



INTRAMURAL SPORTS

Basketball

Section 1: PLAYERS AND EQUIPMENT

1. As a team manager it is your responsibility to notify all of your team members of all policies and procedures relating to 5 on 5 basketball. Notify all team members of place, date and time of the contest and see that everyone is ready to play at the scheduled game time. It is suggested that team members show up at least 15 – 30 minutes prior to their scheduled game time. **Game Time is Forfeit Time... No Excuses!**
2. Each participant must bring a current, valid Tarleton ID card in order to play.
3. No team is allowed to have more than two (2) players that have lettered from a collegiate varsity basketball program. Current red shirt basketball players are not eligible to play.
4. Each Men's and Women's team must have three (3) players in order to start the game. A team may only drop below three players due to injury or fouling out. (This also applies to Co-Rec teams; the teams will need to have a 2/1 split. If a 4th player shows up it has to be the sex that has 1. Ex: 2 males and 1 female, the 4th player has to be a female to enter the game.)
5. **Ball:** Men's teams shall use a regulation sized ball. Women's teams will use a 28.5-inch ball. A game ball will be provided for each game. Co-Rec games will be played with a men's ball.
6. **Jerseys:** Teams are required to wear like colored jerseys with numbers on the back. Taped on numbers will not be allowed. Jerseys are available if you do not have your own.
7. **Shoes:** Tennis shoes are the recommended footwear. No street shoes, boots or sandals may be worn. Barefoot and stocking feet are not allowed.
8. **Attire:** No denim/khaki shorts or pants will be allowed; the Intramural Organizer will have the final say on the legality of apparel.
9. **Headwear:** There will be no hats, bandanas, or hard barrettes worn during play. Cloth or elastic bands may be used to control hair.
10. **Braces:** Under No circumstances will a player wearing a cast or splint be permitted to play.

Section 2: GAME FORMAT

1. A game shall consist of two 20-minute halves with an intermission of 2 minutes at the conclusion of the 1st half. There will be a running clock, **except the last two (2) minutes of each half, when the clock will stop for every dead-ball situation.** (exception: mercy rule situations) section2 rule 6
2. **Game Time is Forfeit Time...** A team must have three (3) players in order to start the game. If a team does not have the minimum number of players necessary to start the game that team must forfeit the game. **Teams must be checked in before the HOUR MARK.**
3. **Forfeit Fee:** A team that does not show up or have the minimum number of players necessary to play the game will be charged a \$20 forfeit fee. **If your team is planning on forfeiting, you must give a notice before noon on game day.** Forfeit Fees are to be paid in the Campus Rec office (between 8AM and 5PM, M-F) prior to the teams next regularly scheduled game. Two (2) forfeits back-to-back weeks will result in a team being dropped from the league.
4. **Time Outs:** Each team will be given two (2) time-outs per half and one (1) time-out per overtime period. Time-outs do not carry over from period to period or from overtime to overtime. The clock will stop during all time-outs.
5. **Overtime:** If the score remains tied at the end of regulation play, an overtime period of (5) minutes will be played. A jump ball will be administered at center court to start the overtime period. The overtime period shall consist of a running clock for the first three minutes and will stop on every dead-ball situation in the last 2 minutes. This procedure will be repeated until a winner is determined.

6. **Mercy Rule:** If any team is ahead by 15 or more points with two (2) minutes or less remaining in the game, the clock will run continuously. If a team is up by 20 or more points in the same time frame the game shall be over. If any team is ahead by 30 or more points at any time after first half, then the game shall be declared over. **Officials may end a game if teams are avoiding the Mercy Rule. This will be at the discretion of the refs.**
7. **Substitutions:** A substitute must report to the score table and be recognized by an official in order to enter the game. A substitute may only enter the game during a dead-ball situation. In a multiple free throw situation, a substitute may only enter immediately before or after the last free throw attempt. Failure to properly report will result in a technical foul being assessed to that player.

Section 3: CO-REC RULES

1. Teams must have a minimum of three (3) players in order to start the game, a ratio of 2:1 male/female or 1:2 male/female must be maintained at all times. If a team must drop below three (3) players due to fouling out, injury or ejection a 1:1 male/female ratio must be maintained in order for play to continue.
2. Teams must have a maximum of five (5) players on the court at a time. A ratio of 3:2 male/female or 2:3 male to female must be maintained.
3. All Co-Rec games will be played with a regulation men's ball.
4. All other rules regarding Co-Rec Basketball will remain the same.

Section 4: FOULS AND PENALTIES

1. A player will be disqualified (foul out) when he/she accumulates 5 fouls (any combination of personal or technical) Any player receiving 2 Technical Fouls and/or Flagrant Fouls in one (1) game will be ejected from the game.
2. Ejections: It is the team managers' responsibility to make sure that any ejected player on his/her team leaves the gym promptly. Any player that is ejected from a game is required to meet with the director the following day 10am – 5pm. An ejected player may not compete in any intramural event until he/she has met with the coordinator. (254.968.0763)
3. Double Bonus shots will be awarded on the seventh (7) team foul.
4. Two (2) free throw attempts will be awarded for a player fouled in the act of shooting whose point try is unsuccessful, and three free throws will be awarded for an unsuccessful attempt beyond the three-point line.
5. One free throw try will be awarded for a player fouled in the act of shooting and the two or three-point try is successful.
6. On all one-shot free throw attempts or the last free throw in a multiple free throw situation, offensive and defensive players may enter the lane when the free throw is *released*.
7. **Technical/Flagrant Fouls:** Two (2) free throws plus the ball at the division line for a throw in.
8. **Intentional Fouls:** Two (2) free throws and the game will go on as a regular shooting foul.

