

Arkansas State University

Intramural Sports

Basketball Rules

Game Format:

1. A game will consist of 2 twenty minute halves. The clock will stop during the last 2 minutes of the second half.
2. Game time is forfeit time. If a team has the minimum number of players to begin a game (4 players) and their opponent does not AT GAME TIME, the game shall be forfeited.
3. Timeouts: Each team is permitted 3 timeouts per game and 1 total timeout for the overtime period(s). If you burn your timeout in overtime and the game proceeds to another overtime period, you do not have another timeout. Each timeout will last 30 seconds. The clock stops during all timeouts.
4. Overtime:
   1. If the score is tied at the end of the second half, play shall continue without a change of baskets for an overtime period with a 1 minute intermission before each extra period. As many periods as necessary will be played to break the tie.
   2. The length of each period shall be 2 minutes.
   3. The clock will stop for fouls, violations, and timeouts.

Starting the Game:

1. The game shall begin with a jump ball between any two players, one from each team, with possession alternating between each team in all jump ball situations after the opening tip. Each overtime period will begin with a jump ball between any two players, one from each team.

Substitutes:

1. A substitute who desires to enter shall report to the scorer, giving his/her number.
2. The substitute shall remain outside the boundary until an official beckons them on.
3. Teams may substitute:
   1. Between halves
   2. During timeouts
   3. Before the final attempt in a free throw sequence and/or after the final free throw attempt has been converted.
   4. As soon as the ball is dead and the clock is stopped.
4. A player not wearing the shorts properly and above the hips and/or a player not tucking in a team jersey or shirt designated to be worn inside the shorts, shall be directed to leave the game.
5. A player who has been injured to the extent that the coach or any other bench personnel is beckoned and/or comes onto the court shall be directed to leave the game, unless a timeout is requested by, and granted to, his/her team and the situation can be corrected by the end of the timeout.
6. A player who is bleeding, has an open wound, has any amount of blood on his/her uniform, or has blood on his/her body, shall be directed to leave the game until the bleeding is stopped, the wound is covered, the uniform &/or body is appropriately cleaned, &/or the uniform is changed before returning to the game, unless a time out is requested by, & granted to, his/her team & the situation can be corrected by the end of the time out.

***\* If players from both teams are directed to leave the game because of injury/blood, both teams must request & be granted time out in order to keep each player in the game.***

7. A player who has been determined apparently unconscious shall not return to play in the game without written authorization from a physician (MD/DO).

CoRec Modifications:

Note: All ASU Intramural basketball rules will be in effect except for the following modifications.

Players:

1. Minimum # of players to start a game is 4
2. Gender format based on number of players
   1. 5 players – 3 Men & 2 Women or, 2 Men & 3 Women
   2. 4 players – 2 Men & 2 Women

The Ball:

1. A women’s size ball will be used for all CoRec games unless both teams agree to use a men’s size ball.

Scoring:

1. A “Plus One” system will be used for points scored by women
   1. All “two-point” goals made will count as three points
   2. All “three-point” goals made will count as four points
   3. A woman fouled in the act of shooting a missed basket will receive three foul shots for a “two point” try, and four foul shots for a “three-point” try.
   4. A woman fouled with her team in the bonus will receive two front-end free throws, followed by the bonus free throw. Example: a woman is fouled and her team is in the bonus (7th team foul). She will have one free throw which will then be followed by a normal one-and-one. If she misses the second free throw the ball becomes live. If she makes the second free throw, she is awarded the bonus throw.
   5. A woman fouled with her team in the double bonus (10th team foul), will receive three free throws.
   6. A woman fouled in the act of shooting a made basket will receive either three or four points (based on where the shot was made from) or one free throw.

Special notifications:

1. Men can guard women
2. Men are permitted to enter the lane at any time, on offense and defense.

Fouls and Penalties:

1. Any player charged with a fifth foul shall be disqualified from the game.
2. A bonus free throw shall be awarded for each common foul (except control fouls) committed by a player of a team beginning with that team’s 7th foul in a half, provided the first attempt is successful.
3. Two free throws shall be awarded for each common foul (except control fouls) committed by a player of a team beginning with that team’s 10th foul in a half.
4. A control foul is counted as a team &/or player foul for reaching the bonus &/or double bonus. Free throws will not be awarded on control fouls.
5. Any player charged with a flagrant foul or two technical fouls shall be disqualified from the game & forced to leave the Red WOLF Center.
6. Dunking, grabbing the rim or the net, or slapping the backboard is illegal during the pre-game, &/or the half time warm up period(s) &/or the post-game period(s). Players guilty of this action will be issued a technical foul.

9. No free throws will be awarded for the following:

a. Each common foul before the bonus rule is in effect

b. A double foul

c. A player control foul.

d. A team control foul

10. Technical Fouls: On all technical fouls, two (2) free throws will be awarded to the offended team, plus the ball at the division line for a throw-in. Technical fouls are counted towards each team’s bonus situation.

11. Grabbing or hanging from the basket/rim will result in a technical foul to the player. An exception may be made in the event a player grasps the rim to prevent injury. Note that this is the judgment of the game official. Any player damaging the rim and/or backboard may be held liable for the cost of replacing damaged equipment.

12. Intentional Fouls: Intentional fouls do not necessarily have to be intent to harm, but rather playing the player rather than the ball. Two (2) free throw attempts and possession of the ball at the spot nearest the foul will be awarded to the offended team for all intentional fouls.

13. Flagrant Fouls: Flagrant fouls are an intent to harm a player & does not matter whether there was a play on the ball or not. On all flagrant fouls, the same procedure will be followed as mentioned above only now the offending player will be ejected from the game.

14. Free Throws: Players in marked lane spaces will be able to move into the lane when the ball is released by the free throw shooter.