

University of Illinois
Division of Campus Recreation
Intramural Sports Program

**MEN'S AND WOMEN'S INTRAMURAL BASKETBALL RULES
OFFICIALS**

All games played under current National Federation (NFSHSA) rules with the following modifications:

RULE 1. EQUIPMENT

Section 1. Jerseys. Each team must wear jerseys of the same color with permanent numbers of contrasting color on the front and back. Numbers must be whole numbers between 0-99, no fractions or decimals.

Section 2. Shoes. Only tennis, court, or basketball shoes with pliable synthetic or rubber soles shall be worn. No marking black-soled shoes, boots, or running shoes will be allowed.

Section 3. Ball. The ball furnished by the Division of Campus Recreation shall be used for all intramural games. The smaller game ball will be used for all women's games (28 1/2"-29" in circumference and with a weight of 18-20 ounces).

RULE 2. OFFICIALS AND THEIR DUTIES

Section 1. The officials shall be a referee and an umpire (or when so assigned, a referee and two umpires), who shall be assisted by a scorekeeper from each of the two competing teams. The officials shall wear uniforms distinct from those of either team. Each team must provide a scorekeeper. Teams that fail to provide a scorekeeper will be obligated to take a player from the floor to keep score.

Section 2. The referee shall inspect and approve all equipment prior to the start of each game. The referee shall not permit any player to wear equipment that, in his/her judgment is dangerous to other players. Elbow, hand, finger, wrist or arm guards, casts or braces made of hard and unyielding leather, plaster, pliable (soft) plastic, metal or any other hard substance even though covered with soft padding, shall always be declared illegal. Players may not wear jewelry. Any equipment, which is unnatural and designed to increase a player's height or reach or to gain an advantage, shall not be used.

Section 3. The referee shall toss a coin to determine team possession at the start of the first half and each overtime period. This initiates the alternating possession procedure. He/she shall decide whether a goal shall count if the officials disagree. He/she shall decide upon matters on which the scorers disagree and correct obvious timing errors. At the end of each half he/she shall check and approve the score.

Section 4. The referee shall have power to make decisions on any points not specifically covered in the rules.

Section 5. The officials shall conduct the game in accordance with the rules.

Section 6. The officials shall penalize unsportsmanlike conduct by any player, coach, substitute, team attendant, or follower. If there is flagrant misconduct, the officials shall penalize by removing any offending player from the game and the area. In addition, the officials shall banish any offending coach, substitute, team attendant, or follower from the vicinity of the court if ejected. A

player who commits his fifth foul shall also be removed/disqualified from the game (but not necessarily the playing area).

Section 7. Neither official shall have authority to set aside or question decisions made by the other within the limits of his/her respective outlined duties.

Section 8. The officials shall have power to make decisions for infractions or rules committed either within or outside the boundary lines from before the scheduled starting time of the game through the referee's approval of the final score. The jurisdiction of the officials is terminated and the final score has been approved when the referee leaves the visual confines of the playing area. This includes periods when the game may be momentarily stopped for any reason.

Section 9. (a) When a foul occurs, an official shall designate the offender to the scorers and indicate with the fingers the number of free throws (if applicable) to be taken.

(b) When a team is entitled to a throw-in, an official shall clearly signal the act that caused the ball to become dead, the throw-in spot unless it follows a successful goal or an awarded goal, and the team entitled to the throw-in. The official shall hand (not toss) the ball to the thrower-in for a throw-in unless the throw-in is from outside an end line following a successful goal or free throw.

Section 10. Officials may correct an error if a rule is inadvertently set aside and results in:

- (a) Failure to award a merited free throw;
- (b) Awarding an unmerited free throw
- (c) Permitting a wrong player to attempt a free throw
- (d) Attempting a free throw at the wrong basket
- (e) Erroneously counting or canceling a score.

