



Intramural Basketball Rules

RULE 1. THE RULES AND SPORTSMANSHIP

SECTION 1 – GOVERNING RULES

Article 1. Play will be governed by the rules provided by the National Federation of High School (NFHS).

- 1.1 The following are modifications and highlights of these specific rules. A copy of the Official Rules Book & Official's Manual may be reviewed for more specific rules interpretations in the Intramural Sports Office.

Article 2. The Intramural Sports Office will make any and all interpretation and decisions.

SECTION 2 – SPORTSMANSHIP

Article 1. LSU Sportsmanship Rating System

- 1.1 A rating system has been established to ensure that sporting behavior is rewarded and non-sporting behavior is not. This is in an attempt to raise the level of sportsmanship at this university. It is important that participants are aware of the guidelines of sportsmanship before the season starts. This rating will influence playoff seeding and post regular season eligibility.

Article 2. Rating Scale

- 2.1 At the conclusion of each contest officials and supervisors will rate all teams for sportsmanlike behavior. The rating scale is as follows:
 - 4- Excellent (signed in early and prepared to play, courteous and respectful)
 - 3- Good (prepared to play at game time, conducts themselves appropriately, possibly some problems with fans)
 - 2- Fair (prepared to play at game time, conducts themselves somewhat appropriately during the game, noticeable problem with fans)
 - 1- Poor (not prepared to play, player(s) ejected, conduct unbecoming of participants, disruptive fans)
 - 0- Unsatisfactory (fighting, player(s) ejected, blatantly belligerent behavior)

Article 3. Provisions

- 3.1 In case of a regular season tie, seeding will be set by the following criteria in this order;
 - 3.1.1 Winning Percentage
 - 3.1.2 Head to Head Match Up (if applicable)
 - 3.1.3 Sportsmanship Rating
 - 3.1.4 Point Differential
 - 3.1.5 Coin Flip
- 3.2 All teams must maintain a 2.0 sportsmanship rating throughout the regular season to be eligible for the playoffs

Article 4. Ejections

- 4.1 Any player, coach, or spectator may be ejected from the game/match for any actions occurring before, during or after that event.
- 4.2 Participants will not be told at the time of their ejection as to the length of their suspension. Any and all decisions regarding suspensions will be handed down from the Assistant Director of Sports Clubs and Intramurals.

Rule 2. THE GAME, FIELD, AND PLAYERS EQUIPMENT

SECTION 1 – THE GAME

Article 1. The Game- Required Players

- 1.1 The maximum size of the roster is 12 players
- 1.2 A minimum of four players are required at the start of the game to avoid a forfeit.

SECTION 2 – THE COURT

Article 1. Team Bench and Players Box

- 1.1 All players shall remain in their designated team areas at all times. Spectators shall remain in their taped off area at all times.
- 1.2 Any player or spectator in violation of this rule can receive a technical foul or be removed from court.
- 1.3 **ANY PLAYER OR SPECTATOR ENTERING THE COURT DURING GAME PLAY FOR ANY REASON OTHER THAN PLAYING IN THE GAME, TIMEOUTS, OR INJURIES WILL RECEIVE AN AUTOMATIC TECHNICAL FOUL AND MAY BE SUBJECT TO IMMEDIATE EJECTION.**
- 1.4 Areas between the courts must be kept clear and free from congestion.
- 1.5 Supervisors and officials reserve the right to remove spectators from the taped off areas.
- 1.6 Team captains are directly responsible for the conduct of their fans.
- 1.7 Interference with the scorekeeper is prohibited. All questions or concerns regarding the scorer's tables should be directed through the officials or court supervisor.

Article 2. Substitutions

- 1.1 Substitutions are allowed only in dead ball situations.
- 1.2 All substitutes must enter at the designated scorer's table.
- 1.3 Please note that the horn is simply to indicate that a substitute would like to enter the game. The officials will gesture for substitutes to enter the court at the appropriate time.

SECTION 3 – PLAYER EQUIPMENT

Article 1. Equipment

- 1.1 Players of opposing teams must wear contrasting colored jerseys, with numbers.
- 1.2 Jerseys may be checked out by a member of the team (ideally the team captain) from the SRC Equipment Desk with a LSU ID. These jerseys must be returned after use to the Equipment Desk with an LSU ID. It is the responsibility of the captain to make sure there are no duplicate numbers in the jerseys.
- 1.3 The fee for unreturned jerseys/vests is \$5.00 per jersey/vest per day. Lost or damaged vests will be charged at a fee of \$10.00 per vest.
- 1.4 Athletic/basketball shoes must be worn at all times during Intramural basketball competition.

