



BASKETBALL RULES (revised 9/1/05)

All participants are required to complete a waiver of liability form each year. All participants in intramural sports activities assume the risk of injury. Rice University, its employees and agents shall not be liable for injury to person, loss or damage to personal property arising from or in any way resulting from participation in the intramural sports activities.

* Official NCAA rules will be used with the following additions, exceptions, and clarifications.

* Captains are required to read the general IM Rules and Eligibility, and inform their team of any changes to policies and/or procedures!

If you have any further questions about the rules, please contact Evan Stein.

Rule changes and interpretations for the 2005-2006 school year are indicated in BOLD.

MEN'S/WOMEN'S BASKETBALL RULES:

All games will be played in the EAST GYM (if possible).

STARTING THE GAME: The first team with five players in uniform and the score sheet filled out will have the first possession (no jump ball to start the game). Each team must have at least three players for the game to begin. New players must add their names and ID numbers to the scoresheet.

EQUIPMENT: Each player will be given a jersey to be worn during the game. Jerseys will be provided at the game site. A team may supply its own jersey, but they must all be the same color and properly numbered on either the front or back. You will not be allowed to play unless you have properly signed-in to the Recreation Center (i.e. shoe tag). Proper shoes are required; no jogging or black soled shoes, cleats, or street shoes. All players must remove all jewelry before a game begins.

LENGTH OF GAME: Playing time shall be 36 minutes, separated into two halves of 18 minutes. Half time shall be 3 minutes. There will be a running clock for the entire first half, and the first 16 minutes of the second half (except on free throws).

LAST TWO MINUTES: During the last two minutes of the second half, the clock will be stopped on all whistles (dead balls, fouls, etc.). This rule applies only to games that have a point differential of 10 points or less when the clock is at the final two minutes of the game. The point spread before or after the two-minute mark is irrelevant.

NO PRESS RULE: A team leading by 20 points or more during the second half may not use full court pressure. The first offense will result in a warning and all other offenses will result in a technical foul.

MERCY RULE: If there is a point differential of 21 or more when the clock is at the final two minutes of the game, or a point differential of 41 or more with five minutes remaining, the game will be called and the team in the lead will be declared the winner.

FREE THROW SHOOTING: The clock will stop on all free throw attempts, from the time an official reports the foul to when the ball becomes live by rule. The 1-and-1 bonus situation is in effect on the 7th team foul per half. The two-point bonus situation is in effect on the 10th team foul per half. All fouls (including double and technical fouls) are included in player and team foul tallies.

THREE POINT SHOTS: A player's feet must be behind the line as the shot is attempted to be considered a 3-point shot. If a player is fouled in the act of shooting and misses the shot, three foul shots will be awarded. If the player makes the shot he/she will be awarded one free throw (chance for a 4-point play).

TIME-OUTS: Each team will be given two time-outs per half. A time-out will be one minute in length and any unused time-outs will NOT carry over to the next half or overtimes.

OVERTIME: If a game ends in a tie score, then a two-minute overtime will be used (regulation clock). Alternating possession will determine which team receives the ball to begin the overtime period (no jump ball). Each team is allowed one time-out per overtime. Team fouls from the second half will carry over into the overtime period. *Regular season:* If the score is still tied after one extra period, the game will end in a tie. *Playoffs:* Additional two-minute overtime periods will be used to break any tie.

SUBSTITUTION: A team may substitute only on dead ball situations (after a free throw is made, a whistle is blown, or a time-out). The substituting player must inform the scorekeeper that they will be entering the game and then wait for the official to motion them onto the court. Repeated failure to wait for this signal will result in a team technical foul.

DUNKING: Dunking is not allowed during any dead-ball situation (before, during, and after the game). The penalty for illegal dunking is a technical foul. Dunking is allowed in live play.

TECHNICALS/EJECTIONS: All technical fouls will be awarded as two shots and the ball out on the side. Any player who receives two misconduct technical fouls in the same game will be automatically ejected. A team receiving two ejections within the same game will lose by forfeit.

FLAGRANT AND INTENTIONAL FOULS: The offended team will receive two free throws and the ball on the side.

ADDITIONAL RULES FOR COED BASKETBALL:

TEAM INFORMATION: A team on the floor will consist of four (4) players, two men and two women. A game may be started with two players; however, one must be male and the other a female. At no time shall there be more men on the court than women.

SCORING:

- Points scored by the men will be awarded as normal
- Field goals scored by women will be worth three (3) points
- Three point field goals scored by women will be worth four (4) points

FREE THROWS: Free throws attempted for fouls will be in accordance with their point values (i.e. males will shoot two or three free throws for field goal attempts and females will shoot three or four).

FREE THROW LANE RULES: Removed for 2005-2006 season.

DEFENSE: Removed for 2005-2006 season.

FAST BREAK: Removed for 2005-2006 season.

THREE SECOND RULE: The three-second lane violation will be in effect.

All final decisions to eligibility rules will be at the discretion of the Intramural Director.

FURTHER QUESTIONS OR COMMENTS MAY BE DIRECTED TO:

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