National Federation Basketball rules will govern intramural basketball play with the following exceptions:

All players must show their UGA ID Card or Government Issued ID before every game in order to participate. Updated: 10/3/2016

A. PLAYER ATTIRE
   a. If teams choose to purchase their own uniforms, the uniforms must meet the following requirements:
      i. Numbers must be ironed or sewn on (tape or marker will NOT be permitted).
      ii. All numbers must be one or two digits, with numbers 0,1,2,3,4,5 only.
      iii. Teams may not have duplicate numbers (0 & 00 are considered the same number).
      iv. Numbers must be at least 4-inches in height and on BOTH the front & back.
      v. All numbers must be a contrasting (visible) color from uniforms.
   b. No shirts vs. skins will be permitted.
   c. If a team does not have its own uniforms, jerseys may be signed out on a nightly basis from the Competitive Sports Office located next to Court #4 in Gym Central (this must be done prior to game time).
      i. One player will need to sign out uniforms, and will be responsible for returning all borrowed uniforms.
      ii. If all jerseys are not returned at the conclusion of the game, there will be a $30.00 per jersey fee assessed to the person responsible, which may result in student records being flagged.
      iii. SHIRTS WITH SLEEVES MUST BE WORN UNDERNEATH ALL SINGED-OUT JERSEYS
   d. Court shoes must be worn.
      i. No turf shoes are permitted on the gym floor.
      ii. We strongly recommend you NOT wear running shoes because they increase the risk of injuries, and may mark the floor.
      iii. Only athletic shoes may be worn. No sandals, boots, boat shoes, crocs, etc.
   e. The following items are not permitted to be worn at any time while participating in IM Basketball:
      i. Jewelry – Including but not limited to earrings, rings, bracelets (any material), necklaces, rubber-bands, watches, etc.
      ii. Players may NOT tape over jewelry.
      iii. Hats and objects with knots may not be worn.
   f. Improper dress will result in participant(s) not being allowed to play until issue is corrected.
      i. Penalty: Team warning and player must leave the game to remove illegal item.

B. THE GAME
   a. Teams will play with five players on the court at one time. A team must have four (4) players present at the start of the game to begin play.
   b. Games will consist of two (2) twenty-minute halves, with no more than a five (5)-minute half time period.

C. CLOCK
   a. The game clock will NOT stop until the last 1-minute of each half.
   b. In the last minute of each half, the clock will start and stop in accordance with the National High School Federation Rules.
      i. Clock will begin on a throw-in when touched by a player.
      ii. Clock will begin on the final free throw if missed, when the ball touches any player.
   c. Mercy Rule:
      i. If at any point with 2-minutes or less remaining in the game, a team is leading by 15-points or more, the clock will continue to run.
      ii. If the team trailing reduces the deficit to less than 15-points, the clock will start and stop in accordance with National Federation Basketball Rules.
D. OVERTIME:
   a. Clock stops during final minute of overtime
   b. During the regular season, if the game is tied at the end of regulation, a three (3)-minute overtime period will
      be played. If tied at the conclusion of the overtime period, the game will be recorded as a tie.
   c. A team will receive **ONE** timeout which will serve as its only timeout for the entire overtime, regardless of how
      many overtimes are played.
   d. During the postseason, teams will continue to play three minute overtime periods until a winner is
      determined.
      i. If a team uses a timeout in overtime period 1, they will have 0-timeouts remaining for any additional
         overtime periods.

E. TIMEOUTS:
   a. Teams will be allowed 3-timeouts PER GAME.
   b. No timeouts will carry over into overtime.
   c. Excessive timeouts CANNOT be taken at the expense of a technical foul.
      i. If an official grants a timeout erroneously, the game will immediately continue without penalty.
      ii. If a timeout is called when there are no more allotted timeouts, a technical foul will be awarded and
          the timeout will be granted.