Article 2. Illegal Equipment

- 2.1 All protective medical materials (tape, pads, etc.) must be approved by the game officials prior to the start of the game
- 2.2 Any headwear such as ski caps or bandanna's containing any exposed knots is illegal. All types of hats with bills are illegal to wear during play.
- 2.3 Jewelry of any type is prohibited.
- 2.4 All equipment deemed unsafe by the game officials may not be worn. Failure to remove equipment deemed unsafe will prevent the individual from participation.
- 2.5 Shirts must be worn at all times. Cut-off shirts and sleeveless shirts may be allowed but must be cutoff directly at the shoulder
- 2.6 If a UREC jersey is worn, a shirt must be worn underneath.
- 2.7 The ball provided by University Recreation will be used unless both teams agree on the use of another ball. That alternative ball must be approved by the game officials. Any team using their own ball shall be responsible for bringing it on to the court and maintaining responsibility for their own equipment.

RULE 3. TIME FACTORS, PLAYERS, AND GAMEPLAY

SECTION 1 – TIME FACTORS

Article 1. Timing

- 1.1 A game shall consist of two 20-minute running halves.
- 1.2 The clock will run for the first 19 minutes and 30 seconds of the first half and for the first 18 minutes of the second half. The clock will stop during the last thirty seconds of the first half and the last two minutes of the game on every whistle.
 - 1.2.1 Note: If a team is ahead by 15 points or more during the two time periods listed above the clock will not stop by continue to run. If the lead falls back under 15 points the clock will be stopped as listed above.
- 1.3 Each team is allowed three 30 second time-outs per game.
- 1.4 Halftime shall be no longer than three minutes in length.
- 1.5 **GAME TIME IS FORFEIT TIME!** A team must have a minimum of four players in all divisions to start a game. A win by forfeit will be recorded as 15-0
- 1.6 Defensive Pressure
 - 1.6.1 Once a team falls behind by 30 points, the teams with the lead may no longer full court press.
 - 1.6.2 The first violation shall result in a team warning; every subsequent violation shall result in a team technical foul.

Article 2. Tie Breaker/Overtime Procedures

- 2.1 Overtimes shall consist of one two minute period. The clock will stop on all whistles just as in the last two minutes of regulation.
- 2.2 Teams will each receive one timeout per overtime period. Timeouts do NOT carry over from regulation to overtime.

SECTION 2 – PLAYERS

Article 1. Injured Players

- 4.1 An injured or apparently injured player who is discovered by an official while the ball is dead must be removed from the game and will only be eligible to return following the next dead ball.
- 4.2 A player who is bleeding, or has an open wound, or is deemed to have an excessive amount of blood on their uniform shall be considered an injured player. All bodily fluids must be removed from the player and/or uniform prior to returning to play.

SECTION 3 – GAMEPLAY

Article 1. Jump Ball

- 1.1 All games and overtime periods will begin with a jump ball.
- 1.2 The team losing the jump ball will gain the possession arrow. On each successive tie up or in game jump ball, an alternating possession will occur.

Article 2. Protests

- 2.1 Only protests of rule interpretations or player eligibility will be permitted. Protests concerning the judgment of an official will not be allowed.
- 2.2 A timeout must be called in order to file a protest.
- 2.3 If the protest is able to be resolved on site and it is won that team will keep its timeout. However, if the protest is lost that team will lose its timeout.
- 2.4 If the protest is not able to be resolved the scorekeeper must make a note on the score sheet of when and where the game was stopped. If the protest is upheld the game can continue from that point. The team filing the protest will still be charged a timeout.

RULE 4. BALL IN PLAY, DEAD BALL, OUT-OF-BOUNDS

SECTION 1 – BALL IN PLAY

Article 1. Dead Ball Becomes Live

- 1.1 A dead ball, after having been declared ready for play, becomes a live ball when;
 - 1.1.1 The ball is tipped in on a jump ball
 - 1.1.2 The ball is thrown in from out of bounds
 - 1.1.2.1 Players attempting a throw in after a made basket or made free throw may move freely along the baseline, all other in bounds situations players must stay stationary
 - 1.1.3 The ball is rebounded after a free throw

Article 2. Timing Violations

- 2.1 Offensive player remaining in the key for three seconds will be called for a violation.
- 2.2. Players being closely guarded for five seconds will be called for a violation.

SECTION 3 – OUT- OF-BOUNDS

Article 1. Player Out-of-Bounds

- 1.1 A player is out-of-bounds when any part of his/her body touches anything, other than another player or a game official, which is on or outside the sideline or end line.

Article 2. Player in Possession Out-of-Bounds

- 2.1 A ball in player possession is out-of-bounds when the runner or the ball touches anything, other than another player or game official, which is on or outside the sideline or end line.

Article 3. Loose Ball Out-of-Bounds

- 3.1 A loose ball is out-of-bounds when it touches anything, including a player or game official, which is out-of-bounds.

RULE 5. FREE THROWS AND FOULS

SECTION 1 – FREE THROWS

Article 1. Free Throw Situations

- 1.1 Free throws shall be awarded only for fouls called while in the act of shooting.
 - 1.1.1 If the field goal is successful, one free throw is awarded
 - 1.1.2 If the field goal is unsuccessful, two free throws are awarded

- 1.1.3 Non-shooting fouls shall result in ball possession to the offended team
- 1.1.4 Only 6 players (including the shooter) will be allowed in the lane on free throws
- 1.2 No player shall enter the lane or leave a marked lane space until the ball touches the rim or the backboard.

