



University Of South Florida
Recreation and Wellness – Intramural Sports
Basketball Rules

(Rules not covered are governed by NFHS rules)

GENERAL POLICY

- For any questions or concerns regarding any of the following policies and rules please contact our Sports Programs office at (813) 974-4449 or rec-imsports@usf.edu. Or stop by our office, REC 107, Monday – Friday 10am-5pm.
- All participants must check in with a Sports Programs supervisor with either their USF ID card or state issued ID. The USF ID or Driver's License must have a clear name, picture, and legible U# for the USF ID. No other forms of identification may be used to check in.
- All officially enrolled students and Faculty and Staff members with an active Recreation and Wellness membership at the University of South Florida are eligible to play. For further eligibility guidelines please reference the IM Handbook, found on the USF Recreation and Wellness website.
- **Game time is forfeit time.** Teams should be ready to play at the scheduled game time. It is beneficial to have your team arrive 15-20 minutes early to ensure that games start on time and that forfeits be avoided.
- Players may play on 1 single-gendered team and 1 co-rec team per sport. In co-rec sports, the participant must play as the gender identified on Fusion. Fusion information is updated daily from the Registrar's office. Students wishing to change their gender in our system will need to formally update their gender with the Registrar. Students seeking to do this can email asktheregistrar@usf.edu to request more information related to this process.
- Players can join teams at any point during the regular season and playoffs.
 - Players can only switch teams once during the regular season, given they **have not played** a game for the team they are switching from.
 - This means they can only switch to another team and cannot switch back to their original team.
 - Switching teams can only be done during normal office hours (11AM – 3PM) in our Sports Programs Office located in the Recreation and Wellness Center.
 - Any player that **has checked in** for an intramural team cannot switch to another team after they have played.
- Players cannot switch teams after their team has been eliminated in playoffs.

- If a player is attempting to play for multiple teams in the same league, they are ineligible.
- Teams must all wear the same color jersey. Pennies **will not** be provided. All teams will be required to bring one alternate color in case both teams show up wearing the same color. Skins will not be allowed.
- **Jewelry is not allowed.** Any player who enters the game with jewelry will be forced to **leave the game.**

SPORTSMANSHIP

- Sportsmanship ratings will be given at the conclusion of each game and will be based on the behavior of players, coaches, and spectators. Actions before, during, and after contests will be taken into consideration in sportsmanship ratings.
- Sportsmanship ratings will be given based on the behavior of players, coaches, and spectators. They will also be judged on actions before, during, and after contests. Sportsmanship is rated at the conclusion of every game on a 1-6 scale (details of each can be found in the IM handbook).
- At the conclusion of the regular season of all sports will be a playoff tournament. For a team to be eligible for playoffs they must have averaged a sportsmanship rating of 4 or better during the regular season, have no regular season forfeits, and have won at least one game during the regular season.
 - If a team's sportsmanship rating drops below a 4 in the playoffs, they will be forfeited out of playoffs and their opponent will move on if their sportsmanship rating is at or above a 4.
- Players are held to a standard of good sportsmanship. If a player does not adhere to that standard, they can be removed from a contest by any Sports Programs employee.

SPORT CLUB PARTICIPANTS

- For sports with more than 4 players, only 3 sport club participants may be on the same team in the same sport. For sports with 4 players or less, only 2 sport club participants may be on the same team in the same sport. A sport club participant is defined as a student who has appeared on a home or away match roster within the past 365 days from the day of the intramural game. A team is allowed to have only 2 or 3 total club members, regardless of gender, depending on the size of the sport. This rule only applies for sport club members whose sport is the same or in close relation to the intramural sport being offered (i.e. volleyball club(s) for volleyball intramural or soccer club(s) for 3v3/8v8 soccer)

Players & Player Equipment

- Teams will consist of five (5) players with a maximum of ten (10) players on the roster.

- Each team shall designate a captain. The captain will act as the spokesperson for the team and make all decisions. Team representatives, including players, spectators, team managers, coaches, score keepers, and group members are subject to these rules.
- Teams must all wear the same color jersey. Pennies will not be provided. All teams are required to bring one alternate color in case both teams show up wearing the same color. Shirts/jerseys must be worn at all times.
- Jewelry is not allowed. All jewelry must be removed before playing, no exceptions. Any player who enters the game with jewelry will be forced to leave the game and the opposing team will receive an indirect kick from where the ball is at the time of stoppage for removal.
- Team captains are responsible for verifying the eligibility of all players on their team, including knowing who is suspended. Refer to the IM Handbook for more information.
- To start a game, a team must have at least three (3) players on the court ready to play.
- All players must wear athletic attire.