In order to correct any of the 5 officials' errors listed above, (a-e) such error must be recognized by an official during the first dead ball after the clock has properly started. If in (e) the error is made while the clock is running and the ball dead, it must be recognized by an official before the second live ball. If the error is a free throw by the wrong player, or at the wrong basket or the awarding of an unmerited free throw, the free throw and the activity during it, other than unsportsmanlike, flagrant, intentional, or technical fouls, shall be canceled. However, other points scored, consumed time, and additional activity, which may occur prior to the recognition of an error, shall not be nullified. Applying rule 8-1 and 2 shall correct errors because of free throw attempts by the wrong player or at the wrong basket. If an error is corrected, play shall be resumed from the point at which it was interrupted to rectify the error.

Section 11. The scorers/timers must be provided by each team and shall record the field goals made, shall record the free throws made and missed, and shall keep a running summary of the points scored. They shall record the personal and technical fouls called on each player and shall notify the referee immediately when the fifth foul is called on any player (personal or technical) and/or a team reaches its seventh or tenth foul in one half. They shall record the time-outs charged to each team. They shall keep track of the jump balls for the alternating possession procedure and be responsible for the possession arrow. If neither team has a scorer/timer, the officials shall designate a player from each team to handle scorer/timer responsibilities until such time as a scorer/timer can be located (See Rule 6, Sec. 3). Note: a bookkeeping mistake may be corrected at any time until the referee approves the final score. The scorecard is the official score of the game, and the running score is the official overall score, rather than the individual totals of the players.

RULE 3. PLAYERS AND SUBSTITUTES

Section 1. Each team consists of 5 players, one of whom is the captain. A team must begin with at least 3 players, but if it has no substitutes to replace disqualified players it must continue with less than 5. A team may continue with as few as 2 players as long as they have a chance to win.

Any fewer than 2 players will result in default, and no forfeit fee will be taken. Each team must have a representative at the scorers' table to act as a scorekeeper.

Section 2. The captain is the representative of his/her team and may address an official on matters of interpretation or to obtain essential information, if it is done in a courteous manner. Any player may address an official to request a time-out or permission to leave the court.

Section 3. A substitute shall enter only when the ball is dead and when he/she is recognized and beckoned on by the official. A player who has been withdrawn may not re-enter before the next opportunity to substitute after the clock has started following his/her replacement.

Section 4. Team shirts shall be of the same color, with a permanent number of contrasting colors on the front and back. Numbers must be whole numbers between 0-99, no fractions or decimals.

RULE 4. SCORING AND TIMING REGULATIONS

Section 1. A goal is made when a live ball enters the basket from above and remains in or passes through. No goal is scored if an untouched throw-in goes through the basket. If a player control foul occurs after a goal, the goal is canceled. Whether the clock is running or stopped has no influence on the counting of a goal.

Section 2. Playing time shall consist of two halves of 20 minutes each in men and women's play. The clock will run continuously except during time-outs and the final 2 minutes of the second half. During the final two minutes, the clock will stop for all fouls, violations, or when the official signals it to stop (whistle). If, when there are exactly two minutes or less left in the game and a team is ahead by 15 or more points, the game is over. **If a team is ahead by 30 or more points anytime in the second half the game will be called.**

Section 3. Each team is entitled to two time-outs per game. Time-outs may not exceed one minute in length. The clock will stop on all time-outs. Successive time-outs may be called except: 1) between the end of the second half and the first extra period, and/or 2) between any extra periods. No time outs are allowed during any extra period(s). Unused time-outs in the first half may be used in the second half or any overtime period. A time-out shall not be granted until after the ball has become alive to start the game.

Section 4. In the event that the score is tied at the end of regulation play, a **two-minute** extra period will be played. The clock will stop on the officials' signal during the final minute of each extra period, and no additional time outs are allowed. Personal, team, and technical fouls accumulated in the second half and/or overtime periods will carry over into each succeeding extra period. A one-minute rest period will precede each extra period.

Section 5. If a technical foul occurs after the ball has become dead to end a half, or extra period, the next half or administering free throws starts extra period. This applies when the foul occurs after the first half has ended and after the second half has ended, provided there is to be an extra period. If there is no way to determine whether there will be an extra period until the free throws are administered, the throws are attempted immediately, as if the foul had been part of the preceding period.

