

**The George Washington University
Department of Campus Recreation
Intramural Sports**

Basketball Rules

I. Governing Rules

- A. High School Federation rules shall govern all play with the exceptions listed on this rules sheet. FINAL interpretations and modifications shall be determined by the Assistant Director of Intramural Sports

II. Equipment

- A. Shoes: Players must wear athletic court type shoes. Street shoes with the black rubber soles and turf shoes will not be allowed.
- B. Hats: Hats such as baseball caps, bandanas, and knit stocking hats may not be worn during intramural competition
- C. Jewelry: Earrings, rings, watches, bracelets, and necklaces may not be worn during intramural competition. There will be no exceptions to this rule. Participants will be required to remove anything deemed harmful by the IM staff (including rubber bands, neckties, etc.). **Any player wearing jewelry that cannot be removed quickly must leave the game and cannot return to the game until the next dead ball situation after the ball is returned to play.**
- D. **Warm up balls must be provided by the participants.** Basketballs are available for check-out with a valid GWORLD at the EQ desk (LHWC) or outside Lloyd Gymnasium (MVC league)

III. Game Timing

- A. The game shall consist of two (2) 20 minute halves with a five (5) minute intermission.
- B. The clock shall run continuously, stopping only during: time outs, all whistles during the last two (2) minutes of the second half or subsequent overtime periods and when designated to do so by the game officials.
- C. The game shall be terminated if at any time following the last two (2) minute mark of the second half the point differential exceeds 20.
- D. Each team shall be entitled to three (3) one (1) minute charged time-outs during the game.
- E. Each team will be awarded one additional time out during each overtime period.
- F. Overtime periods:
1. If the score is tied at the end of the second half, play shall continue without change of baskets for **one extra two-minute period** with a one-minute intermission before the extra period. A jump ball will determine which team will control the ball to begin each overtime period.
 2. The clock will stop in the overtime period in the same manner as in the last two minutes of the second half.
 3. The game ends if at the end of the extra period the score is not tied.
 4. If the score is tied after the extra period, the game shall be declared a tie.
 5. Playoff games will continue to play two minute overtime periods until a winner is determined.

IV. Forfeits and Number of Players

- A. If a team is not present at the scheduled game time, the offended team captain may elect to take a forfeit victory or choose to have the game clock started and wait up to 10 minutes for their opponent to gain enough players to play. Once the decision to play is made, it cannot be reversed and the score shall stand.
- B. A "team" is composed of at least four (4) eligible players. A regulation team consists of five (5) players.
- C. If, while playing with fewer than five players, a team falls behind by more than 20 points, the game shall be declared over.

V. Ball Possession

- A. A jump ball shall be used to determine which team shall have initial possession to begin the first half.
- B. After the initial jump ball to begin the game, an alternating possession procedure will be used for all held ball situations.

VI. Fouls and Free Throws

- A. If a player is fouled in the act of shooting and the try is unsuccessful, he or she will be awarded two (2) free throws. If the try was successful, he or she will receive one (1) free throw.

- B. Intentional fouls will result in (2) free throws and retained possession of the ball by the offended team at the point nearest the spot of the foul.
- C. Any player that commits a flagrant foul will be disqualified from the contest and the offended team will be awarded two (2) free throws and possession of the ball at the point nearest the spot of the foul.
- D. Seven (7) team fouls in both halves will result in bonus for the fouled team and a one-and-one situation. Ten (10) team fouls in both halves will result in double bonus for the fouled team and two shots.
- E. Players will be disqualified from a contest upon being charged with their fifth foul (personal and technical fouls will be combined to reach the five foul disqualification limit).
- F. A maximum of two offensive and four defensive players are allowed in the lane during free throw attempts. The two spaces closest to the shooter will not be occupied.
- G. During a free throw attempt in which players occupy marked lane spaces, all players (including those in marked lanes spaces) are restricted from entering the lane until the ball touches the ring or backboard or until the free throw ends.
- H. Technical Fouls
 1. Technical Fouls: 2 free throws awarded plus the offended team's possession at mid court.
 2. Technical fouls will be coupled with personal and team fouls.
 3. A player will be disqualified from a contest after receiving his/her second technical foul. **This disqualification also counts as an ejection.**
 4. If at any time a team maintains a lead of 20 points or greater, the team with the lead will no longer be allowed to apply defensive pressure in the backcourt. Pressure may not be applied until the ball gains front court status. Violation of this rule shall result in a team misconduct technical foul. This rule takes effect following the issuing of a formal verbal warning by the game official. This warning will apply to the team for the duration of the contest.
 5. A team which receives three (3) technical fouls prior to the game, during the game, or after the game will be declared the loser of that game by forfeit at that point in the game. Such misconduct will warrant an unacceptable sportsmanship rating and the team and/or players will be ineligible for further competition.
 6. **DUNKING IS ALLOWED DURING THE GAME. DUNKING IS NOT ALLOWED DURING PRE-GAME OR POST-GAME.**
 7. No free-throws will be given to either team for double technical fouls or simultaneous technical fouls by opponents. Play resumes at the point of interruption.

During multiple free-throw personal fouls, substitutions may be made only before the final attempt in the sequence and after the final attempt has been converted, except when a player is required by rule to be replaced (i.e. injury, disqualification, ejection).

VII. Injured Player

An injured player must be removed until the next opportunity to substitute if a coach, teammate (s), or IM supervisor is beckoned for the purpose of providing assistance. Time must come off the clock prior to any legal re-entry or if a team is granted a time out, the player may return at the conclusion of the time-out period. Any player who is bleeding, secreting body fluids, has an open wound, or has excessive amount of blood on their uniform shall be considered an injured player. Such a player may not return to the game until the situation is under control.

VIII. Delay of Game

A team will be given one warning per game for interfering with the ball following a goal or for any other delay. A second and any subsequent infraction of this rule shall result in a team technical foul.

IX. ID Policy

All players must check in with a valid GWORLD prior to the game in order to play. NO EXCEPTIONS.

X. Co-Rec Modifications

- A. Teams shall consist of 3 women and 2 men. At no time may the number of men or women exceed that number. A team must begin the game with a minimum of 4 players and at least one member of each sex must be present.
- B. A coin toss will be held prior to the game. The winner of the toss shall have the choice of using a men's or women's ball for the entire game.