Basketball Rules

I. GOVERNING RULES
The rules of the National Federation of State High School Athletic Associations will apply in all cases except where a special Oregon State University Intramural Sports rule applies.

II. ELIGIBILITY
All participants must be either students registered at Oregon State University or Faculty/Staff/Affiliate with a Recreational Sports Membership. For more information on eligibility, consult the Intramural Sports Handbook.

III. UNIFORMS/EQUIPMENT
- **A. No jewelry (earrings, necklaces, bracelets, rings, etc.) will be allowed on the court at anytime. Players will be issued a technical foul and need to remove items immediately or leave the game.**
- B. Team jerseys must have numbers on the front and back. Mesh numbered jerseys will be available at game sites for teams without their own jerseys to check out. If a team uses jerseys provided by Recreational Sports, then players must wear a shirt under their jerseys (no tank tops). It will be the responsibility of the team manager to make sure they all get returned or they will be charged a replacement fee on their student account.
- C. Teams with more than 10 players using Intramural Sports jerseys will be required to provide their own matching jerseys with numbers for the additional players. No duplicate numbers or jersey switching will be allowed.
- D. Mouth guards for each player are recommended for your protection.
- E. No shoes that leave black or scuff marks, boots, or sandals on the court will be permitted. Athletic, closed toe shoes must be worn.
- F. No hats are allowed.
- G. No braces, casts, guards, or supports that may cause other players harm will be permitted.
- H. Teams must provide their own game ball. Basketballs may be checked out from Equipment Issue in the Dixon Recreation Center.

IV. PREGAME
- A. All participants will need to bring their ID card to enter the facility.
- B. Teams are encouraged to show up at least 15 minutes prior to your game time
- C. Team managers must fill out jersey numbers of players participating in that night's game. If a player is not currently printed on the score sheet, the player must see a Sport Program Associate to gain approval before playing. Players will need their ID to be added.
- D. Team managers need to check in with the Sport Program Associate on duty before each game to verify their team's roster.
- E. Team managers will also take part in meeting with the officials 5 minutes prior to game time.

V. GAME TIME
- A. Game time listed on the schedule is the official game time.
- B. You must have four (4) players on the court ready for play at game time; otherwise, a forfeit will be awarded to the opposing team.
- C. Scorekeepers will keep the official game time by using the scoreboard on the court.
- D. The game will consist of two 15-minute halves.
- E. The clock will not stop in the first half except for timeouts, injuries, official's timeouts, or unexpected delays in the game.
- F. Three minutes of intermission between the first and second half.

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G. The clock will stop only during the last two minutes of the game, if the score is within 15 points.
H. During the last two minutes of the game, time will be stopped for the following reasons: fouls, time outs, violations, free throws, injuries, any dead ball, and at the discretion of the officials.

VI. PLAYING TIME
- A. Substitutions: Players may only substitute during a dead ball. Players must report to the scorekeeper who will alert the officials. Substitutes must wait to be called into the game by the officials. Failure to do so could result in a technical foul being assessed for illegal substitution.
- B. Free Throws: Free throws will be administered using NCAA Basketball rules. Players are allowed into the lane on the release of the shot. Shooter releases when ball hits the rim.
- C. Mercy Rule: If the team is down by 15 or more points with two (2) or less minutes to go in the game, the clock will not stop. If a lead becomes less than 15 points, then the clock will stop.
- D. Game Over: At the completion of the game each manager must sign the score sheet.

VII. TIME-OUTS
- A. Each team is allowed one time-out per half. Timeouts cannot be carried over each half.
- B. Time-outs are one minute in length unless it is overtime.
- C. One 30-second time-out will be allowed during an overtime period.
- D. The game clock will stop during time-outs.

VIII. ALTERNATE POSSESSIONS
- A. After the initial jump ball, the alternate possession control will be awarded to the team not receiving the ball to begin the game.
- B. An alternate possession throw-in will result when:
  1. A held ball occurs
  2. The ball goes out-of-bounds and was last touched simultaneously by 2 opponents
  3. A double free throw violation occurs
  4. A live ball lodges on the basket support
- C. The direction of the possession arrow is reversed immediately after an alternating possession throw-in is completed.
- D. A jump ball will begin each overtime period. The alternate possession control will be awarded to the team not receiving the ball to begin the period.

IX. OVERTIME
- A. Overtime will be three (3) minutes, with the last minute following stopped clock rules.
- B. If the game is still tied after the first overtime, an additional overtime period will be used until a winner has been decided.
- C. One thirty (30) second time-out is given per overtime period.

X. DUNKING
- A. A player who hangs on the rim or basket supports will receive a technical foul. Also, if a player dunks during timeouts, pre-game, halftime, post-game or at anytime that is not within the normal course of play will receive a technical foul and may be ejected and/or asked to leave the premises. Exception: players may grasp the rim in order to prevent injury to oneself or others.

XI. DISQUALIFICATIONS
- A. A player will be disqualified from participation in the game after committing his/her 5th personal foul or receiving a second technical foul during the game.
- B. A team will be disqualified after three unsportsmanlike technical fouls on any combination of team personnel (coaches, players and fans).

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XII. CONDUCT
- A. The Intramural Sports program promotes positive sportsmanship at all contests and activities. Unsportsmanlike conduct includes actions which are unbecoming to an ethical, fair, and honorable individual. It consists of acts of deceit, disrespect, or vulgarity and includes taunting.

XIII. EJECTIONS
- A. Any player ejected from a game will be immediately suspended from participating in all Intramural Sports activities. The ejected player must then make an appointment with the Coordinator of Intramural Sports and Sports Coordinator to determine the length of suspension and any other sanctions. The following actions can result in ejections from Intramural Sports basketball:
    1. Acts which are considered threatening or abusive towards players, staff or spectators
    2. Improper language
    3. Unsporting conduct
    4. Dunking in warm-ups, halftime, timeouts, after the game or anytime that is not in the normal course of play

  The following actions will result in an immediate ejection from Intramural Sports basketball:
    1. Two technical fouls
    2. One flagrant foul

CO-REC MODIFICATIONS

I. PLAYERS
- A. Each team will consist of five (5) players; Any combination of three (3) men and two (2) women or two (2) men and three (3) women is acceptable (Four players must be present at game time).
- B. Substitutions are can be for either sex as long as an acceptable ratio is maintained.
- C. In the case of injuries or shortage of players teams may only have one more person of one gender then the other in the game at any time.

II. SCORING
- A. Scoring for men will be two (2) and three (3) points for field goals. For women, it will be double: four (4) and six (6) points for field goals. Both men and women will be one (1) point for free-throws.

III. RESTRICTIONS
- A. There are no restrictions as to whom players may guard.
- B. The ball size will be determined by the managers during the pregame meeting. Either a men's or women's ball may be used. If both teams do not agree, a men's ball will be used.

IV. All other Intramural Sport Policies and Basketball Rules will apply.