SECTION 2 – FOULS

Article 1. Uncommon Fouls

Technical fouls - When a technical foul is administered;

- 1.1.1 The offended team will receive two free throws
 - 1.1.2 The offended team will receive possession of the ball at mid-court
 - 1.1.3 The technical foul will be counted as personal foul
 - 1.1.4 **Should a team receive three technical fouls during the course of one game that game will be declared over and the win shall be awarded to the opposing team. The offending team will automatically be placed on probation.**
 - 1.1.5 If a player is given a technical foul for abusive language towards an official or another player he/she must leave the game until the next dead ball situation.
 - 1.1.6 Any player receiving two technical fouls during the course of the game will be ejected from the game and subject to further disciplinary action.
- 1.2 Intentional Fouls
- 1.2.1 Non Flagrant - Two free throws and ball possession awarded
 - 1.2.2 Flagrant - Penalized as technical foul and automatic ejection

Article 2. Behavioral Actions

- 2.1 Unsportsmanlike Behavior - The following behaviors are examples of actions considered unsportsmanlike behavior and can result in a technical foul and/or immediate ejection from a contest. Items are not limited to the actions mentioned on this list.
- 2.1.1 Foul language directed at the officials, supervisors, or opposing players
 - 2.1.2 Insulting/ threatening the officials, supervisors, or opposing players
 - 2.1.3 Participating in a fight (Automatic Ejection)
 - 2.1.4 Any other acts/gestures that are viewed by the officials as unsportsmanlike
- 2.2 All technical fouls shall be administered as per NFHS rules as listed above.
- 2.3 All intentional and flagrant fouls shall be administered as per NFHS rules as listed above.

Article 3. Foul Limit

- 3.1 All players will be allowed five personal fouls during the course of the game.

RULE 6. SCORING PLAYS

SECTION 1 – POINTS

Article 1. Point Values

- 1.1 Points will be scored as follows:
- 1.1.1 Free Throw -1 point
 - 1.1.2 Field Goals (inside the arc) - 2 points
 - 1.1.3 Field Goals (outside the arc) - 3 points

SECTION 2 – MERCY RULE

Article 1. Mercy Rule

- 1.1 If a team is 30 or more points ahead at the two minute mark of the second half, the games shall be declared over.

SECTION 3 – FORFEITED GAME

Article 1. Forfeited Score

- 1.1 The score of a forfeited game shall be recorded as 15-0. If the offended team is ahead at the time of the forfeit the score at that time will stand.

RULE 7. CO-REC RULES

SECTION 1 – SUMMARY OF CO-REC RULES

Article 1. Team Makeup

- 1.1 A co-rec team may consist of the following line ups;
 - 1.1.1 3 males and 2 females
 - 1.1.2 2 males and 3 females
 - 1.1.3 2 males and 2 females
- 1.2 A team must have at least two members of each gender to start a game

Article 2. Point Values

2.1 Points will be scored as follows:

2.1.1 Men will receive;

2.1.1.1 Free Throws - 1point

2.1.1.2 Field goal (inside the arc) - 2 points

2.1.1.3 Field Goal (outside the arc) - 3 points

2.1.2 Women will receive;

2.1.2.1 Free Throws - 1 point

2.1.2.2 Field Goal (inside the arc) - 3 points

2.1.2.3 Field Goal (outside the arc) - 4 points

2.2 All free throw attempts, regardless of the gender shooting, shall count for one (point).

2.3 Women will shoot three free throws for regular shooting fouls and four free throws for a shooting foul behind the 3-point line.

2.4 The bonus after seven team fouls will be one-and-one for men and women.

2.5 The bonus after ten team fouls will be an automatic two shots for men and women.

2.6 If a team is 30 or more points ahead at the two minute mark of the second half, the game shall be over

Article 3. Participation

3.1 There are no restrictions on player movement on the court of play. Male and female players may move freely throughout the free throw lane area.

3.2 There are no restrictions in regards to competitive match-ups on the court of play. It is legal for a male player to guard a female player or visa versa.

3.3 There are no rules stating that teams must have an even number of male or female players on the floor. Each team is entitled to establish the line up they feel is best for their team during the course of the game.

Article 4. Equipment

4.1 Co-Rec teams will use a regulation size men's ball

Article 5. About These Rule Changes – *The Co-Rec rules have been reevaluated and formulated in what has been deemed the best interest of all participants. These rules were created with information from the National Intramural-Recreation Sports Association (NIRSA) Co-Rec Basketball rules Book and from various other university based intramural programs from around the country. These rules will ideally help maintain the integrity of the game and allow all participants to have an opportunity to compete and excel in this environment.*

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