Section 6. Game time is forfeit time. Teams must have at least three (3) eligible players at the game site signed in and ready to play at game time. If a team has fewer than 3, the team captain or contestant who is ready to play may choose to give the opponent 10 minutes. If the team or contestant is still not able to play after the 10-minute extension, a forfeit will be declared. If the 10-minute extension is granted, contest-playing time will be reduced by 10 minutes or by whatever portion of 10 minutes which was used to avoid a forfeit. If both teams fail to arrive at game time with at least 3 players, a double forfeit will be recorded and the contest will not be rescheduled.

RULE 5. LIVE BALL AND DEAD BALL

Section 1. The game shall be started with a throw-in as determined by the coin flip prior to the game. After any subsequent dead ball, the only way to get the ball alive is to resume play by a throw-in or by placing it at the disposal of a free thrower. The dribble and traveling rules are not in effect in these situations. The ball becomes alive when:

- (a) On a throw-in, it is at the disposal of the thrower
- (b) On a free throw, the ball is at the disposal of the free thrower.

Note: a ball is at the disposal of a player when it is: a) handed to a thrower or free thrower b) caught by the free thrower after it is bounced to him/her; c) placed on the floor at the spot d) available to the player as after a goal.

Section 2. To start the second half, the ball shall be put in play by a throw-in under the alternating possession procedure. All overtime periods will begin with a coin flip to Determine possession. Throw-ins to start the second half and to start each overtime period will be administered at the division line opposite the scoring table.

Section 3. Alternating possession.

(a) In all jump ball situations and to start each period, the teams will alternate taking the ball out-of-bounds for a throw-in. The team obtaining the ball to begin the game starts the alternating possession procedure. The arrow is set toward the opponent's basket. Control may also be established as the result of a violation or foul.

(b) To start the second half and all-extra periods, the throw-in shall be from out-of-bounds at the division line opposite the table.

(c) In all jump ball situations other than the beginning of a period, the throw-in shall be from the out-of-bounds spot nearest to where:

- (1) A held ball occurs
- (2) The ball goes out-of-bounds
- (3) A double free throw violation occurs
- (4) A live ball lodges between the backboard and ring or comes to rest on the flange, unless a free throw or throw-in follows
- (5) The ball becomes dead when neither team is in control and no goal or infraction or end of a half or extra period is involved
- (6) A double personal or double technical foul occurs
- (7) Opponents commit simultaneous personal or technical fouls
- (8) Opponents commit simultaneous goaltending or basket interference violations.

Note: When technical fouls are involved, the throw-in shall be from the division line on either side of the court.

If a coach/player/official requests that a timing or scoring mistake or alternating table in the presence of the game official(s), and a representative from both teams. If a timing/scoring/alternating possession mistake is prevented or rectified, no time-out will be assessed to the team(s) making the appeal. If no mistake is corrected, the team(s) making the request will be assessed a time-out. If no time-outs are available, the team(s) will be assessed a technical foul.

RULE 6. FREE THROW

Section 1. Free Throw Administration

ART. 1 When a free throw is awarded, the administering official shall take the ball to the free throw line of the offended team and place the ball at the disposal of the free thrower. In each situation:

- (a) The ball will be handed to the free thrower if s/he is ready, or it will be placed on the floor

(b) The free throw count will begin and either or both teams may be charged with a violation

(c) Following a violation by one or by both teams, if that team(s) continues to delay it is a technical foul.

ART. 2 If the ball is to become dead when the last free throw for a specific penalty is not successful, players shall not occupy spaces along the free throw lane.

ART. 3 During a free throw when lane spaces may be occupied:

(a) Each of the lane spaces adjacent to the end line shall be occupied by one opponent of the free thrower unless the resuming of play procedure is in effect

(b) A teammate of the free thrower is entitled to the next adjacent lane space on each side and to each other alternate position along each lane line

(c) Not more than one player may occupy any part of a marked lane space; and

(d) Only the marked lane spaces may be occupied.

