



BASKETBALL RULES

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

All players must show their UGA ID Card before every game to participate.

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 SIGNED-OUT JERSEYS
- d. Court shoes must be worn.
 - i. Athletic shoes are required.
 - ii. No sandals, boots, boat shoes, crocs, turf shoes, 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 halftime 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. Running Clock:
 - 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 NFHS Basketball Rules.

D. TIMEOUTS:

- a. Teams will be allowed 3-timeouts PER GAME.
- b. No timeouts will carry over into overtime.
- c. If an official grants a timeout erroneously, the game will immediately continue without penalty.
- d. If a timeout is called when there are no more allotted timeouts, a technical foul will be awarded and the timeout will be granted.

E. 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.

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 are outlined in the National High School Federation Rules.
- c. On alternating possessions, the team entitled to the alternating possession throw-in will be awarded the ball out of bounds closest to the spot of the violation.

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 and beckon 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 forfeit the 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 team's **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 DURING HALFTIME OF THE GAME

- i. Any team violating the above rule 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.

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 **OR** three males and two 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).

