

EASTERN MICHIGAN UNIVERSITY™
Recreation/Intramural Department
Basketball Rules

Unless otherwise modified, all rules of the National Federation of the State High School Association will be in effect.

Eligibility

All eligibility rules apply. **All students must show their current EMU EagleOne Card or Rec/IM membership card to the scorekeeper. Guest and Forgotten ID passes are not allowed as proof of eligibility.**

Participants are eligible to play on one men or women team & one corec team.

Forfeit Time

Game time is forfeit time. A failure by any team to have the allotted number of players at the appropriate game time will result in the team receiving an automatic forfeit for the game. Two forfeits will result in automatic removal from the league.

The Game

The official game ball will be furnished by the Intramural Department. **This is the ball that will be used during the game unless both teams agree on a neutral ball.**

Four players must be present to play. Any less will result in an automatic forfeit. A team may finish with less than four players provided that the game is not out of hand.

All players must remain behind the restraining line on the sidelines.

The mercy rule will be in effect at the end of the first half. If a team is ahead by more than 40 points at the end of the first half or any time thereafter, the game will be called. If a team is ahead by more than 20 points at the two minute mark of the second half, or the point differential reaches 20 at any point thereafter, the game will be called.

There will be dunking allowed only during the game. If a player dunks the ball and hangs on the rim or taunts another player, a technical foul will be called.

Uniforms

Team listed first on the schedule will be home and must wear light colored jerseys. Guest team must wear dark colored jerseys.

Players may not wear hats with bills or bandanas. Any item worn on the head shall be made of an elastic material only and contain no knots. All players must have a real number on their shirt.

Players may not wear jewelry or other metal objects during the game. Any player wearing jewelry or metal objects will be given a technical foul. Jewelry must be removed.

Length of the Game

A game will consist of two 20 minute halves. Each team will be entitled to one 30 second time out per half. Time outs are not cumulative. Each team will be awarded an additional time out for overtime periods. No overtime periods will be used in the regular season.

If the game goes in to overtime, the ball will be put into play with a coin toss. The overtime will be three (3) minutes in length. Second and successive overtime periods will be two (2) minutes in length. League games may end in ties. There will be no overtime periods in regular league play.

Only teams playing may use the court to practice between halves.

Clock

The clock will not be stopped for fouls, held balls, out of bounds, and violations. The clock will only be stopped during timeouts, officials' timeouts, injuries and the last two minutes of play. In the last two minutes of the game, the clock will stop on every whistle, similar to normal game play. In overtime periods, the clock will stop during the last two minutes.

Start of the Game

Each game will start with a coin toss. After the throw in, alternating possession will apply.

Free Throw Administration

Only six players may occupy the free throw lane boxes during any free throw attempt. All other players must remain outside of the three point arc and behind the free throw line.

No player may enter the lane on a free throw attempt until the ball hits the rim.

The defensive player may not occupy the "block" mark on the free throw lines.

If the defensive team violates any free throw administration rule, another shot will be awarded to the shooter if the attempt is missed. If the offensive team violates any free throw administration rule, the shot will be forfeited by the shooter. The ball will be given to the defense on any one, one-and-one or second shot violation by the offense.

Free Throws and Fouls

Personal fouls in the act of shooting – Two shots are awarded if the try is unsuccessful, one if the try was successful.

Common fouls – The ball is awarded out of bounds until the team commits five (5) personal fouls in a half. When a team accumulates five (5) team fouls, the opposing team is awarded one-and-one bonus free throws. When a team accumulates eight (8) team fouls, the opposing team is awarded two bonus free throws.

Player control fouls – No free throws are awarded for player control fouls.

Technical fouls – Any technical foul will result in two free throws for the opposing team and the ball at half court. If a team receives three technical fouls, the game will be called, and the team may be subject to a one game suspension. If a player receives two (2) technical fouls in a game, he/she is automatically ejected from the game and subject to a minimum one game suspension. Technical fouls count as personal fouls.

Pre-Season Tournament Rule: Any player ejected for technical fouls will be suspended for the remainder of the tournament.

Flagrant fouls – Any flagrant foul will result in an automatic ejection from the contest and a minimum one game suspension. The opposing team will receive two free throws and the ball at half court.

Intentional fouls – Any intentional foul will result in two free throws for the opposing team and the ball out of bounds at the point nearest the foul.

If a player enters the game without reporting to the scorer, it will result in a technical foul.

If a player is ejected from a contest, the player may remain on the bench if he/she does not cause any problems.

A player must leave the game if he/she receives five (5) fouls.

If a team receives three technical fouls, including technical fouls on an individual player, that team may forfeit their next game. If this occurs in the final regular season game, the team may not be able to participate in the playoffs.

If a player is ejected from a game, either by an official or because of two technical fouls, the player will not be allowed to participate in the next game. The player is not eligible to return to play until he/she meets with the Coordinator Intramural Sports.

Substitutions

Substitutes must report to the scorer's table. The scorer will allow for substitutions only when the ball is dead and the official allows the substitute entry into the game. Substitutions during free throws will only be allowed prior to the last free throw.

Score

The official score will be kept by intramural personnel, if at all possible. If this is not possible, then the teams will designate someone each half to keep score.

CO-REC MODIFICATIONS

- Teams have the choice of playing (3 men/2 women) or (2 men/3 women) at any point in the game. One gender may never outnumber the other by more than one (i.e. you may not play three men and one woman or three women and one man).
- Women shall receive one more point than men for all successful tries.
Regular basket = 3 points
3-point basket = 4 points
Women will be awarded the number of foul shots corresponding to the value of the try if she is fouled in the act of shooting (i.e. 3 free throws for a regular shot, 4 free throws for 3-point attempts). The only exception to this rule is bonus shots. In a normal one-and-one situation, a female will automatically be awarded two shots. If she makes the second shot, a third shot will be granted. In a double bonus situation, the female will automatically be awarded three shots.
- The game shall be played with an intermediate sized basketball, provided by the Intramural Department.
- Men are not allowed to enter the free throw lane (extended from the baseline to the wall) at any time. If a male enters the lane while on offense, the infraction will be considered a turnover, and the ball will go to the defense. If a male enters the lane while on defense, the offense will be awarded two points and the ball out of bounds.