



Basketball Rules

These rules are representative of current National Intramural-Recreational Sports Association rules with the following UAF Intramural emphases and modifications.

Prior to Game Time:

1. All players must have signed the Waiver of Consent for Emergency Treatment on the team entry form.
2. All players must have paid their individual \$8.90 entry fee.
3. All players must show their valid polar express card (with an active SRC membership) to the referee/score keeper. If players do not have their polar express card, they must present a state or government issued ID.
4. All players must be listed on the team roster – Team captains can make changes to team rosters, 24 hours in advance. Roster additions are allowed until the last week of play.

Game Time:

1. Game time is forfeit time. The clock will run and if a team is still not ready to play within ten (10) minutes, the game will be forfeited.
2. Each team will consist of five (5) players. A team may start with four (4) players. If for some reason during the game, a team consists of less than four (4) players, the game may still go on with the permission of the other team.
3. A game consists of two (2) seventeen (17) minute halves with a two (2) minute halftime.
4. Throughout the entire game, up until the last two (2) minutes, the game uses a running clock. During the last two (2) minutes of the game, the clock will stop for any dead ball.
5. Each team has two thirty (30) second time outs per half that do not carry over.
6. Any player that is bleeding must leave the game immediately. The bleeding must be stopped and the wound securely covered with a bandage before that player can continue.

Uniforms/Player Attire:

1. Brimmed hats and jewelry cannot be worn.

2. No braces or supports that may cause other players harm will be permitted.
3. The referee/score keeper will determine which team is light or dark, and will provide appropriately colored jerseys to each team.
4. All players must wear non-marking athletic shoes. Open toed shoes, sandals, bare feet, boots, socks, and dress shoes are prohibited.

Alternating Possessions:

1. The alternating possession rule will be in effect. Jump ball will be tossed at the beginning of the game and overtime periods only.
2. An alternate possession throw-in will result when:
 - Double Dribble
 - The ball goes out of bounds and was simultaneously held by two (2) opponents
 - Traveling
 - Goal tending
 - Basket interference
 - Intentionally contacting the ball with any part of the body below the waist
 - Entering or leaving lane/circle during free throw or jump ball
 - 8 second backcourt violation
 - 3 seconds in the key (unless ball is in backcourt or in flight towards basket)
 - 5 seconds closely guarded

Fouls:

The following actions/behaviors will result in a personal foul:

1. Hitting
2. Pushing
3. Blocking
4. Charging (no basket awarded on offensive player control fouls)
5. Hand Check

The following actions/behaviors will result in a personal technical foul:

1. Hanging from the rim
2. Backboard violations
3. Flagrant fouls
4. Unsportsmanlike conduct

The following actions/behaviors will result in a team technical foul:

1. Delay of game
 2. Excessive time outs called
 3. More than 5 players on the court
- Bonus throws will be awarded on the seventh team foul in each half.
 - Double bonus will be awarded on the tenth team foul in each half.
 - An intentional foul will result in two (2) free throws plus the ball out of bounds.

- Technical fouls will result in two (2) free throws plus possession of the ball for the opposing team.
- Personal technical fouls will result in a three (3) minute removal from the game. A second personal technical foul will result in the immediate ejection and suspension of the player pending a meeting with the Wellness Coordinator.
- A player who receives their fifth personal foul will be disqualified from the game.

Substitutions:

Substitutes can enter the game at a dead ball after being beckoned by the official(s). Players must let the scorekeeper know they are coming in so they can alert the official(s).

Ejections:

- Improper language/ “Trash Talking”
- Any behavior deemed unsportsmanlike by game official(s)
- Committing a flagrant foul
- If a player receives two (2) technical fouls in one (1) game

If a player is ejected from a game, they are immediately suspended from **ALL intramural sports until they have scheduled and attended a meeting with the Wellness Coordinator.

Mercy Rule:

If a team leads another by a margin of twenty-five (25) points at any point after two (2) minutes into the second half, the game will be stopped with the leading team declared the winner.

Overtime:

1. Overtime will begin with a jump ball.
2. Overtime will consist of a three (3) minute period. The clock will stop for dead ball situations during the last minute of overtime.
3. Play will consist of three (3) minute overtime periods being repeated until a winner is declared.
4. There will be no time outs in overtime.

Protests:

Based on rule interpretations – can only be made based on rule misinterpretation by the intramural sports staff at the time of the incident (i.e. you cannot protest a rule misinterpretation after the game is over). A time-out must be called and a protest request to the officials must be made by the team captain. If the staff was incorrect, you will not lose the time-out.

Based on player eligibility will be considered.

Protests based solely on a decision involving the accuracy of judgment on the part of an official will not be considered.