Section 2. The offended player shall attempt the free throw(s) awarded because of a personal foul. If such player must withdraw because of an injury or disqualification, his or her substitute shall attempt the throw(s) unless no substitute is available, in which event any teammate may attempt the throw(s).

Section 3. The penalty for a technical foul is two points for the non-offending team and the ball at the division line opposite the scorer's table. No free throws are shot when a technical foul has been called. Any team that receives three unsportsmanlike technical fouls in a game, the contest is immediately over and the opponent is declared the winner.

Section 4. The try for goal shall be made within 10 seconds after the ball has been placed at the disposal of the free thrower at the free throw line. This shall apply to each free throw.

Section 5. As after a made free throw which is not followed by another free throw, the ball shall be put in play by a throw-in:

ART. 1 after a field goal, if the try is for a personal foul, other than intentional or flagrant, and is successful;

ART. 2 by any player of the free thrower's team from out-of-bounds at the division line opposite the scorer's table if the free throw is for a technical foul;

ART. 3 by any player of the free thrower's team from the out-of-bounds spot nearest the foul if the free throw is for an intentional personal foul or flagrant personal foul.

Section 6. If a free throw for a personal foul, other than intentional or flagrant, is unsuccessful, or if there is a multiple throw for a personal foul(s) and the last free throw is unsuccessful, the ball remains alive. If there is a multiple throw and both a personal and technical foul are involved, the tries shall be attempted in the order in which the related fouls were called, and if the last try is for a technical foul or intentional or flagrant personal foul, the ball shall be put in play by a throw-in.

Section 7. Penalties for fouls are administered in the order in which the fouls occurred.

RULE 7. VIOLATIONS AND PENALTIES

A player shall not:

Section 1. Violate the following free throw provisions:

(a) The try shall be attempted from within the free throw semi-circle and behind the free throw line

(b) After the ball is placed at the disposal of a free thrower:

(1) He/she shall throw within 10 seconds and in such a way that the ball enters the basket or touches the ring before the free throw ends

(2) The free thrower shall not purposely fake a try nor shall any player in a marked lane space fake to cause an opponent to violate

- (3) No opponent shall disconcert the free thrower
 - (4) No player shall enter or leave a marked lane space
 - (5) The free thrower shall not have either foot beyond the vertical plane of the edge of the free throw line that is farther from the basket or any lines that bound the semi-circle
 - (6) A player, other than the free thrower, who does not occupy a marked lane space may not have either foot beyond the vertical plane of the free throw line extended or the 3 point line whichever is farther from the basket.
 - (7) A player occupying a marked lane space may not have either foot beyond the vertical plane or cylinder of the outside edge of any lane boundary or beyond the vertical plane of any edge of the space designated by a lane space mark or beyond the vertical plane of any edge of the space designated by a neutral zone. **The restrictions in 4, 5, 6, and 7 apply until the ball touches the ring or backboard, or until the free throw ends.**
- (c) *During a free throw when lane spaces may be occupied:*
- a. *Marked lane spaces may be occupied by a maximum of four defensive and two offensive players.*
 - b. *The first marked lane spaces (the lane spaces adjacent to the end line) shall be occupied by opponents of the free thrower.*
 - c. *The second marked lane spaces on each side may be occupied by teammates of the free thrower*
 - d. *The third marked lane spaces may be occupied by opponents of the free thrower*
 - e. *The fourth marked lane spaces shall not be occupied.*

PENALTY:

1. *If the violation is by the free thrower or a teammate only, the ball becomes dead when the violation occurs and no point can be scored by that throw:*
 - a. *If the violation occurs during a free throw for a personal foul, other than intentional or flagrant, the ball is awarded to the opponents for a throw-in at the out-of-bounds nearest the violation;*
 - b. *If the violation occurs during a free throw for a flagrant or intentional personal foul, the ball is awarded to the thrower's team for a throw-in at the out-of-bounds spot nearest the foul.*
2. *If the violation is by the free thrower's opponent only:*
 - a. *If the try is successful, the goal counts and the violation is disregarded*
 - b. *If the try is not successful, the ball becomes dead when the free throw ends, and a substitute throw shall be attempted by the same thrower under conditions the same as for the throw for which it is substituted.*
3. *If there is a violation by each team, the ball becomes dead when the violation by the free thrower's team occurs, no point can be scored, and play shall be resumed by the team entitled to the alternating possession throw-in at the spot out-of-bounds nearest to where the double violation occurred. The out-of-bounds provision in penalty item (1) and the throw-in provision in penalty item (3) do not apply if the free throw is to be followed by another free throw. In penalty item (3), if a violation by the free thrower follows a disconcerting act, a substitute free throw shall be awarded. If a fake causes a violation by an opponent, only the fake shall be penalized.*

