Intramural Basketball Rules
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I. **Governing Rules**

1. All Intramural participants must present a valid Skyhawk ID card in order to participate. **No exceptions.**
2. All regulations regarding forfeits, defaults, protests, and rescheduling are outlined in the program handbook. These rules **must** be followed to the letter.
3. Intramural sports are offered to UT Martin students on a voluntary basis and each student participates at their own risk. Participants are responsible for ensuring that they are physically fit to participate in the selected sport(s), and are encouraged to check with their family physician or Student Health prior to participation.
4. The officiating will be done by referees who are in absolute control of the game. The official shall have the power to make decisions on any matters or questions not specifically covered in the rules.

Current TSSAA Rules will govern play with the following modifications:

II. **The Game, Players, Court & Equipment**

1. **Starting Play**
   A. Prior to the start of a game, the officials for the game will conduct a captain’s meeting in which they will cover certain rules answer any questions the captain’s/team’s may have.

2. **Players**
   A. Games are played by 2 teams of 5 players each. A minimum of 4 players, Men’s, Women’s, & Co-Ed (2 men & 2 women), is needed to start play. The game may continue with less than 4 if the team has a chance to win.
      Co-Rec Modification: Legal teams will consist of 3 females and 2 males.
   B. All players not in the game must remain on their side of the court and behind the solid blue line surrounding the court.
   C. Only dressed players and coaches are allowed on the teams’ sideline. All spectators must remain in the assigned seating areas.
   D. Each team is allowed 2 designated coaches on the sideline; coaches must be registered on the team roster.

3. **Player Equipment-Required**
   **Should there be any question regarding the legality of any equipment, the supervisor on duty will make the final ruling.**
   A. **Jersey**
      i. Players of opposing teams must wear jerseys of contrasting color, without pockets, and numbered on either the front or the back (provided if necessary). If both teams have jerseys of the same color a coin flip between the 2 captains will decided which team must change jerseys.
B. Pants/Shorts
   i. All participants must wear pants or shorts without any belts, belt loops, pockets, or exposed drawstrings. Players will not be able to turn illegal pants inside out in order to play.

C. Shoes
   i. Shoes must be a court specific shoe or made with a non marking outsole. Cleats, street shoes, boots, sandals, and bare feet are prohibited.
   ii. Vibrams or any other “toe shoe” will not be allowed.

4. Player Equipment-Optional
   A. Knee pads made of a soft, pliable and nonabrasive material are acceptable.
   B. Headwear with no hard, unyielding material will be allowed. Players may wear a headband no wider than 2 inches and made of nonabrasive unadorned single-colored cloth, elastic, fiber, soft leather or rubber.
   C. Rubber or cloth elastic bands may be used to control hair.

5. Player Equipment-Illlegal
   A. A player shall not wear anything potentially dangerous to another player or which the referee considers dangerous or hazardous including:
      i. Helmets, billed hats, caps, visors, or any headwear with a hard surface (knots, plastic/metal hair pieces, etc.).
      ii. Jewelry (watches, rings, necklaces, piercings, etc) All piercings must be completely removed. **Taped or covered piercings will not be allowed. Any player caught with a covered piercing will have to leave the game until the piercing is removed.**
      iii. Protective padding is also prohibited.
      iv. Hard casts, hard splints, and knee braces made of hard unyielding material (unless hinges are covered on all sides with at least ½ inch of closed cell slow recovery rubber or another material of similar thickness and physical properties and all of its edges are overlapped).
      v. Equipment which includes computers or any electronic or mechanical devices for communication.
      vi. Exposed metal on clothes or person (i.e. zippers).

III. Game Time is Forfeit Time
   1. Forfeits
      A. If a team knows they will not be able to report to a scheduled game time, they must notify the Office of Campus Recreation by 12:00pm on the scheduled day of the event.
      B. If a team does not report to their designated field for their game at the scheduled time they will be assessed a forfeit.
      C. All forfeits will be assessed a $20.00 Forfeit Fee that **must** be paid prior to the team’s next game. No fee will be assessed if prior notice is given.
D. Teams will only be allowed 2 forfeits in one season. If more than two forfeits are assessed the team will be dropped from that sport and will still be required to pay the forfeit fee. If payment is not received the team could potentially be dropped from considered participation for future sports.

2. Defaults
   A. If a team reports to their game but is incapable of gathering the necessary number of players to play a legal game, the option of a default will be available. In order for a team to obtain a default at least one half of a game must be played, otherwise a forfeit will be assessed.
   B. No fees will be assessed for defaults.
   C. After a team has received 2 defaults in one sport future defaults within that sport will be considered forfeits.

3. 10 Minute Rule
   A. If, at game time, a team does not have enough players to start a legal game the opposing team’s captain will have the option of waiting an additional 10 minutes for the other team to obtain enough players to play a legal game.
   B. If the 10 Minute Rule goes into effect the game clock will start at the scheduled game time and play will commence once enough players from the offending team have arrived.
   C. If a team exercises their option to grant a 10-minute grace period for a late team, then 5 points will be awarded to the team who granted grace.

