

Basketball Intramural Rules

*Rules will be played under the NFHS rules with the following exceptions:

Play:

- Two 20 minute halves with a 2 minute halftime.
- Running time until last 2 minutes of the game. Two 1 minute timeouts per half
- Overtime (if needed, will be an extension of the 2nd half and will be 5 minutes stopped time only during the last two minutes. One timeout per overtime per team. Double OT and beyond will be 2 minutes.
- Timeouts are lost if a *Technical Foul* is assessed per team.
- Roster size, no more than 10 people per team.
- Must show students ID's each week, **No ID No Play!!!!**
- Can begin game with 4 players
- If the ball hit the wires or straps above the rims on the side courts the play is still live
- Foul language will result in a Technical Foul

Fouls:

- 5 personal fouls per game per player, including overtime, technical **IS** a personal foul.
- Free throws of 1 and 1 will be shot on and beyond the 7th team foul per half. Double bonus of 2 shots will be awarded on the 10th team foul per half.
- **Flagrant 2 Fouls** will result in **Automatic Ejection** and a game suspension.
- **Technical Fouls/Intentional Fouls** will be awarded 2 free throws and the ball, to the non offending team.
- 2 Technical fouls is an automatic ejection and game suspension.
- When shooting free throws, players must wait until the ball hits the rim. It will be considered "live" after it hits the rim.

Mercy Rules:

- If at any point a team is ahead by 35 points the game is over.
- If the officials feel your team is avoiding the mercy by playing out of the ordinary, the game will be called.
- If a 20 point lead is held with 2 minutes to play, the game will be over.

Co-Rec (Same as above except):

- Guys can only block a female shot attempt in the **Painted** area.
- Must have **minimum** of **3** females on the floor at all times!