

Basketball

All standard Intramural Rules apply. All NFHS rules will govern play with the following changes/clarifications:

General Rules

- All teams must show up and be checked in by their designated game time.
- Grace period: 5 mins max. If a team has at least 1 participant signed in at game time, but not enough to play, the team will be given 5 mins to get enough players. If after 5 mins, the team is still short players, the game is a forfeit. If the teams gets enough to play before the 5 mins is up, the game will begin, and the other team will be awarded 7 points. The game clock will reflect the amount of time elapsed for the grace period. If no players are signed in at game time, there is no grace period, and the game is declared a forfeit. No exceptions.
- Players must show their Panther Card or a government issued photo ID to the Intramural Sports staff to sign-in for each game. Players without a valid form of ID will not be allowed to play
- Sportsmanship:
 - Two technical fouls will result in an ejection from the game.
 - A player may be ejected at any time by an official, scorekeeper, or supervisor.
 - If ejected, the player automatically must sit out at least the next scheduled game. The player and team are also subject to further suspension/discipline depending on the judgment of the Competitive Sports Coordinator. If a player is ejected from a game, that player must meet with the Competitive Sports Coordinator before being allowed to participate in further games. It is the player's responsibility to schedule the meeting with the Competitive Sports Coordinator. The meeting must take place in the Coordinator's office the next day at the earliest.
 - After each game, both teams will be given a SPORTSMANSHIP RATING by the officials, scorekeepers, and supervisors. (See the "Player Conduct & Sportsmanship" section on the Policies page for more information)

Teams

- Teams are comprised of 5 players.
- Rosters are limited to 15 players.
- Minimum number of players needed to start a game is 4.
- Coaches are not officially recognized. Only players, signed in and dress to play, are allowed to sit on the team bench.

Equipment

- Jerseys are required. See Policies for regulations on jerseys.
- Participants must wear athletic, non-court marking shoe. Cleat are not allowed
- Athletic clothing is recommended. No clothing with exposed metal is allowed.
- All jewelry must be removed including watches, earrings, bracelets, etc.
- Players may wear soft, pliable basketball or wrestling knee pads on legs, knees and/or ankle.
- Hats/caps with bills and bandanas that are tied in a knot are not allowed.

Timing

- Games will consist of 2 halves, each lasting 20 minutes.
- The clock will run continuously except the last one (1) minute of the first half when it will stop on all whistles, and the last two (2) minutes of the 2nd half when it will stop on all whistles.
- The length of each overtime period will be three (3) minutes.

- During overtime, the clock will run continuously until the last minute of each extra period when it will stop for all whistles.
- Half time will last three (3) minutes.
- Each team will have three (3) timeouts per game.
 - Only players on the court can call a timeout
 - The clock will always stop on timeouts and injuries.
 - One timeout is granted per overtime
 - Timeouts that are not used in regulation play cannot roll over to overtime periods

Gameplay

- Free Throw Administration:
 - Players lined up in marked lane spaces are allowed to enter the lane after the shooter releases the ball. The shooter and players outside 3-point arc must wait until after ball hits the rim.
- After a player receives five (5) personal fouls, they are disqualified from the game. This does not affect a team's sportsmanship rating.
- The Mercy Rule will be in effect if a team is up by
 - 30 points or more with ten (10) or less minutes remaining in the second half
 - 15 points or with two (2) minutes remaining in the second half
 - In the judgment of the officials and/or supervisor, if a team is dragging or allows the team behind to make up baskets so the mercy rule is not in effect, the clock will still run continuously.

Co-Rec Rules

All rules above apply except with the following modifications:

- Team composition: a minimum of two (2) but no more than three (3) of the same gender must always be on the court during play
- Scoring will use a "Plus One" system for points scored by female athletes:
 - All two-point goals made will count as three points.
 - All three-point goals made will count as four points.
- A female athlete fouled in the act of shooting a missed basket will receive three (3) free throws for a two-point try and four (4) free throws for a shooting fouled behind the 3-point arc
- A female athlete fouled in the act of shooting a made basket will receive three or four points (based on where the shot was made from) and one free throw.

Wheelchair Basketball Rules

All rules above apply except with the following modifications:

- This league will be open and will have no CoRec specific rules.
- Participation is not limited to those with handicaps, disabilities, or any limitations.
- All necessary equipment will be provided by the Intramural Sports Program. Wheelchairs, basketballs, etc.
- All players must remain in the wheelchair at all times.
- **Dribbling**
 - When a player is in possession of the ball he/she may push their chair twice in any direction. After the second push, the player in possession of the ball must dribble the ball at least once before being allowed to push their chair again. If the player with the ball pushed their chair more than twice, in succession, without dribbling the ball it will constitute a travel violation.
- **Free throws and 3 point shots**
 - The shooter must have their rear, large wheels, behind the line for it to count. The shooter may have the small front wheels in front of the respective line but the rear wheels must remain behind the line.
- **Out of bounds**

- If any part of the player or chair touches the boundary lines they are considered out of bounds.
- **Pivot**
 - Players may pivot by pushing their wheels in opposite direction, braking one wheel after being in motion, or pushing one wheel while braking the other.
- **Jump Ball**
 - Players must remain fully seated when administering a jump ball.
- **Personal Foul Additions –**
 - A player shall not contact an opponent or opponent's wheelchair with his/her hand unless such contact is only with the opponent's hand while it is on the ball and is incidental to an attempt to play the ball. The wheelchair is considered a part of the player.
 - Due to the nature of the game, negligible contact is to the discretion of the officials. Intentional chair contact caused by a player to affect the progress or position of another player is a form of blocking, charging, holding or pushing.
 - Contact caused by the momentum of a chair by a player who had made no visible effort to stop his/ her chair while moving in for a goal is a charge.
 - Contact after the ball is dead is unsporting conduct.
- **Physical Advantage Foul**
 - All players must remain firmly seated in the wheelchair at all times, not using a functional leg or stump for physical advantage over an opponent (e.g., raising out of his/her chair, or using the heel on the floor to maneuver the chair, or leaning forward on the foot rests to guard a player).
 - A defensive player guarding an offensive player may not gain an advantage by leaning so far forward that his/her foot rests touch the floor.