F. POSSESSION
   a. A jump ball will decide the first possession of regulation and all overtime periods.
   b. On a jump ball/held ball situations as outlined in the National High School Federation Rules.
   c. Teams will be awarded the ball out-of-bounds on an alternating basis.

G. SUBSTITUTIONS
   a. Substitutions are to take place at the scorer’s table ONLY.
   b. Substitutions will be made during dead balls.
   c. The officials on the court shall acknowledge the substitute player into the game before he/she enters the
      court.

H. PLAYER CONDUCT
   a. A player(s) ejected from the game for unsportsmanlike behavior must remove him/herself from the gym (out
      of sight and sound) within 60-seconds. He/she will also be required to leave the Ramsey Student Center.
      i. Failure to comply with the above stipulations will result in a team defaulting its game. It will be the
         offending team’s responsibility to assist in removing the ejected participant.
      ii. If a team is losing its game, and an ejected player does not leave, the team will default its next game.
      iii. Any player caught violating this rule or any other rules/policies will face the sanctions.
          iv. **If a player is ejected during the playoffs and that is the teams SECOND ejection for the season, the
              game will be ended and the opposing team will win the game.**
      v. If an ejected player returns to the facility after the game to exhibit further displeasure he/she will be
         disqualified for the remainder of the season and will face a much more severe suspension pending a
         meeting with the Competitive Sports administrative staff.
      vi. A player or team that is verbally abusive toward the scorer’s table or any other Department of
          Recreational Sports Student or Professional Staff may receive a technical foul for their words or
          actions.
   b. A player who commits:
      i. Two (2) technical fouls in a game will be ejected from the game, and must set up a meeting with the
         Competitive Sports administrative staff before being eligible for future participation.
      ii. One (1) foul that in the official’s judgment is deemed to be flagrant/dangerous may be ejected.
      iii. An unsportsmanlike act before/during or after a game may be ejected by any member of the
           Recreational Sports Staff.

I. DUNKING
   a. Dunking is allowed **DURING the game ONLY**, however, hanging on the rim (not including to avoid injury) will
      be considered unsportsmanlike conduct and will result in a technical foul.
      i. The hanging on the rim rule will be enforced before, during, and after the game.
ii. Penalty for hanging on the rim after the game:
   1. Ejection/Removal from The Ramsey Student Center and potential disqualification from your
team’s next scheduled game.

b. NO DUNKING BEFORE, AFTER OR AT HALFTIME OF THE GAME
   i. Any team violating the above rule (J.a.) will be penalized with a technical foul.
   ii. If a team dunks prior to the game, the opposing team will begin the game shooting technical foul
   shots.

J. TEAM BOX
   a. Will be located between courts one & two, courts two & three, and between courts three & four.
   b. The team box will be divided by a centerline.
   c. Each team and coaches (max of two), will stay in their half of the team box.

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**CO-REC BASKETBALL**

National Federation and The University of Georgia Intramural Basketball rules will govern Co-Rec Intramural Basketball
play with the following exceptions

A. PLAYERS
   a. The game shall be played by two teams of five players, each team having two males and three females.
   b. A game can be played with a minimum of two males and two females.

B. GAME BALL
   a. All games will use a women’s ball which will be provided by the Department of Recreational Sports.

C. CONTROLLING PLAY
   a. There will be no rules requiring specific locations on the court or guarding principles for either gender.

D. SCORING
   a. Each basket scored by a female will carry a bonus of one (1) additional point.
      i. 2-point shot = 3 points
      ii. 3-point shot = 4 points

E. FOULS AND PENALTIES
   a. Free throws attempted for fouls will be in accordance with their point values. (For example – males will shoot
two or three shots for field goal attempts and females will shoot three or four shots).
   b. When in the (1-and-1) bonus (7-9 team fouls) – if a female is fouled, she will shoot one free foul shot, then on
   the second shot the (1-and-1) will be in effect (essentially it is a 2-and-1).