put into play in the center restraining area by a jump ball. All other jump ball situations shall be put in play by a throw-in under the alternating possession procedure.

3 seconds: A player shall not remain in the opponents' restricted area (commonly known as "the paint") for more than three consecutive seconds while their team is in control of a live ball. The violation is a turnover to the defensive team.

5 seconds: A player in control of the ball is closely guarded when an opponent is in a guarding stance within six feet. A closely guarded or "Five Seconds" violation occurs if the closely guarded player, while in the frontcourt, holds or dribbles the ball for more than five seconds without advancing toward the goal. The violation is a turnover to the defensive team.

3-Point Line: All leagues will use the farthest away 3pt line

Pivoting: When a player holding the ball steps once, or more than once, in any direction with the same foot while the other foot (called the pivot foot) is held in contact with the same spot on the floor.

Traveling: Moving a foot or feet in any direction in excess of prescribed limits while holding the ball.

- A player who catches the ball with both feet on the floor may pivot with either foot.
- A player who catches the ball while moving or dribbling may stop and establish a pivot foot.
- After establishing a pivot foot, the foot may be lifted but not returned to the floor, before the ball is released for a pass or shot.

Blocking: When a defensive player illegally contacts an opposing player and impedes the player's progress.

Charging: When an offensive player illegally contacts an opposing player by pushing or moving into the opponent's body.

Free Throws: In each half, free throws will be awarded for each common foul (except for a player control foul) committed by a player of a team, beginning with that team's seventh personal foul as outlined below:

- Personal fouls not in the act of shooting: 1 free throw plus 1 bonus free throw if the first is made.
- After ten fouls: 2 free throws.
- Personal fouls in the act of shooting:

- 2 pt. shot missed - 2 free throws
- 3 pt. shot missed - 3 free throws
- Shot made - 1 free throw

- **Intentional fouls** - 2 free throws, plus ball awarded out-of-bounds to offended team at the spot nearest the foul.
- **Flagrant fouls** - 2 free throws, plus disqualification of offending player, plus ball awarded out-of-bounds to offended team at the spot nearest the foul.
- **Technical fouls** - 2 free throws plus shooting team's possession at mid court.
- **Player control fouls** - no free throws, ball awarded to offended team out-of-bounds.

Free Throw Lane: The first spot on each side (nearest to the basket) will not be occupied by either team. The defense will occupy the 2nd spots and will alternate with the offense to occupy the rest of the lane spots.

Technical Fouls: In the event of a player, coach, or fan dissenting a referee's call, illegally entering/leaving the court, illegally removing the jersey or other equipment, using foul language, or committing any form of unsportsmanlike behavior, a technical foul may be issued by a referee.

If a technical is issued to a player, the technical foul will count toward his/her 2-technical foul limit, his/her 5-personal foul limit, and the team's overall foul count. If a player is assessed 2 technical fouls, whether simultaneously or separately, he/she is ejected from the game. Any technical foul issued to a non-player will increase the team's overall foul count.

Faking Low: It is common in pick-up games of basketball for players to "fake low" on a three-point shot, in which the defender motions toward the shooter's knees/legs to potentially interrupt the shooter's balance. As this is a safety hazard, it will result in a technical foul on the defender.

Co-Rec Modifications

Players: Five (5) players constitute a team. A combination of two (2) men and three (3) women shall be on the floor during games. Teams must have a minimum of three (3) players and cannot exceed the above gender maximums.

Club Restrictions: Each team will be limited to two (2) club member per team. The allotted 2 club players can be both male, both female, or 1 male + 1 female.