Section 2. Violate provisions governing the throw-in. The thrower shall not:

ART. 1 Leave the designated throw-in spot until the ball has been released on a throw-in pass

ART. 2 Fail to pass the ball directly into the court so it touches or is touched by, another player (inbounds or out-of-bounds) on the court before going out-of-bounds

ART. 3 Pass the ball so it is touched by a teammate while the ball is on the out-of-bounds side of the throw-in boundary plane (except as in 7-4(c)).

ART. 4 Consume 5 seconds from the time the throw-in starts until the ball is released on a pass directly into the court

ART. 5 Carry the ball onto the court

ART. 6 Touch the ball in the court before it touches, or is touched by, another player.

ART. 7 Throw the ball so that it enters the basket before it touches, or is touched by, another player.

No player shall:

ART. 8 Throw the ball so it lodges between the backboard and the ring or comes to rest on the flange before it touches, or is touched by, another player

ART. 9 Replace the thrower or be out-of-bounds after a designated spot throw-in begins

ART. 10 Be out-of-bounds when he or she touches, or is touched by, the ball after it has been released on a throw-in pass.

ART. 11 The opponent(s) of the thrower shall not have any part of his or her person over the inside plane of the boundary line until the ball has been released on a throw-in pass.

NOTE: The thrower may penetrate the plane provided he or she does not touch the inbounds area before the ball is released on the throw-in pass. The opponent, in this situation may legally touch or grasp the ball. See penalty.

ART. 12 No teammate of the thrower shall be out of bounds after a designated-spot throw-in begins.

PENALTY - (SECTION 2) The ball becomes dead when the violation or technical foul occurs. Following a violation, the ball is awarded to a nearby opponent for a throw-in at the out-of-bounds spot nearest the violation.

(Article 11 only):

1. The first violation of the plane by an opponent(s) of the thrower shall result in a warning for delay being given (one warning per team per game). The warning does not result in the loss of the opportunity to move along the end line when and if applicable.

2. The second or additional violations will result in a technical foul assessed to the offending player.

3. If an opponent(s) of the thrower reaches through the plane and touches or dislodges the ball, a technical foul shall be charged to the offender. No warning required.

4. If an opponent(s) of the thrower reaches through the plane and fouls the thrower, an intentional personal foul shall be charged to the offender. No warning required.

Section 3. Cause the ball to go out-of-bounds.

Section 4. Run with the ball, kick it, strike it with the fist or cause it to enter and pass through the basket from below. NOTE: Kicking the ball is a violation only when it is an intentional act; accidentally striking the ball with the foot or leg is not a violation.

Section 5. Dribble a second time after his/her first dribble has ended, unless it is after he/she has lost control because of:

(a) A try for field goal; or

(b) A bat by an opponent; or

(c) A pass or fumble which has then touched or been touched by another player.

Section 6. Remain for 3 seconds in that part of his/her free throw lane between the end boundary and the farther edge of the free throw line while the ball is in control of his/her team in his/her frontcourt. Allowance shall be made for a player who, having been in the restricted area for less than 3 seconds dribbles in or moves to try for goal. The count shall not begin or it shall be terminated during an interrupted dribble.

Section 7. Neither is, nor may his/her team be, in continuous control of a ball that is in his/her backcourt for 10 seconds.

Section 8. Be the first to touch a ball which is in team control after it has been in frontcourt, if he/she or a teammate last touched or was touched by the ball in the frontcourt before it went to the backcourt.

