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BASKETBALL IS A CONTACT SPORT, AND INJURIES ARE A POSSIBILITY. THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

ALL RULE CHANGES ARE HIGHLIGHTED IN **GRAY**.

THE GAME WILL BE PLAYED ACCORDING TO THE NATIONAL FEDERATION HIGH SCHOOL RULES WITH THE FOLLOWING EXCEPTIONS AND CLARIFICATIONS:

### **OPEN, IFC FRATERNITY, AND WOMENS TEAMS**

#### STARTING THE GAME

1. **START TIME:** Teams are to be at the court and signed in before the official game time. If any team is not at the court and ready to play at the scheduled game time, the game will be declared a forfeit. It is recommended that teams arrive at the game site fifteen (15) minutes prior to the scheduled start time.
2. **IDENTIFICATION:** All participants must bring a current valid Photo I.D. to the playing area in order to be checked in and ruled eligible to participate prior to the beginning of each game. Late arriving players must sign in with an Intramural Supervisor before entering the game.
3. **IM SPORTS PASS:** All participants must have purchased a valid Intramural Sports Pass in order to be eligible to participate.
4. **SCORING:** An Intramural Sports Supervisor will keep the official score and clock at the scorer's table.
5. **BURDICK HALL RULES:** All Burdick Hall rules will be followed during intramural sports basketball contests.
6. **TEAMS:** Five (5) players constitute a team. A team may start with no fewer than four (4) players. If during the course of a game, a team loses players to injury or disqualification, a team may continue to play with less than four (4) players if, in the opinion of the game officials, they have a legitimate chance to win the game. A team roster is to have a minimum of four (4) with a maximum of nine (9).
7. **CLUB TEAM MEMBERS:** No more than two (2) members listed on the active club basketball teams' rosters are eligible for participation in the game per team. No more than two (2) members listed on the active club basketball teams' roster may be listed on the same intramural team's roster.

8. BENCH PERSONNEL: Every player, non-player, and coach that is on a team bench must be signed in and on the roster, and is subject to all intramural sports rules, policies, and procedures. *Clarification: a non-player/coach may not be on the roster of another team in the same division.*
9. GAME EQUIPMENT: Towson University Intramural Sports will provide a game ball.
10. UNIFORMS/PLAYER EQUIPMENT: Teams must wear contrasting color uniforms **with numbers**. Teams that are designated as 'Home' on the Fusion Play schedule will be required to wear white or a matching light team color. Teams that are designated as 'Away' on the Fusion Play schedule will be required to wear black or matching dark team color. Teams who do not comply with the color policies are subject to a reduced sportsmanship rating.
11. JEWELRY/ACCESSORIES: No jewelry or accessories may be worn. Earrings may NOT be covered with band aids or tape. A player suspected of covering an earring with tape will NOT be permitted to participate. *Clarification: Medical alert medals are not considered jewelry; they must be taped down with the medical information visible.*

#### PLAYING THE GAME

12. GAME TIME: The game will consist of two halves of twenty (20) minutes. During the first nineteen (19) minutes of each half, the clock will only stop for team and official time outs. The clock will stop during the last minute of each half according to NFHS Basketball Rules.
13. OVERTIME: Games ending in a tie in the regular season will result in a tie. During playoffs, a three-minute (3) overtime will be played to determine a winner. The clock will run continuously for the first two (2) minutes of the overtime and stop only during the last minute (see Rule #12). If the game is still tied, one-minute (1) overtimes will follow until a winner is determined. Each team will receive one (1) time-out for each overtime period (time-outs do not carry over from regular time to overtime or between overtime periods).
14. TIME-OUTS: A team will be granted three (3) time-outs per game. Time-outs will be thirty (30) seconds; teams must be ready to play immediately following the time-out. The game clock will stop for charged time-outs. If free throws are to be attempted immediately following a time-out, the clock will not run during the free throws.
15. FOULS: Five (5) personal fouls (personal and technical combined) result in disqualification from the game. On the seventh (7) team foul in each half, the bonus situation is in effect. On the tenth (10) team foul in each half, the "double bonus" situation is in effect. Prior to the bonus situation, "common fouls" will be taken out of bounds at a designated spot by the offended team.
16. TEAM CONTROL FOULS: A throw-in will be awarded to the offended team after all team control fouls (no free throws will be awarded). A team control foul is defined as any foul on an offensive player when his/her team is in control of the ball. *Clarification: free throws may still be awarded for all defensive and loose ball fouls (including rebounding fouls) when the bonus situation is in effect.*