4. Rescheduling
   A. If a team knows they will not be able to make it to their scheduled game but would like to reschedule the game they must contact the opposing team’s captain and both captains must communicate with the Coordinator of Intramurals to find a time to reschedule.
   B. A game can only be rescheduled once. If a team attempts to reschedule a game that has already been rescheduled, if they are unable to play the game they will be assessed a forfeit.

IV. Periods, Time Factors, & Substitutions
1. Game Length
   A. A regulation game consists of two 20 minute halves with a continuously running clock except for the last minute of each half. Halftime will be 4 minutes in duration.
   B. Teams will change ends of the court to begin the second half.
   C. In the last minute of each half the clock will stop when an official:
      i. Signals:
         a. Fouls
         b. Jump balls
c. Violations
   d. Ball out of Play

ii. **Stoppage of play due to:**
   a. Injury
   b. Confer with the table
   c. Due to unusual stop of play in retrieving a dead ball
   d. For any emergency

iii. **Grants a players oral request for a time-out. Players must:**
   a. be in control of the ball or at disposal of a player of their team
   b. during dead ball situations

**NOTE:** The clock will **NOT** stop when a basket is made.

2. **Time-Outs**
   A. Each team is allowed one, 1-minuted time-out during each half and any overtime period(s). Time outs cannot be carried over.
   B. A time-out may only be called during dead ball situations or by the team in possession of the ball.

3. **Substitutions**
   A. Substitutions may occur only during a dead ball, must be immediate, and must be announced to the score table.
   B. Players entering the court must obtain permission from a court official prior to entering the game.

4. **Overtime**
   A. If, at the end of a regulation game, the score is tied a 2 minute overtime period will be used to determine the winner. All rules governing regulation play will also regulate play during the overtime period.
   B. The clock will stop during the last minute of the overtime period.
   C. If at the end of the first overtime the score is still tied, 2 minute overtimes will be played until a winner can be declared.

5. **Mercy Rule**
   A. If, at any time after the ten minute mark in the second half, a team is ahead by 30 or more points the game will be declared complete. If at any point during a contest a team begins to make a mockery of the game the officials, supervisors, or professional staff may declare the game complete.

V. **Conduct of Players and Others**
1. **Fouls and Penalties**
   A. **Personal Fouls**
      i. Any player charged with a fifth personal foul will be disqualified from the game.
ii. Bonus Situations – Upon being charged with a seventh team foul, per half, the opposing team will shoot one plus one free throws.

iii. Double Bonus – Upon being charged with a tenth team foul, the opposing team will shoot two free throws during any foul the remainder of the game.

iv. Technical fouls **will** count towards the personal foul count as well as the team foul count.

v. During free throw situations, players will hold for the release.

**B. Technical Fouls**

i. At the official’s discretion, excessive hanging on the rim and unnecessarily slapping of the backboard will result in technical fouls.

ii. Profanity, foul or abusive language, will not be tolerated and is considered a technical foul, whether it is directed toward an official, player, spectator, or oneself.

iii. Kicking, spiking, or throwing the ball in an unsportsmanlike manner will result in an automatic technical foul.

iv. Players receiving technical fouls will be disqualified from the rest of that half. If disqualified from the second half that player cannot play in any overtime period(s). Players committing excessive unsportsmanlike fouls will be required to meet with the Coordinator of Intramurals or Assistant Director prior to playing their next game.

If the technical foul is because of jewelry or some other minor infraction, it is not necessary to see the Coordinator of Intramurals or Assistant Director.

**C. Intentional Fouls**

i. Any foul deemed intentional by an official will result in immediate ejection from the game. An intentional foul is defined as any act to hurt the opponent or put the safety of the opponent in jeopardy.

ii. Fouls that are committed in an attempt to conserve the clock must not be excessive in force and must be in an effort to play the ball or the resulting foul will be labeled an intentional foul. Players will not be ejected for performing any of these actions.

**D. Physical Abuse and Disorderly Conduct**

i. All cases of physical abuse and disorderly conduct will be forwarded to the Office of Student Affairs for review. Participants whose cases are under review will be suspended from further play until the case has been resolved.
VI. Co-Rec Modifications

1. Games are played by 2 teams of 5 players each. A minimum of 4 players is needed to start play. The game may continue with less than 4 if the team has a chance to win. A legal team will consist of 3 females and 2 males.

2. Male players are not allowed in the free throw lane, nor may they break the plane of this area at any time (this includes the baseline area out of bounds) at any time on either end of the court. This applies to offensive driving, guarding, and rebounding on both goals and free throws.

3. If the encroachment is in the violator’s offensive court, the ball shall be awarded out-of-bounds to the opposing team.

4. If the encroachment is in the violator’s defensive court, the ball shall be treated as basket interference (regardless of whether a shot has been attempted), and three points shall be awarded to the other team.

5. Substitution must be made woman for woman and man for man.