

DEPARTMENT OF RECREATIONAL SPORTS
DIVISION OF STUDENT AFFAIRS
UNIVERSITY OF GEORGIA
INTRAMURAL SPORTS

INTRAMURAL BASKETBALL RULES

National Federation Basketball rules will govern intramural basketball play with the following exceptions:

A. DRESS

1. **NO GRAY SHIRTS WILL BE ALLOWED TO BE WORN AS JERSEYS-NO EXCEPTIONS!**
Teams are required to wear same colored jerseys with ironed on or sewn-on numbers on the front and back. **You must have your shirts with numbers on them by your first game no exceptions.** Jerseys must be one color only! **NO SHIRTS/SKINS WILL BE ALLOWED.** Players on the same team may not have duplicate numbers.
 - a. All players shall wear their team's jersey color or they will not be allowed to play.
 - b. Final decisions on proper contrasting jersey colors will be determined by the referees.
 - c. **ONLY JERSEYS USING NUMBERS 0 - 5 ARE ELIGIBLE FOR USE. (One and two digit numbers only!)**
2. **COURT SHOES MUST BE WORN!** No turf shoes allowed on the gym floor. **We strongly suggest you NOT wear running shoes because they increase the risk of ankle injuries and may mark the floor. If any player is observed wearing shoes that mark the floor, the player will be asked to leave the game.**
3. Jewelry shall not be worn while playing in the game. This includes earrings, body rings, rubber bands, necklaces, bracelets, rings and watches. **NO TAPING OVER JEWELRY!**
PENALTY: First offense - A team warning will be issued and player will leave the game and remove the jewelry. Second and/or later offenses - Team will be assessed a technical foul and player(s) will be ejected for the remainder of the game. Ejected player will be required to leave Gym Central for the remainder of the game.
4. Head-bands no wider than two inches may be worn. No other headpiece may be worn.
5. Improper dress will result in participant(s) not playing until corrected.
6. A minimum of 4 players must be present to start a game.

B. GAME LENGTH AND TIMING

1. Playing Periods
 - a. There will be two (2) twenty-minute halves with a five (5) minute half-time period.
 - b. In cases where the game ends in a tie, a three minute overtime will follow.
There will be a one (1) minute intermission between the 2nd half and the overtime period.
2. Timing
 - a. **First Half:** The first half will be played on a continuous time period of 20 minutes. Clock will stop only to attend to an injured player, time outs and unusual delays.
 - b. **Second Half:** The first eighteen (18) minutes of the second half will be timed the same as first half. During the last two (2) minutes of the second half and overtime periods, the clock will be operated as prescribed in National Federation Rules, i.e. the clock will be stopped on every whistle and started as outlined by the following:
 1. starts on throw-in when ball touches someone on the court.
 2. starts on missed last free throw when ball touches any player on court.
3. Time-outs
 - a. Three (3) time-outs per game.
 - b. No time-outs will be carried over from the second half to the overtime period(s).
 - c. Excessive time-outs CANNOT be taken at the expense of a technical foul.
 1. If an official grants a time-out erroneously, the game will immediately continue without penalty. If a time out is called when there are no more allotted time outs, a technical foul will be awarded to the opposing team.
 2. The clock will stop on all time-outs and start again as prescribed by the NFHS.

4. **Thirty (30) point lead rule** - With ten (10) or less minutes remaining in the second half if a team has or gets a thirty (30) point lead, the game will be over. The official will end the game just as if time runs out to end the game. Officials will use judgment to end the game when a team attempts to prevent going ahead by 30 points to prolong the game.
5. **Fifty (50) point lead rule** – At halftime or any point there after in the second half if a team has or gets a fifty (50) point lead, the game will be over. The official will end the game just as if time runs out to end the game. Officials will use judgment to end the game when a team attempts to prevent going ahead by 50 points to prolong the game.

C. JUMP BALL

A jump ball will decide the first possession of regulation and overtime(s). On jump ball/ held ball situations as outlined in National Federation rules, teams will be awarded the ball out-of-bounds on an alternate basis.