Exception 1: It is not a violation when after a throw-in, a player is the first to secure control of the ball while both feet are off the floor, and he/she then returns to the floor with one or both feet in the backcourt.

Exception 2: It is not a violation if a defensive player who jumped from the frontcourt, secures control of the ball while both feet are off the floor and he or she returns to the floor with one or both feet in the backcourt.

Section 9. While closely guarded:

- (a) Anywhere in his/her frontcourt, hold or dribble the ball for 5 seconds.
- (b) In his/her frontcourt, control the ball for 5 seconds in an area enclosed by screening teammates.
- (c) The count shall not begin or it shall be terminated during an interrupted dribble.

PENALTY: (for sections 3 thru 9) Ball becomes dead, or remains dead, when the violation occurs. The ball is awarded to a nearby opponent for a throw-in at the out-of-bounds spot nearest the violation.

Section 10. Commit basket interference or goal tends.

Basket interference occurs when a player:

- (a) Touches the ball or basket (including the net) when the ball is on or within either basket;
- (b) Touches the ball when it is touching the cylinder having the ring as its lower base.
- (c) Touches the ball outside the cylinder while reaching through the basket from below.

Goaltending occurs when a player:

- (d) Touches the ball during a field goal try or tap while it is in its downward flight entirely above the basket ring level and has the possibility of entering the basket in flight, or an opponent of the free thrower touches the ball outside the cylinder during a free throw attempt.
- (e) Touches the ball while it is in its downward flight entirely above the basket ring level, which has been tapped by a player toward his/her own basket and has the possibility of entering the basket in flight.

EXCEPTION: In a or b, if a player has his/her hand legally in contact with the ball, it is not a violation if such contact with the ball continues after it enters a basket cylinder, or if, in such action, the player touches the basket. Dunking or stuffing is legal and is not basket interference.

PENALTY: (section 10):

1. *If the violation is at the opponent's basket, the opponents are awarded 1 point if during a free throw, 3 points if during a 3-point try, and 2 points in any other case. See Rule 10 for additional penalty for goaltending or basket interference during a free throw. The crediting of the score and subsequent procedure are the same as if the awarded score had resulted from the ball having gone through the basket, except that the official shall hand the ball to a player of the team entitled to the throw in.*
2. *If the violation is at a team's own basket, no points can be scored, and the ball is awarded to the opponents for a throw-in at the out-of-bounds spot nearest the violation. See Rule 10 for additional penalty for goaltending or basket interference during a free throw.*
3. *If the violation results from touching the ball while it is in the basket after entering from below, no points are scored and the ball is awarded to the opponents for a throw-in at the out-of-bounds spot nearest the violation.*
4. *If there is a violation by both teams, play shall be resumed by the team entitled to the alternating possession throw-in at the out-of-bounds spot nearest to where the simultaneous violation occurred.*

RULE 8. FOULS AND PENALTIES

A. TECHNICAL FOUL

FORFEITURE: The referee or supervisor may forfeit a game if any player, squad member, or bench personnel fail to comply with any penalty, or repeatedly commits acts that make a travesty of the game. Three unsportsmanlike technical fouls in one game by the same team results in forfeiture of the game and the opponent declared the winner.

Section 1. A substitute shall not enter the court:

- (a) Without reporting to the scorers
- (b) Without being beckoned by an official, except between halves
- (c) Without his/her name appearing on the scorecard (players must be listed on the scorecard before entering the game).

Section 2. A player shall not:

