



Basketball



“An Aggie does not lie, cheat or steal, or tolerate those that do.”

General Procedures

1. Each player **MUST** bring their current TAMUG student ID to each game and present it to the scorekeeper in order to participate.
2. Player additions may be made at any time during the regular season.
3. Players may play for only **one** Men’s/Women’s team **AND one** Co-Rec team. Participants are allowed to choose how they wish to identify (male/female), but must play as their declared gender on IMLeagues. Female participants can choose to play in a men’s league, but not both a men’s and women’s league.
4. Players may not switch from one team to another after participating in a game for a team.
5. **Game time is forfeit time.**
6. Teams are expected to notify the Intramural and Club Sports Coordinator if they are going to forfeit a game.
7. Any player that is bleeding must leave the game immediately. The bleeding must be stopped and the wound securely covered with a bandage before the player can continue. If there is blood on any clothing or jersey, it must be changed before the player resumes play.
8. Game officials shall eject from the game any player who commits a flagrant foul or displays any type of poor sports conduct.
9. Sports Conduct Rankings – Teams will be given a sports conduct ranking between 1 – 5 after each contest by the officials based on their sportsmanship before, during, and after the game.
10. Teams need to average a 3.5 or higher sports conduct ranking during league play in order to advance to the playoffs.
11. Tobacco use at intramural contests is **PROHIBITED**.
12. Team captains are responsible for knowing all rules on the rule sheet and in the Captain’s Handbook and relaying that information to all players on their team.

PLAYERS:

- Team will consist of 5 players on the court.
- Teams must have a minimum of 3 players to play.
- Below are the allowed male – to – female ratios; however, a team is allowed to play with more than the required number of females in place of male participants.

| Basketball | Male/Female Ratio | |
|------------|-------------------|--------|
| | Male | Female |
| Total | | |
| 5 | 3 | 2 |
| 4 | 3 | 1 |
| 3 | 2 | 1 |

EQUIPMENT:

- No jewelry, hats, bandanas, or hard plastic hair ties.
- Closed-toed athletic shoes must be worn.

THE GAME:

- Games will consist of two 15 minute halves with a 3 minute halftime.
- Time will run continuously except for timeouts and the last 2 minutes of the 2nd half.
- Games will begin with a jump ball. Each jump ball after will result in alternating possession.
- Overtime – In the event of a tie at the end of regulation, a 3 minute overtime period will result with a 1 minute intermission beforehand.
 - a. Each overtime will begin with a jump ball.
 - b. The clock will run continuously except for the last 1 minute of the overtime period.
 - c. Teams will not change baskets during this period.
 - d. During league play, if the score is tied at the end of the 2nd overtime, the game will be declared a tie.
 - e. During playoffs, overtimes will continue until a winner is declared.
- Time-outs - Teams have 3 time-outs of 30 seconds per game.
- Times-outs do not carry over to overtime. Teams will have only 1 time-out of 30 seconds during overtime.
- If a team calls a time-out prior to or during a free-throw situation, the clock will start once the ball is inbounded after a made free throw or once the ball touches a rebounder.
- Mercy Rule – If a team is ahead by 30 points at 10 minutes left in the second half or ahead by 20 points with 2-minutes left in the 2nd half or anytime within the last two minutes.

BASIC RULES:

- A sub must report to the scorekeeper before entering the game.
- Substitutions may be made during any dead ball situation.
- **Free Throws – No player may enter the lane until the ball is released.**
- Marked lane spaces may be occupied by a maximum of 4 defensive and 2 offensive players.
- Bottom lane spaces on both sides shall not be occupied.
- No hanging on the rim or nets at any time.
- Offensive Fouls – Offensive fouls will result in a throw in by the defensive team at the nearest spot of the foul.
 - a. Bonus free throws will not be awarded.
- Technical Fouls - Technical fouls will result in 2 foul shots plus possession for the opposing team.
 - a. 1st Technical foul: The player is warned.
 - b. 2nd Technical foul: The player is removed from the contest and must meet with the Intramural Coordinator.
 - c. 3rd Technical foul: The player is suspended for the remainder of the season.
 - d. **ALL TECHNICAL FOULS ARE CUMULATIVE!** Any player receiving 3 technical fouls, in any combination, during a season will be suspended for the remainder of the season.
 - e. 3 technical fouls by 1 team during a game will result in an automatic forfeit.
 - f. A technical foul will assessed if a player slaps the backboard with excessive force. The official will determine the scoring of the shot.
- Intentional fouls will result in 2 free throws plus possession for the opposing team.
- Bonus free throws will be given following the 7th team foul of each half. Two free throws will be awarded for every foul on or after the 10th team foul during each half.

CO-REC MODIFICATIONS:

- Female baskets, with the exception of free throws, are worth an additional point.
 - a. Ex: 2 point baskets are worth 3points and 3 point baskets are worth 4 points.