BASKETBALL RULES

GENERAL:

- Games are played in the Ranger Dome
- Games are played consecutively, full court
- Five on Five basketball is co-ed

TIME:

- Games will consist of two 20 minute halves.
- Clock runs continuously
- Teams have 2 time outs per half

SCORING:

- 2 points per basket inside the 3 point circle.
- 3 pints per basket beyond the 3 point circle.
- 1 point per free throw.
- If score is tied at end of regulation, a three minute overtime is played

PARTICIPANTS:

- Only full-time Regis students may participate.
- At least 2 women on each roster.
- 5 players on the court at any given time with at least one female.
- Teams may play with a minimum of four players.
- Teams must wear clearly identifiable jerseys, or intramural pennies

POSSESSION:

- Initial possession for each half will be determined by a jump ball.
- Possession arrow changes with each jump ball during the game.

INFRACTIONS:

PLEASE NOTE:

- Five on Five rules follow the generally recognized rules of the game. As such, the following is a review of those actions on the court that will result in the application of penalties. When intramural play deviates from the generally accepted rules and/or

procedures they are noted in this handbook. Intramural Sports Council member have the authority to interpret the written rules for clarification purposes.

Specific Infractions:

- Double Dribble.
- Traveling. Taking three steps with the ball, without dribbling.
- Illegal contact to the hands, face or body.
- Offensive fouls, such as charging.
- Defensive fouls, such as blocking.
- Rebounding fouls, such as being "over the back."
- Illegal substitutions. Substitutions must be made while the ball is "dead".
- Moving picks.

PENALTIES:

FOULS DURING A SHOT WILL BE ASSESSED AS FOLLOWS:

- If the shot falls the points count.
- The shooting player will be awarded 2 or 3 free throws, depending on the location of the shot.
- Flagrant fouls, at any time during the game, will be assessed two free throws.
- Individual committing flagrant foul will be ejected from the game.
- Non-shooting fouls will be assessed a change in possession at mid-court.
- Technical fouls will be assessed by the ISC member and will result in immediate ejection from game and 1 game suspension.