- (a) Participate after having been disqualified (penalty also includes ejection);
 - (b) Wear an identical or illegal number
 - (c) Grasp the basket, or dunk or stuff, or attempt to dunk or stuff a dead ball prior to or during the game or during any intermission. This item applies to all team personnel (exception: a player may grasp the basket to prevent injury).
 - (d) Slap or strike either backboard or cause either ring to vibrate while the ball is in flight during a try or tap or is touching the backboard or is on or in the basket or in the cylinder above the basket. A player may not place a hand on the backboard to gain an advantage
 - (e) Delay the game by such acts as: preventing the ball from being made alive promptly or from being put in play; attempting to gain an advantage by interfering with the ball after a goal; failing when in control, to immediately pass the ball to the nearer official when a violation is called; or repeatedly violate the throw-in provisions. Interfering with the ball following a goal is a team warning the first time and technical foul the second time the same team delays the game.
 - (f) Leave the court for an unauthorized reason or delay returning after legally being out-of-bounds.
 - (g) Commit an unsportsmanlike foul. This includes but is not limited to, acts or conducts such as:
 - (1) Disrespectfully addressing or contacting an official or gesturing in such a manner as to indicate resentment;
 - (2) Using profane or inappropriate language or obscene gestures
 - (3) Baiting or taunting an opponent;
 - (4) Obstructing the vision of an opponent not in control of the ball by waving hands near his/her eyes
 - (4) Climbing on or lifting a teammate to secure greater height to handle the ball;
 - (5) Knowingly attempting a free throw or accepting a foul to which the player was not entitled;
 - (6) Swinging elbows excessively whether or not contact is made
 - (7) Use tobacco or smokeless tobacco
- NOTE:** Contact after the ball has become dead is ignored unless it is unsportsmanlike, flagrant, or intentional.
- (h) Intentionally or flagrantly contact of an opponent when the ball is dead and such contact is not a personal foul
 - (I) Goal tends or commits basket interference during a free throw.
 - (j) Commit a violation following the warning regarding the throw-in boundary plane, or reach through the plane and touch or dislodge the ball prior to the warnings.
 - (k) Excessively swing his/her elbows, even though there is no contact with an opponent.
 - (l) **BE CHARGED WITH FIGHTING.**

PENALTY: (all sections) 2 points plus the ball for division line throw-in. If flagrant, the offender is ejected and banished from the playing site. Sections (a) and (l) are flagrant. Section (a) is penalized if discovered while being violated. Section (b) is penalized one time if discovered prior to ball becoming alive for each designated starter and each substitute who enters.

Section 3. Any player may be ejected after receiving the first technical foul. He/she must be expelled after receiving a second technical foul. The second technical foul on any player is considered flagrant. A team that receives three unsportsmanlike technicals in the same game will forfeit that contest.

B. PERSONAL FOUL-Personal fouls always involve contact and occur during a live ball except during a common foul or by an airborne shooter.

Section 1. A player shall not: hold, push, charge, trip, nor impede the progress of an opponent by extended arm, shoulder, hip or knee, or by bending the body into other than a normal position; nor use any rough tactics. He/she shall not contact an opponent 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 use of hands on an opponent in any way that inhibits the freedom of movement of the opponent or acts as an aid to a player in starting or stopping is not legal. Extending the arms fully or partially other than vertically so that freedom of movement of an opponent is hindered when contact with the arms occurs is not legal. These positions are employed when rebounding, screening or in various aspects of post play. A player may not use the forearm and hand to prevent an opponent from attacking the ball during a dribble or when throwing for goal. A player may hold the hands and arms in front of his or her face or body for protection and to absorb force from an imminent charge by an opponent. It is a form of pushing when a defensive player who approaches from behind contacts the player holding the ball. Contact that is caused by the momentum of a player who has thrown for goal is a form of charging. A dribbler shall not charge into nor contact an opponent in his/her path nor attempt to dribble between two opponents or between an opponent and boundary, unless the space is such as to provide a reasonable chance for him/her to go through without causing contact. If a dribbler, without contact, passes an opponent sufficiently to have head and shoulders in advance of that opponent the greater responsibility for subsequent contact is on the opponent. If a dribbler in his/her progress has established a straight-line path, he/she may not be crowded out of the path but, if an opponent is able legally to establish a defensive position in that path, the dribbler must avoid contact by changing direction or ending his/her dribble. The dribbler should not be permitted additional right in executing a jump try for goal, pivoting, feigning, or in starting a dribble. A player who screens shall not:

(a) When he/she is behind a stationary opponent, take a position closer than a normal step from his/her;

(b) When he/she assumes a position at the side or in front of a stationary opponent, make contact with him/her. If the screen is set within the visual field of a stationary opponent, the screener may be as close to the opponent as the screener desires short of contact.