Section 5: FREE THROWS

1. On any free throw attempt the shooting team is allowed the free throw shooter plus two more team members.
2. The non-shooting team is required to have the bottom two lane spaces occupied. They are also allowed to have up to two more people in the lane area. The offense may not take the open defensive spots if they are unoccupied.
3. The lane spaces that are below the block must remain unoccupied.
4. The non-shooters may enter the lane on the release of the ball, the shooter and all players outside the lane area may not enter until the ball hits the rim.
5. The clock will stop on all free throw attempts in the final 2 minutes of each half.

Section 6: Game Play Rules

1. 3 Seconds in the lane for Offensive team
2. 10 second to cross halfcourt line
3. 5 seconds to throw ball in
4. Ball hits the rope above goal = dead ball
5. Jump Ball = Change of possession

Section 7: PLAYOFFS

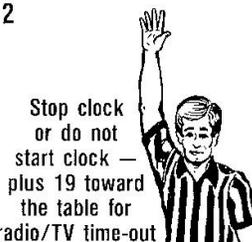
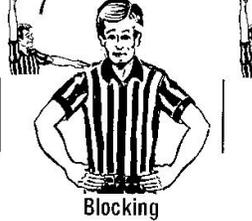
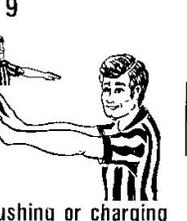
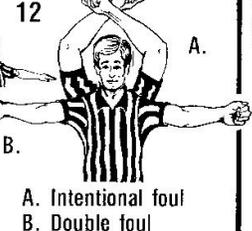
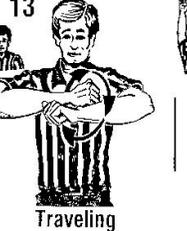
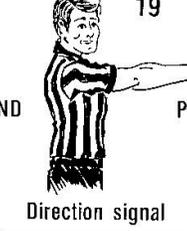
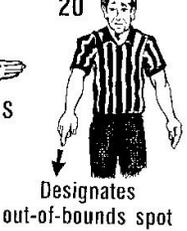
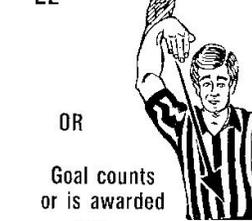
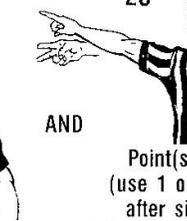
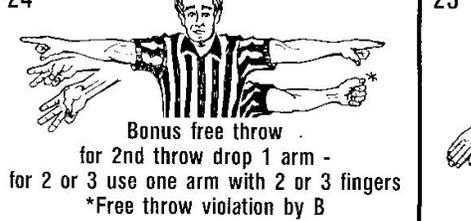
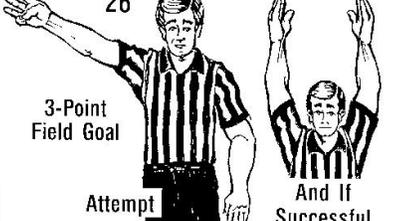
1. Playoffs will begin on the Sunday following the last week of the regular season, and brackets will be posted that Friday by 5pm. Playoffs usually begin at 12pm.
2. **Eligibility:** Teams will be seeded into a single elimination playoff bracket. (Any team with 2 regular season forfeits will not be eligible)

Tarleton State University Intramural Staff Contact Information

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NATIONAL FEDERATION OFFICIAL BASKETBALL SIGNALS

<p>1</p>  <p>Start clock</p>	<p>2</p>  <p>Stop clock or do not start clock — plus 19 toward the table for radio/TV time-out</p>	<p>3</p>  <p>Stop clock for jump/held ball</p>	<p>4</p>  <p>Beckon substitute ball dead - clock stopped</p>	<p>5</p>  <p>Stop clock for foul</p>	
<p>6</p>  <p>Technical foul</p>	<p>7</p>  <p>Blocking</p>	<p>8</p>  <p>Holding</p>	<p>9</p>  <p>Pushing or charging</p>	<p>10</p>  <p>Illegal use of hand</p>	
<p>11</p>  <p>Player control foul</p>	<p>12</p>  <p>A. Intentional foul B. Double foul</p>		<p>13</p>  <p>Traveling</p>	<p>14</p>  <p>Illegal Dribble</p>	<p>15</p>  <p>3 second violation *Open hand-run end line</p>
<p>16</p>  <p>Backcourt Violation (over and back)</p>	<p>17</p>  <p>Free throw, designated spot, or other violation</p>	<p>18</p>  <p>5 or 10 second violation - use both hands for 10</p>	<p>19</p>  <p>Direction signal</p>	<p>20</p>  <p>Designates out-of-bounds spot</p>	
<p>21</p>  <p>No score</p>	<p>22</p>  <p>Goal counts or is awarded</p>	<p>23</p>  <p>Point(s) scored (use 1 or 2 fingers after signal 22)</p>	<p>19</p>  <p>Direction signal</p>		
<p>24</p>  <p>Bonus free throw for 2nd throw drop 1 arm - for 2 or 3 use one arm with 2 or 3 fingers *Free throw violation by B</p>		<p>25</p>  <p>Visible Counts</p>	<p>26</p>  <p>3-Point Field Goal Attempt And If Successful</p>		