



Basketball Rules

General IMS Policies and Procedures

All participants are required to complete a waiver of liability form. All participants in intramural sports activities assume the risk of injury. Rice University, its employees and agents shall not be liable for injury to person, loss or damage to personal property arising from or in any way resulting from participation in the intramural sports activities.

Official NFHS rules will be used with the following additions, exceptions, and clarifications.

Captains are required to read the general IM Rules and Eligibility, and inform their team of any changes to policies and/or procedures! ***If you have any further rules questions, please contact ims@rice.edu.***

Starting the Game

The game will begin with a jump ball in the center of the court. Each team must have at least three players for the game to begin.

Equipment

Each player will be given a jersey to be worn during the game. Jerseys will be provided at the game site. A team may supply its own jersey, but they must all be the same color and properly numbered on either the front or back. You will not be allowed to play unless you have properly signed-in. Proper shoes are required. All players must remove all jewelry before a game begins.

Length of Game

Playing time shall be 40 minutes, separated into two halves of 20 minutes. Half time shall be 3 minutes. There will be a running clock for the entire first half, and the first 18 minutes of the second half.



Last Two Minutes

During the last two minutes of the second half, the clock will be stopped on all whistles (dead balls, fouls, etc.). This rule applies only to games that have a point differential of **9** points or less when the clock is at the final two minutes of the game. The point spread before or after the two-minute mark is irrelevant.

No Press Rule

A team leading by 20 points or more during the second half may not use full court pressure. The first offense will result in a warning and all other offenses will result in a technical foul.

Mercy Rule

If there is a point differential of **20** or more when the clock is at the final two minutes of the game, or a point differential of **40** or more with five minutes remaining, the game will be called and the team in the lead will be declared the winner.

Free Throw Shooting

The 1-and-1 bonus situation is in effect on the 7th team foul per half. The two-point bonus situation is in effect on the 10th team foul per half. **All fouls** (including player control, team control, double and technical fouls) are included in player and team foul tallies.

Three Point Shots

A player's feet must be behind the line as the shot is attempted to be considered a 3-point shot. If a player is fouled in the act of shooting and misses the shot, three foul shots will be awarded. If the player makes the shot he/she will be awarded one free throw (chance for a 4-point play).

Time Outs

Each team will be given two time-outs per half. A time-out will be one minute in length and any unused time-outs will NOT carry over to the next half or overtimes.



Overtime

Regular Season: Recreational leagues: If the game ends in a tie, the result of the game will be a tie.

College league regular season games and all league playoff games: If a game ends in a tie score, then a two-minute overtime will be used (regulation clock). Alternating possession will determine which team receives the ball to begin the overtime period (no jump ball). Each team is allowed one time-out per overtime. Team fouls from the second half will carry over into the overtime period. Additional two-minute overtime periods will be used to break any tie.

Substitution

A team may substitute only on dead ball situations (after a free throw is made, a whistle is blown, or a time-out). The substituting player must inform the scorekeeper that they will be entering the game and then wait for the official to motion them onto the court. Repeated failure to wait for this signal will result in a team technical foul.

Dunking

Dunking is not allowed during any dead-ball situation (before, during, and after the game). The penalty for illegal dunking is a technical foul. Dunking is allowed in live play.

Technical Fouls & Ejections

All technical fouls will be awarded as two automatic points and the ball out on the side. Any player who receives two misconduct technical fouls in the same game will be automatically ejected. A team receiving two ejections within the same game will lose by forfeit. Teams are responsible for their bench personnel and friends/fans/spectators.

Flagrant and Intentional Fouls

The offended team will receive two free throws and the ball out of bounds at midline, opposite table side.



FURTHER QUESTIONS OR COMMENTS MAY BE DIRECTED TO:

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