Rules

Game, Field & Field Equipment - Game, Court, & Court Equipment

- Only players and one (1) coach may be on the side of the scoring bench. All other fans and spectators must remain in the spectator viewing area designated by the IM staff. Any player, coach, or fan that interferes with the play of the game is subject to a technical foul or removal from the playing area.

Length of Game & Time Constraints

- The game consists of two 20-minute halves with a running clock during the first 19 minutes with the exception of official and team timeouts. The clock will stop on every whistle during the last minute of the each half (and any overtime period).
- The game clock will start at the latest 5 minutes past the hour (e.g. clock starts at 8:05pm at the latest for an 8pm scheduled start). If the game clock is not started by then, halves will be shortened.
- Each team is allowed two (2) time-outs per half (1 minute in duration) which may be taken at any time during regulation. (Time-outs can only be taken when you have possession or during a dead ball period). The coach may call time-out.
- TIME OUTS DO NOT CARRY OVER FROM HALF TO HALF.
- Time between halves is five (5) minutes.
- Each team will receive one (1) time-out during the three (3) minutes overtime period. The clock will stop on every whistle during the last two minutes of overtime.

- Mercy Rule: The Mercy Rule will be in effect and the game declared over when a team is ahead by 30 or more points with five minutes or less remaining in the game, or a team is ahead by 20 points or more points with two minutes or less remaining in the game. Officials may end the game if teams are avoiding the mercy rule.

Substitutions & Tiebreakers

- Free substitution will be allowed after a foul, violation, or time-out (dead ball) as long as it does not interfere with the game's progress. Substitutions are not permitted while the ball is in play. The official MUST beckon the substitute into the game. Penalty: Technical foul will be assessed to the team.

Definition of Playing Terms

- No dangerous equipment will be allowed, and athletic shoes must be worn. Knee braces must be wrapped, and no metal is to be exposed. A guard, cast, or brace made of hard unyielding leather, plaster, plastic or any other hard surface may not be worn on the elbow, hand, finger, wrist or forearm.
- Player Control Foul:
 - A Foul committed by a player while they are in control of the ball or while they are an airborne shooter. Penalty: taking the ball out of bounds.
- Bonus Shot:
 - A team will reach the bonus beginning with the seventh (7th) team foul in each half. During a non-shooting foul, the player will receive a 'one & one' opportunity, if the player makes the first shot, they are given another.
- Double Bonus:
 - On the team's tenth (10th) foul the opposing team will shoot two (2) shots.
- Technical Foul:
 - A foul by a non-player or a player foul, which does not involve contact, or a foul involving unsportsmanlike conduct. (Two (2) shots and the ball out-of-bounds at half court). This is also a personal foul.
- Intentional Foul:
 - Personal or technical foul designed to stop or keep the clock from starting, to neutralize and opponent's obvious advantage, a contact foul that is excessive in nature as deemed by the game officials, or any combination of the above. Two shots and the ball out-of-bounds at the point of interruption. This is a personal foul.
- Flagrant Foul:
 - Personal or technical foul that the official judges deemed to be especially dangerous or unsportsmanlike. (Two (2) shots and the ball out-of-bound at half court, and the offender is removed from the game)
- Player Control:
 - A player is in control when they are holding a live ball or dribbling it.
- Team Control:

- A team is in control when the players of the team are in control and also while a live ball is being passed between teammates.
- Team control continues until:
 - The ball is in flight after a try for a basket; or an opponent secures control; or the ball becomes dead.
 - A ball, which is in contact with a player or with the court, is in the back court if either the ball or the player is touching the backcourt. It is in the frontcourt if neither the ball nor the player is touching the backcourt.
- Held ball is declared when...
 - Opponents have hands so firmly around the ball that control cannot be obtained without undue roughness.
 - An opponent places their hands on the ball and prevents an airborne player from throwing the ball or releasing it on a try.
- Screen:
 - A legal action by a player who, without causing contact, delays or prevents an opponent from reaching a desired position.
- Free-throw violation
 - If a violation is by the free thrower or his teammates only, no point can be scored by that throw. The ball becomes dead when the violation occurs. If the violation is by the free thrower's opponent ONLY then:
 - If the attempt is successful, the basket will count, then the violation is disregarded.
 - If the try is not successful, the same thrower under conditions the same as for the throw for which it is substituted shall attempt a substitute throw.
 - Special Note: During a free throw attempt, the ball is live after it has made contact with the rim. Everyone outside of the three-point line must be above the foul line extended and the shooter must also wait for the ball to hit the rim.
 - Special Note: Any free throw which fails to contact the rim is a dead ball violation.
- A player shall not excessively/dangerously swing their arms or elbows to clear space.
 - Penalty: Personal Foul
- Awarding Free Throws
 - One free throw for a foul against a shooter whose try is successful.
- No free throws for:
 - A double foul
 - A double foul, one or both fouls which are flagrant or intentional.
 - Each common foul before the bonus is in effect.
 - A player-control or team-control foul.

- The lower boxes on each side will be vacant.
- Dunking:
 - Legal during the game but prohibited before the game or during any intermission. Dunking prior to the game or during intermission is a technical foul. Grasping or holding onto the basket during the game is also a technical foul. Two (2) shots will be taken before the jump ball.
- Hand Checking:
 - Not incidental contact. It is a foul (illegal use of the hands) regardless of whether it is by the offense or defense.
- Three Second Rule:
 - A player shall not remain for more than 3 seconds in the area of their free throw lane between the end boundary and the farther edge of the free throw line while the ball is in control of their team in their frontcourt. Allowances shall be made for a player who, having been in the restricted area for less than 3 seconds, dribbles in to try for a basket; the 3-second restriction applies to a player who has only one foot touching the lane boundary. It does not apply while the ball is dead or is in flight during a try for a basket.

BALL IN PLAY, DEAD BALL, OUT OF BOUNDS

- If the ball goes out-of-bounds and was last touched simultaneously by 2 opponents, or if the official is in doubt as to who last touched the ball, or if the officials disagree, play shall be resumed by awarding the ball entitled to the next possession (jump ball).
- It is a jump ball if the ball becomes lodged in between the rim and the basket.

Co-Rec Rules

Minimum Requirements

- Will be played according to NFSHSA rules and USF exceptions with the following inclusions and exceptions:
- Each team will consist of five (5) players: You may have a maximum of 3 men and 2 women or 3 women or 2 men.
- Mercy Rule: The Mercy Rule will be in effect and the game declared over when a team is ahead by 30 or more points with five minutes or less remaining in the game, or a team is ahead by 20 points or more points with two minutes or less remaining in the game. Officials may end the game if teams are avoiding the mercy rule.

PLAYER CONDUCT

- Abusive or insulting language, acts of unfair play, and managers, coaches, or substitutes on the field of play will result in suspension.
- Team conduct will be registered, by the officials, following the game, on a 0 to 6 scale.

PLAYOFFS

At the conclusion of the regular season of all sports will be a playoff tournament. For a team to be eligible for playoffs they must have averaged a sportsmanship rating of 4 or better during

the regular season, have no regular season forfeits, and have won at least one game during the regular season.

- If a team's sportsmanship rating drops below a 4 in the playoffs, they will be forfeited out of playoffs and their opponent will move on if their sportsmanship rating is at or above a 4.
- If games are cancelled by Sports Programs Administration, the win requirement will be waived for all affected teams.
- Roster edits may be made during any point of playoffs.
 - Participants from teams who have been knocked out of playoffs may not join rosters of teams currently participating in playoffs.
- During playoffs, your team may play on dates and times not consistent with your regular season schedule. It is the responsibility of the captain to notify team members when playoff games are.
 - Due to the nature of playoffs, games are unable to be rescheduled to accommodate team availability.
 - Games may be rescheduled if teams are playing in multiple playoff games for different sports at the same time. Captains will be responsible for contacting the sports programs office if a conflict occurs. Changes may not be made without more than 24 hours notice. For this change to occur, more than half of the roster must be playing on both teams with conflicts.
 - Games will be rescheduled for weather cancellations.
- All communication about reschedules, inclement weather, and updates will be sent via email to the team captains.
- Winners of each division will receive a maximum of 8 Intramural Champion T-shirts.