(c) Take a position so close to a moving opponent that this opponent cannot avoid contact by stopping or changing direction. The speed of the player to be screened will determine where the screener may take his/her stationary position. This position will vary and may be one to two normal steps or strides from the opponent.

(d) After assuming his/her screening position move to maintain it, unless he/she moves in the same direction and path of his/her opponent. When both opponents are moving in exactly the same direction, the player behind is responsible if contact is made because the player in front slows up or stops and the player behind overruns his or her opponents.

If the screener violates any of these provisions and contact results, he/she has committed a personal foul. A player who is screened within his or her visual field is expected to avoid contact by going around the screener. In cases of screens outside the visual field, the opponent may make inadvertent contact with the screener; and if the opponent is running rapidly, the contact may be severe. Such a case is to be ruled as incidental contact provided the opponent stops, or attempts to stop, on contact and moves around the screen, and provided the screener is not displaced if he or she has the ball. A player may not use the arms, hands, hips or shoulders to force his or her way through a screen or to hold the screener and then push the screener aside in order to maintain a guarding position on an opponent.

Summary of Penalties for all Fouls

The offended player or team is awarded free throws as follows:

- (1) No free throws for:
 - (a) Each common foul before the bonus rule is in effect;*
 - (b) A player control foul;*
 - (c) A double personal foul;*
 - (d) A double technical foul or a simultaneous technical foul by opponents*
 - (e) in c or d, an alternating possession throw-in follows.**
- (2) One free throw if fouled in the act of shooting and 2 or 3-point try or tap is successful.*
- (3) Bonus free throw:
 - (a) For 7th, 8th, 9th team foul each half if first free throw is successful.*
 - (b) Beginning with 10th team foul each half whether or not 1st free throw is successful.**
- (4) Two free throws if intentional or flagrant plus ball for throw-in.*
- (5) Fouled in the act of shooting and try or tap is unsuccessful:
 - (a) Two free throws on a 2-point try*
 - (b) Three free throws on a 3-point try*
 - (c) Plus ball for throw-in if intentional or flagrant.**
- (6) Multiple Foul:
 - (a) One free throw for each foul:
 - (1) No try involved*
 - (2) Successful or unsuccessful 2-point try or tap;*
 - (3) Successful 3-point try. Or tap.**
 - (b) Two free throws for each foul:
 - (1) Intentional or flagrant;*
 - (2) Unsuccessful 3-point try. Or tap**
 - (c) Plus the ball out-of-bounds if either foul is intentional or flagrant.**
- (7) In case of a false double or a false multiple foul, each foul carries its own penalty.*

5'9" BASKETBALL RULE MODIFICATIONS

1. All participants in the Intramural Sports 5'9" basketball league must be 5'9" or less in height.
2. A height challenge may be made by the opposing team only before the game, between halves, or immediately after the game (before the team leaves the court). Challenges will not be accepted at any other times.
3. Once a height challenge has been made to the officials, the player(s) will be measured at the 5'9" marking by the Intramural Supervisor. The player(s) will be measured in stocking feet. Once a player is measured and passes the requirement he or she will not have to be measured again.
4. If the player is taller than the mark, and he/she played in the game, the team will forfeit the game at that point. If the challenge is made before the game, the team will not forfeit, but the player is ineligible to participate.
5. If a challenged player is less than the required height, the challenging team will be assessed with a two-point technical foul.
6. Height challenges may be made on no more than two (2) players in each game and must be made prior to the signing of the scorecard by both captains.

CO-REC BASKETBALL RULES

Co-Rec basketball will consist 5 players, three (3) females and two (2) males. Substitutions are allowed on a female for female and male for male basis only. Two females and one male are required to start a game.

All players, female and male, are allowed inside the lane.

Scoring in the "A" Division is identical to the UI Open and Women's leagues.

Teams will play with a women's size basketball, unless both captains agree to use a regulation size basketball.

We urge you to consider the intent of these rules which is to equalize competition. Please participate with the spirit of these rules in mind.