



SWOSU Intramural

Basketball Rules

***See the 'SWOSU Intramural – General Rules' document before proceeding.**

Officials and scorekeepers will be provided

Section 1: Roster

1. Teams will have a minimum of five (5) and maximum of ten (10) players on their Roster
2. Games will begin promptly at the scheduled start time
 - a. Punctuality matters. If 4 members are not present at scheduled start time, they will Forfeit the game
 - b. Minimum of 4 members throughout the game. Any less will be considered Forfeiting
3. No equipment or jewelry should be worn that could be dangerous to other players. This includes, but is not limited to rings, bracelets, necklaces, watches, or earrings. Medical emergency bracelets/necklaces may be worn.
 - a. If a player wears jewelry that causes injury to another player, they will be ejected from that game and the next game AND the team will forfeit the current game.
 - b. If their jewelry causes a delay of game, but no injury to another player, (i.e.- breaks, falls, becomes an obstruction) the players team will forfeit the current game.
4. Substitutions: During any dead ball situation with the referee's acknowledgement

Section 2: The Game

1. The game will consist of TWO 20-minute halves with a running clock, which will stop only for time outs. The last two minutes of the game are regulation time, and the clock will stop on the whistle.
2. In the event of a tie at the end of regulation play, a three-minute overtime period will be played. At the end of the three-minute overtime, another jump ball will take place, and teams will play "Sudden Death" (first team to score will win).

3. Time outs are limited to **two** 30-second timeouts per half and will not carry over from the first half to the second half. Time outs from the second half will carry over into overtime, plus one additional time out for the three-minute overtime period only. Timeouts can be used during the sudden death overtime period, if available.
4. Bonus Free Throws
 - a. Beginning with a team's 7th foul in each half, bonus free throw(s) are awarded (1&1).
 - b. Beginning with a team's 10th foul in each half, two free throws are awarded.
 - c. Free throws are not awarded on player control or team control fouls.
5. Non-Common Fouls
 - a. A player who commits five total fouls (including personal, unsportsmanlike and contact technical fouls) will be disqualified.
 - b. **Technical Foul-** A foul by any player (active or not), coach, or other team attendant that does not involve contact with an opponent **while the ball is dead**
PENALTY: PLAYER TECHNICAL: Two points awarded plus possession of the ball, and throw-in at half court/division line.
BENCH TECHNICAL: Two points awarded plus possession of the ball, and throw-in at half-court/division line.
 - c. **Flagrant Foul-** A personal foul that involves violent contact with the opponent.
 - PENALTY: Two points awarded plus possession of the ball; player committing the foul shall be ejected and will receive at least a one game suspension, and the throw-in will occur at the designated spot nearest the foul.
 - d. **Intentional Foul-** A personal foul, which, in the judgment of the official, appears to be designed or premeditated and/or is not a legitimate attempt to directly play the ball or player. It is based on the severity of the act. Holding or pushing to stop play or pushing a player in the back to prevent a score when there is not possibility of getting into position to guard are examples of intention fouls.
 - PENALTY: Two free throws awarded plus possession of the ball for a free throw-in at the designated spot nearest the foul.

- e. If a team (including bench, personnel, and spectators) **receives 3 ‘un-sportsman like’ technical fouls** (including flagrant fouls) in one game, the game shall be ended, and the opponent awarded the win, by score or by forfeit, if the offending team is ahead by score.

Examples of unsporting contact include:

- Disrespectfully addressing officials and staff
- Using profanity, vulgarity, or obscene gestures; taunting, baiting, or ridiculing another player on the bench, or personnel
- Delaying the game by preventing the ball from being promptly made live or by preventing continuous play

6. **Jump Ball**

- a. The game and all overtime periods shall begin with a jump ball at the center circle. Teams shall not change baskets for the overtime period(s).
- b. In all other jump ball situations, the ball will be awarded to the team based on the alternating possession arrow. To begin the second half, the team awarded the ball based on the alternating possession arrow will inbound the ball at the half-court division line.

7. **Dunking**

- a. **NO** dunking or hanging on the rims and/or nets allowed! An ***attempted*** dunk or any downward force on the rim with the hand or arm will result in an ejection. **NO**

EXCEPTIONS

Section 3: Special Rules

1. Bonus free throws (1+1) on the 7th team foul; two free throws on the 10th team foul. All fouls (technical, personal, control) count towards a bonus.
2. Excessive swinging of the elbows is a technical foul, regardless if no contact was made.
3. Players must wear the same color shirts with numbers on the back to participate.
4. Pants and shorts must be worn above the hips.
5. Blood stained clothes must be removed before a player may continue, and the bleeding player must leave the game and be replaced by a substitute. That player may return on the next dead ball, provided the bleeding has stopped and injury is covered.
6. On a throw in, the player must be given at least three feet of space to make the throw in.
7. Player control fouls are the result of a personal foul while in possession of the ball, while airborne or on the court.
8. An automatic 3 points are given for technical fouls for misconduct. Two shots and possession of the ball will be awarded for all other technical fouls.

Section 4: Tie breaker

1. Head-to-head
2. Total Points Scored
3. Total Points Against (Allowed)
4. 60 Second Free Throw contest, 1 person per team

*If a team wins a game by 'Forfeit', they will be given the average score from all of their other games for the purpose of determining 'Total Points Scored'. The team that forfeits will receive 0 points.

***See the 'SWOSU Intramural – General Rules' document before proceeding.**