



Department of Recreational Sports Intramural Sports



Basketball Rules

I. GOVERNING RULES

The rules of the National Federation of State High School Athletic Associations will apply in all cases except where a special Oregon State University Intramural Sports rule applies.

II. ELIGIBILITY

All participants must be either students registered at Oregon State University or Faculty/Staff/Affiliate with a Recreational Sports Membership. For more information on eligibility, consult the Intramural Sports Handbook.

III. UNIFORMS/EQUIPMENT

- A. **No jewelry (earrings, necklaces, bracelets, rings, etc.) will be allowed on the court at anytime. Players will need to remove items immediately or leave the game.**
- B. Mouth guards for each player are recommended for your protection.
- C. No shoes that leave black or scuff marks, boots, or sandals on the court will be permitted. Athletic, closed toe shoes must be worn.
- D. No hats are allowed.
- E. No braces, casts, guards, or supports that may cause other players harm will be permitted.
- F. Team jerseys must have numbers on the front and back. Mesh numbered jerseys will be available at Equipment Issue to check out for teams without their own jerseys. If a team uses jerseys provided by Recreational Sports, then players must wear a shirt under their jerseys (no tank tops). It will be the responsibility of the player who checks out the jerseys to make sure they all get returned or they will be charged a replacement fee.
- G. Teams must provide their own game ball. Basketballs may be checked out from Equipment Issue in the Dixon Recreation Center.

IV. PREGAME

- A. All participants will need to bring their ID card to enter the facility.
- B. Team managers must fill out jersey numbers of players participating in that night's game. If a player is not currently printed on the score sheet, the player must see a supervisor to gain approval before playing. Players will need their ID to be added.
- C. Team managers need to check in with the supervisor on duty before each game to verify their team's roster.
- D. Team managers will also take part in meeting with the officials prior to game time.

V. GAME TIME

- A. Game time listed on the schedule is the official game time.
- B. You must have four (4) players on the court ready for play at game time; otherwise a forfeit will be awarded to the opposing team.
- C. Scorekeepers will keep the official game time by using the scoreboard on the court.
- D. The clock will not stop in the first half except for timeouts, injuries, official's timeouts, or unexpected delays in the game.
- E. The game will stop in the last two minutes of the second half, stopping on all dead ball situations, but not after a made basket.



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VI. PLAYING TIME

- A. The game will consist of two 15-minute halves.
- B. Three minutes intermission between the first and second half.
- C. The clock will stop only during the last two minutes of the game if the score is within 15 points..
- D. During the last two minutes of the game, time will be stopped for the following reasons: fouls, time outs, violations, free throws, injuries, any dead ball, and at the discretion of the officials.
- E. Substitutions: Players may only substitute during a dead ball. Players must report to the scorekeeper who will alert the officials. Failure to do so could result in a technical foul being assessed for illegal substitution.
- F. Free Throws: Free throws will be administered using NCAA Men's College Basketball rules. Players are allowed into the lane on the release of the shot.
- G. Mercy Rule: If the team is down by 15 or more points with two (2) or less minutes to go in the game, the clock will not stop. If a lead becomes less than 15 points, then the clock will stop.
- H. Game Over: At the completion of the game each manager must sign the score sheet.

VII. TIME-OUTS

- A. Each team is allowed one time-out per half. Timeouts cannot be carried over each half.
- B. Time-outs are one minute in length unless it is overtime.
- C. One 30-second time-out will be allowed during an overtime period.
- D. The game clock will stop during time-outs.

VIII. ALTERNATE POSSESSIONS

- A. After the initial toss, the alternate possession control will be awarded to the team not receiving the ball to begin the game.
- B. An alternate possession throw-in will result when:
 1. A held ball occurs
 2. The ball goes out-of-bounds and was last touched simultaneously by 2 opponents
 3. A double free throw violation occurs
 4. A live ball lodges on the basket support
 5. Opponents commit simultaneous personal or technical fouls
 6. Opponents commit simultaneous goal tending or basket interference violations
- C. The direction of the possession arrow is reversed immediately after an alternating possession throw-in is completed.
- D. A jump ball will begin each overtime period. The alternate possession control will be awarded to the team not receiving the ball to begin the period.

IX. OVERTIME

- A. Overtime will be three (3) minutes, with the last minute being stopped clock.
- B. If the game is still tied after the first overtime, an additional overtime period will be used until a winner has been decided.
- C. One thirty (30) second time-out is given per overtime period.

X. DUNKING

- A. A player who hangs on the rim or basket supports will receive a technical foul. Also, if a player dunks during timeouts, pre-game, halftime, post-game or at anytime that is not within the normal course of play will receive a technical foul and may be ejected and/or asked to leave the premises. Exception: players may grasp the rim in order to prevent injury to oneself or others.



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XI. DISQUALIFICATIONS

- A. A player will be disqualified from participation in the game after committing his/her 5th foul.
- B. A team will be disqualified after three unsportsmanlike technical fouls on any combination of team personnel (coaches and players).

XII. CONDUCT

- A. The Intramural Sports program promotes positive sportsmanship at all contests and activities. Unsportsmanlike conduct includes actions which are unbecoming to an ethical, fair, and honorable individual. It consists of acts of deceit, disrespect, or vulgarity and includes taunting.

XIII. EJECTIONS

- A. Any player ejected from a game will be immediately suspended from participating in all Intramural Sports activities. The ejected player must then make an appointment with the Coordinator of Intramural Sports and Sports Coordinator to determine the length of suspension and any other sanctions. The following actions can result in ejections from Intramural Sports basketball:
 - 1. Improper language
 - 2. Unsporting conduct
 - 3. Dunking in warm-ups, halftime, timeouts, after the game or anytime that is not in the normal course of play

The following actions will result in an immediate ejection from Intramural Sports basketball:

- 1. Two technical fouls
- 2. Flagrant foul

CO-REC MODIFICATIONS

I. PLAYERS

- A. Each team will consist of four (4) players; two (2) men and (2) women. (Three players must be present at game time).
- B. Substitutions are allowed on a man-for-man and women-for-women basis only.
- C. In the case of injuries or shortage of players teams may only have one more person of one gender than the other in the game at any time.

II. SCORING

- b. Scoring will be the same for men and women. Two (2) and three (3) points for field goals and one (1) point for free-throws.

III. DEFENSE

- A. There are no restrictions as to whom players may guard.

IV. All other Intramural Sport Policies and Basketball Rules will apply.