

The University of West Alabama  
Intramural Sports  
**INTRAMURAL BASKETBALL RULES**

**Eligibility/ Team Rosters**

**MAXIMUM PLAYERS = 12**

- Intramural leagues are only open to current UWA students, faculty, staff, and Alumni Association members. Graduate students must pay the \$30 intramural activity fee. Any team using an ineligible player will forfeit any game in which he/she played and be banned from playoff participation.
- Five players constitute a team. A team must start the game with a minimum of four (4) players. When the fifth player arrives, he/she must check in with the score keeper before entering the game.
- Waiver must be signed before adding players to a roster. Student ID's must be shown at every game.
- Late players must check in at the score table with their UWA ID's before they may enter the game. Failure to do so will result in a team technical foul.
- Section VI Eligibility:
  - Any candidate for a varsity, freshman, or reserve squad who is practicing formally with the team is not eligible to participate in like sport.
  - Any candidate who remains on the team past the first game is not eligible for that year. This includes red shirts and transfers. Any person that was an athlete during the previous school year is considered an athlete for one full calendar year after the completion of that sport; this includes graduate assistants and transfers.
- Teams must wear matching color jerseys with different numbers, jersey must be tucked in.
- Players may not participate with equipment that the referee judges to be dangerous to the participants. Jewelry and hats are examples of illegal equipment. Shorts shall be worn above the hips. *All participants must wear tennis shoes.*

**Rules**

1. GAME TIME IS FORFEIT TIME. If a team forfeits twice, they are dropped from competition. \$20 forfeit fee per game.
2. Basketball scoresheets should include entire first and last names, classification and student ID number. As players arrive, they may be added to the scoresheet providing they are eligible for that team (see Intramural Handbook). **Your last game is the last day to add to your roster!**
3. The game will consist of two **20** minute halves with a five minute half time. The clock will run continuously (including technical fouls) except during the final two minutes of the **second half**. At this point, the clock will be stopped for a foul, jump ball, violation, time-out, and ball out of bounds.
4. **Mercy Rule:** If a team is ahead by **50 points** or more at any time during the game or if a team is **20 or more points** ahead anytime during the last two minutes of the game, the game shall end.
5. Each team is allowed two 30-second time-outs per half. The clock will stop on all time-outs. Time-outs do not carry over to the second half or overtime.
6. Overtime will be as many **2 minute** (stopped clock) periods needed until a winner is determined. All overtimes will begin with a jump ball. Teams will shoot at the same basket as the second half. Teams will get one time out per overtime period.
7. If a player is charged with a technical foul he/she must sit out the rest of the half. If a player is charged with two technical fouls he/she will be ejected from that game and must leave the gym. **If player does not leave in a quiet respectful manor the team will be forced to forfeit the game. ALL ejected players are ineligible for further play until they meet with the Intramural Coordinator (subject to suspension).** Any team that has a player ejected from a game will receive no higher than a "2.0" sportsmanship rating. *Penalty: two points awarded to opposing team plus possession of the ball.*
8. A player who strikes the backboard so hard it cannot be ignored because it is an attempt to draw attention to the player or a means of venting frustration, should be assessed a technical. **If, in the opinion of the referees, the slapping of the backboard affects the shot, basket interference shall be called and the basket shall count.**
9. Slam dunks or attempted slam dunks **are not allowed anytime** the Intramural Department is supervising the gymnasium. This includes pre game, regulation, overtime or post game. *Penalty:* The basket does not count; technical foul; and immediate ejection from game plus a minimum of one game suspension.

10. All teams will receive a Sportsmanship Rating between a 0 and 4.0. Any team with a rating below 3.0 will not enter playoffs. A team receiving a 2.0 or lower must meet with the Intramural Coordinator before their next game.
11. If a team acquires **3 technical fouls** in one game, the game will be over at that point; the offending team will be declared the loser; and teams will automatically receive a 2.0 sportsmanship rating.
12. If a double technical foul is called, **no free throws** will be shot, the ball will be put back in play at the *point of interruption*.
13. During a free throw attempt, the *first space* on either side of the lane next to the basket must be vacant. No player (including the shooter) may break the plane of the outside edge of the free throw lane or 3 point line until the ball touches the rim or backboard.
14. A substitute must report to the scorer's table before entering the game. During free-throws, substitutes must wait until the **final of multiple attempts** before entering the game.
15. Side goals are considered out of bounds.
16. The referees (with consultation from the assigned time keeper) will be the sole judge of the game clock. If a timing error is made, the referee will remedy the situation in a fair and equitable manner.
17. Protest must be made at the time of play. Captains should call a time out and address the situation with the officials.
18. The referee's decision will be final. **Continued complaining and arguing will not be tolerated. NO CURSING!** A technical foul or an ejection will be assessed.
19. The team captain is responsible for both the conduct of team members and his/her spectators.
20. Intramural eligibility rules apply. (See Intramural Handbook!)

## **Fouls**

- **Team Technical Fouls:** Illegal substitution, Interfering with Score Table, Illegal equipment/Jewelry
- **Technical Fouls:** Unsportsmanlike Conduct, Cursing, Flagrant Foul
- **Fouls:** Blocking, Holding, Hand Check, Pushing/Charging, Illegal use of hand,
- **Violations:** Traveling, Illegal Dribble, 3 or 5 second violation, palming/carrying the ball

**Personal foul in the act of shooting:** two free throws if the player's try was unsuccessful, one if the shot was made.

**Common fouls:** ball awarded out of bounds until after the sixth team foul is committed. On the seventh team foul opponents will shoot one and one.

**Offensive fouls:** offensive fouls may be player control or away from the ball. Both types count towards team fouls but free throws will never be given as a result of a player control foul.

**Technical fouls:** *On all technical fouls two points will be awarded to the opposing team plus the ball out of bounds at the division line.* No free throws will be attempted on technical fouls, points will simply be awarded. Technical fouls will be combined with personal fouls for the purposes of reaching the bonus for a team and for the purposes of disqualification of a player based on their fifth (5) foul. *Remember: two (2) technical fouls by a player or coach will result in ejection from the game. Those persons ejected from the games are ineligible for any further Intramural Activity pending their meeting with the Intramural Coordinator.*

**Intentional Fouls:** two (2) free throws and retain possession of the ball at the spot nearest to where the foul occurred.

**Flagrant fouls:** in the act of shooting – **Attempt missed**, automatic 2 points, two (2) free throws and retains possession of the ball at the spot nearest to where the foul occurred. **Attempt made** (2 points), automatic 2 points (Flagrant Foul), one free throw and retain possession of the ball at the spot nearest to where the foul occurred. **Ejection of player committing the flagrant foul.** *Personal foul and counts toward team technical fouls.*

**NOTE:** Rules other than those stated shall be found in the *National Federation High School Rule Book*.