17. **SUBSTITUTES:** Substitutes must report to the scorekeeper before entering and must be signaled on to the court by an official. Failure to comply will result in a technical foul.
18. **JUMP BALL / HELD BALL:** The game is started with a jump ball; thereafter, any held ball situations, and the start of the second half, will use the alternating possession procedure.
19. **PLAYER EQUIPMENT:** Head decorations, headwear, and/or jewelry (including rubber bands) are illegal. Headbands no wider than two inches made of nonabrasive, unadorned, cloth, fiber, soft leather, or rubber are legal. Headbands (just described) and rubber (elastic) bands to control the hair are the only legal pieces of equipment on the head.
20. **FREE THROWS:** Marked lane spaces may be occupied by a maximum of four (4) defensive and two (2) offensive players. The first marked lane spaces on either side may not be occupied by any player. The second marked lane spaces on either side must be occupied by the defense. The third marked spaces on either side may be occupied by the offense, and the fourth marked lane spaces on either side may be occupied by the defense. Players in marked lane spaces may break the plane of the lane once the ball is released. The thrower and all players not in a marked lane space may NOT break the plane of the free throw line until the ball touches the rim, backboard, or until the free throw ends. *Clarification: It will be a violation for a free thrower to consume more than ten (10) seconds after the ball is placed at his/her disposal.*
21. **TECHNICAL/INTENTIONAL FOULS:** Free throws will be shot for technical and intentional fouls in accordance with NFHS Basketball Rules. The clock will not stop during these free throws, unless there is less than one minute left in the half.
22. **MERCY RULE:** A game will be ended if a team is fifty (50) points ahead at any time or thirty (30) or more points ahead with five (5) minutes or less remaining in the second half.

### SPORTSMANSHIP

23. **UNSPORTSMANLIKE CONDUCT:** Any unsportsmanlike conduct including, but not limited to, arguments with officials (the captain is the only player permitted to talk with the officials) by any coach, manager or spectator, flagrant fouling, fighting, etc. will result in expulsion of that individual and/or team from further participation in that scheduled game. Officials/supervisors have the authority to impose penalties for teams behaving in an unsportsmanlike manner.
24. **UNSPORTSMANLIKE CONDUCT FOUL LIMIT:** Two (2) unsportsmanlike conduct penalties (technical fouls) on the same player will result in an ejection. If two (2) players from the same team are ejected from a game (for sportsmanship related issues), that game will be ended and that team will receive a loss and a 0 sportsmanship rating, regardless of the score and the time remaining. In addition, if a team receives three (3) unsportsmanlike conduct technical fouls in a game, that game will be ended as stated above.
25. **BENCH CONDUCT:** All substitutes, coaches, and spectators must adhere to Intramural Sports and Burdick Hall rules, and are subject to the authority of the Intramural Sports Supervisor and all sportsmanship-related rules and policies.

26. **DRUG, ALCOHOL & TOBACCO POLICY:** Teams and fans are not permitted to bring alcohol and/or drugs, or come under the influence of alcohol and/or drugs. Teams and fans are also not permitted to use any tobacco products in Burdick Hall. Violators may be removed from the facilities with possible forfeiture of the game, at the discretion of the Supervisor.
27. **INTRAMURAL SPORTS POLICIES:** Team captains are responsible for making sure that all members of their teams are aware of all Intramural Sports policies and rules. Captains are responsible for their teams' sportsmanship, and may be held accountable for the actions of individuals on their team.

### **CO-ED TEAMS**

All of the above rules apply with the following exceptions:

28. **TEAMS:** Five (5) players constitute a team. At least two (2) males and two (2) females shall be on the floor at all times during games. If a team is playing with less than four (4) players (due to injury or disqualification), the male/female ratio may be 2:1 or 1:2.
29. **GAME BALL:** A women's ball (28.5 inches) will be used.
30. **SCORING:** Any basket scored by any participant will count as two (2) points (inside the 3pt arc) or three (3) points (outside the 3pt arc).
31. **DEFENSE:** There are no defensive restrictions.