

**University of Oregon
Intramural Sports**

Basketball Rules

High School federation basketball rules will govern play except for the following Intramural Sports modifications:

The Game

1. 2 teams of 5 players
2. Minimum to start is 3 players
3. COED must play one half with a 3:2 and one half with a 2:3 ratio of men:women
4. 20 minute halves
5. The clock does not stop except the last 2 minutes of the second half provided there is less than a 16 point differential. The clock will also stop in the last minute of the first half, regardless of score.
6. Teams will have a 5 minute grace period from game time to get required players there.

Eligibility

1. Current U of O students, faculty and staff, spouses of students/faculty/staff members
2. Every player should be on the roster by 8:00am the day of your game, or 8:00am Friday if your team plays on Saturdays and/or Sundays
3. Players must bring a valid UO ID to EVERY game
4. NO ID = NO PLAY, NO EXCEPTIONS!
5. Current UO Varsity basketball players are not eligible
6. 1 club basketball player is eligible per roster.
7. Varsity basketball players are not eligible to participate in their respective or alike intramural sport, activity or event until a period of one year has passed following completion of all activities for the Department of Athletics. After the period has passed, former intercollegiate athletes must participate at the highest level of competition offered in their respective sport.
8. Professional athletes, current or former, may not participate in their respective or alike sport, activity or event. A professional athlete is defined as a person who has been paid to participate in a sport, under contract with a professional team, included on a professional team roster, practiced with a professional team and/or compensated for trying out for a team.

Equipment

1. NO JEWELRY is permitted!
2. Teams must provide a game ball
3. Pinnies will be provided
4. Teams may provide their own matching shirts/jerseys but they must all be the same color and have permanent, visible numbers. Please use legal basketball numbers (0-5, 10-15, 20-25, 30-35, 40-45, 50-55)
5. Proper footwear and attire is mandatory
6. Any articles that may endanger other players are not permitted (i.e. jewelry, plaster casts, etc.)
7. Eye glasses are NOT permitted; Contact lenses or protective goggles are highly recommended

Scoring

1. All ties stand at the end of league games
2. PLAYOFFS: if tied at the end of regulation there will be a 3 minute 'stop time' overtime
3. 3 minute 'stop time' overtimes will continue until a winner is determined

Time outs

1. Two 30-second time-outs per game that can be used at any time.
2. Clock will stop for exactly 30 seconds, then time will resume once the ball has been put back in play.
3. In playoffs, during an overtime period, each team will be allowed one 30-second time-out per overtime period. Time-outs do not carry over to other overtime periods.

Free Throws

1. When attempting a free throw, defense must occupy positions on lane closest to basket, above the blocks
2. Players must occupy a lane space or be positioned behind the top of the key, free throw line extended
3. Maximum 4 defensive and 2 offensive players allowed in lane spaces
4. Players on the blocks may enter the lane on the release. Shooter and behind on the rim.
5. A player fouled in the act of shooting a three point shot will be awarded 3 foul shots
6. 10 seconds per free-throw attempt
7. Bonus situation (1-1) in effect on 7th foul
8. Double bonus (2 shots) in effect on 10th foul

Note: Act of Shooting begins with the motion which habitually precedes the release of the ball and ends when ball is in flight

Substitutions

Unlimited substitutions on a dead ball (must be called in by the official or team technical foul called)

Out of Bounds

1. Back of backboard, and any point on or outside the boundary lines are out of bounds
2. Ball going over the backboard is out of bounds
3. All 4 sides of backboard are still in bounds
4. Cannot score from out of bounds

In-bounding Pass

1. Player must throw in from designated spot, except after a goal is awarded
2. Players have 5 seconds to inbound the ball
3. Clock starts on the touch in the last 2 minutes

Violations and Penalties

Result in change of possession

1. double dribble
2. traveling
3. 10 second backcourt violation
4. 3 seconds in the key (unless ball is in backcourt or in flight towards the basket)
5. entering or leaving lane/circle during free throw or jump ball
6. goal tending (defensive player touching basket or ball when: ball is on or in basket, within the cylinder of the basket, during downward arc or field goal try)
7. basket interference (player on offense attempts to put the ball back in before the ball comes out of the cylinder)
8. 5 second closely guarded
9. intentionally contacting the ball with any part of the body below the waist (i.e. kicking)

Fouls

Administered in order of occurrence

Personal Fouls – 5th foul removes player from the game

1. Hitting
2. Pushing
3. Blocking
4. Hand Check
5. Player Control
6. Team Control

Technical Fouls

1. Unsporting foul - technical foul which is given for unfair, unethical or dishonorable conduct (if deemed excessive can result in ejection after first technical) [Unsporting]
2. Illegal substitution
3. Illegal timeout
4. Grasping either the basket or net. Hanging on the rim (if deemed excessive can result in ejection after first technical) [Unsporting]
5. Intentionally cause the opponent's backboard to vibrate during a field goal try
6. Delay of game [Unsporting]
7. Dunking the ball before the game, during stoppages of play, halftime or after the game. [Unsporting]
8. Too many players on the court
9. Illegal Equipment
10. Intentional Foul – Personal foul with no intent on playing the ball
11. Flagrant Foul – Violent or unsporting (automatic ejection)

Two (2) technical fouls results in the player automatically being ejected from the game. One flagrant technical foul results in the player automatically being ejected from the game.

Three (3) technical fouls for unsporting conduct on one team will result in the game being forfeited.

Sports Code

1. All participants and spectators are governed by the SPORTS CODE available in the SRC
2. Only captains may address the official
3. Team captains are responsible for their sidelines and spectators
4. Negative consequences for the team may result as a direct reaction to spectators' behaviors or actions

NO alcoholic beverages permitted on University property

PROTESTS

- Protests can only be made based on rule misinterpretation by the Intramural Sports Staff at the time of the incident. (i.e. you cannot protest a rule misinterpretation after the game is over)
- A time-out must be called, and a protest requested to the officials must be made by the captain of the team. If the staff was incorrect, you will not lose the time-out.
- Protests based solely on a decision involving the accuracy of judgment on the part of an official will not be considered.
- Protests involving player eligibility will also be considered

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