

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

1. All eligibility rules listed in the handbook apply.
2. **ALL participants must show their current EMU EagleOne Card or Rec/IM membership card (staff/faculty) to one of the supervisors on duty. Guest and Forgotten ID passes are not allowed as proof of eligibility.**
3. Participants are eligible to play on one men's team or one women's team & one co-rec team.

TEAM

1. 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.

FORFEIT TIME

1. Game time is forfeit time.
 - a. 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.
 - b. Two forfeits will result in automatic removal from the league.

THE GAME

1. 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.**
2. The game will consist of two halves of 20 minutes. The clock will run continuously during the first half and the first 18 minutes of the second half, except when a timeout is called, or at the referee's discretion. During the last two minutes of the game, the clock will stop on every whistle, similar to normal game play.
3. Half-time will be 3 minutes.
4. All substitute players, coaches, and fans must remain behind the sidelines.
5. Only the teams currently playing may use the court to practice between halves.

START OF GAME

1. Each game will start with a coin toss; the winning team starts with the ball.
2. After the throw in, alternating possession will apply and continue throughout the game, unless there is an overtime period.

TIME-OUTS

1. Each team will be permitted one (1) time-out per half.
 - a. These time-outs shall be 30 seconds in length.
 - b. Time-outs do not carry over to the second half.
2. Teams are permitted one (1) time-out per overtime period. (only in the play-offs)

UNIFORMS/EQUIPMENT

1. Team listed first on the schedule will be home and must wear light colored jerseys. Guest team must wear dark colored jerseys.
2. All players must have a number BEFORE entering the game. Any player in the game without a number will be given a technical foul.
3. 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.
4. Players may not wear jewelry or other metal objects during the game. All jewelry must be removed BEFORE entering the game or the player will be given a technical foul.

SCORE/CLOCK

1. The score will be kept by an Intramural staff member. If this is not possible, then the teams will designate someone each half to keep score.
2. 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.
3. If the game ends in a tie during the regular season, overtime will NOT be played and the game will be recorded as a tie.
4. OVERTIME WILL ONLY BE PLAYED IN THE PLAY-OFFS, in the following format:
 - a. 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.
 - b. In overtime periods, the clock will stop during the last two minutes.

DUNKING

1. There will be dunking allowed ONLY during the game. Dunking during warm-ups and/or half-time will result in a technical foul. If a player dunks the ball and hangs on the rim or taunts another player, a technical foul will be called.

SUBSTITUTIONS

1. Substitutes must report to the scorer's table before entering the game, or they will be given a technical foul.
2. The scorer will allow for substitutions only when the ball is dead and the official allows the substitute entry into the game.
3. Substitutions during free throws will only be allowed prior to the last free throw.

MERCY RULE

1. The mercy rule will be in effect at the end of the first half.
 - a. If a team is ahead by 30 points or more at the end of the first half or any time thereafter, the game will be called.
 - b. If a team is ahead by 20 points or more at the two minute mark of the second half, or any time thereafter, the game will be called.

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 (3) technical fouls in the game (with at least one being unsportsmanlike), the game will be called, and the team may be subject to a one game suspension. If this occurs in the final regular season game, the team may not be able to participate in the playoffs.

If a player receives two (2) technical fouls in a game (with one being unsportsmanlike), he/she is automatically ejected from the game and subject to a minimum one game suspension. Technical fouls count as personal fouls.

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 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.

FREE THROW ADMINISTRATION

1. 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.
2. No player may enter the lane on a free throw attempt until the ball hits the rim.
3. The defensive player may not occupy the "block" mark on the free throw lines.

Violations

1. If the defensive team violates any free throw administration rule, another shot will be awarded to the shooter if the attempt is missed.
2. 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.

PROTESTS

1. The protest must be made verbally to the plate official of the game before the next legal pitch. If the plate official is not notified before the next legal pitch, the protest will not be considered.
2. Protests based on the judgment of officials will not be considered under any circumstances.
3. All rule interpretation protests must be made by the team captain at the time the dispute occurs and before play continues.
4. If the team is still dissatisfied with the ruling, the captain must notify the Intramural Supervisor on duty. The Intramural Supervisor may rule on any protest. If the protesting team is still not satisfied, then the officials will notify both teams that the game is being played under protest and will so state on the scorecard. The game will continue on as called.
5. A written protest must be submitted to the Intramural Office by **2:00 p.m.** the next working day.
6. Unless the above procedures have been followed, the protest will not be considered. In the event that the protest is upheld, the contest will be replayed from the point of interruption at a date and time to be determined by the opposing captains in conjunction with the Intramural Director.

CO-REC MODIFICATIONS

1. 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).
2. The game shall be played with an intermediate sized basketball, provided by the Intramural Department.
3. Women shall receive one more point than men for all successful tries.
 - a. Regular basket = 3 points
 - b. 3-point basket = 4 points
 - c. 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.
4. Men are not allowed to enter the free throw lane (extended from the baseline to the wall) at any time.
 - a. If a male enters the lane while on offense, the infraction will be considered a turnover, and the ball will go to the defense.
 - b. If a male enters the lane while on defense, the offense will be awarded two points and the ball out of bounds.