D. TIE GAMES

1. A three (3) minute overtime will be played as a continuation of the second half.
 - a. Each team will receive one timeout for the entire overtime period or periods.
 - b. Clock will stop and start as prescribed by National Federation rules in the last minute of the overtime periods.
2. If a game is tied at the end of the overtime period, the game ends in a tie.
During tournament play all games will play as many overtimes as necessary to determine a winner.

E. SUBSTITUTION

1. **Substitutions are to take place at the scorer's table. Substitutions will be made only during dead balls. The officials on the court shall beckon the substitute player into the game.**

F. UNSPORTSMANLIKE CONDUCT

Players will be expected to conduct themselves in a sportsmanlike manner.

1. Player(s) ejected from the game for unsportsmanlike behavior must remove themselves from the gym (out of sound and sight) within 60 seconds. He/she will also be asked to leave the Ramsey Center.
 - a. Failure to comply within one minute will result in a team default against the ejected player's team. Play will not resume until the ejected player is out of the area. It is the team's responsibility to assist in the removal of the ejected player from the area.
 - b. If a team is behind and fails to comply, that team's next scheduled game will also be defaulted.
2. Player who commits:
 - a. Two (2) unsportsmanlike fouls in a game will be ejected from the game and be ineligible to play in that team's next scheduled game. However, if judged to be flagrant, dangerous and/or serious in nature, one unsportsmanlike foul is grounds for ejection.
 - b. Three (3) unsportsmanlike fouls on one player in a season will make the player ineligible to play in any scheduled intramural basketball game the rest of the season and/or tournament.
 - c. If a player is ejected during the tournament, the team will automatically receive a sportsmanship rating of less than three (3), causing the game to be stopped, and allowing the other team to be declared victorious.
3. Player - Bench
 - a. A technical foul called on a player on the bench will result in disqualification of that player. The player must leave the gym and the Ramsey Center immediately.
 - b. Failure to comply will result in a team default and, if the team is behind, the next scheduled game will be defaulted.
4. Unsportsmanlike behavior after a game may result in his/her team's default of the next game.
5. Player(s) ejected from the game who returns to exhibit further displeasure will be disqualified for the rest of the season and/or tournament and his/her team will default the next game.

6. A team that commits:
 - a. Three (3) unsportsmanlike fouls in a game shall lose by default to the opponents and, if behind in score, default the next scheduled game.
 - b. If the above situation (6-a) occurs a second time during the season, it will result in the removal of the team from further intramural play.
 - c. Behavior that results in an intramural staff member ending the game before completion will result in a forfeit and possibly one or both teams being ineligible for further intramural participation during the season and/or tournament.
 - d. Five (5) unsportsmanlike fouls during the season will forfeit the team's right to play any more games during the regular season or tournament.

7. A flagrant foul (personal or technical) will result in player(s) being ineligible for the next intramural basketball game and upon review be made ineligible for further intramural participation.

8. Dunking is allowed, however, hanging on the rim (not including to avoid injury) will be considered unsportsmanlike conduct and penalized using special provisions that are identified in the following:
 - a. The hanging on the rim rule will be enforced before, during and after the game. Also, no dunking is allowed before or after the game.
 - b. Penalty for hanging on the rim:
 1. Before the game: Disqualification for game that is about to begin.
 2. During first half and during half-time of game: Disqualification from game that is being played.
 3. During second half of the game and after the game is completed: Disqualification from remainder of game being played plus the next scheduled game.

9. Team Box - Team boxes will be between courts one and two, courts two and three and between courts three and four. The team box will be divided by a centerline. Each team and coaches (only two allowed!) will stay in their half of the team box. Coaches may stand but bench players are asked to sit so that scorekeepers are not blocked from play. If players want to stand they must stand at the corner of the court.

CO-REC BASKETBALL RULES

National Federation and the University of Georgia Intramural Basketball rules will govern co-rec intramural basketball play with the following exceptions:

- A. The game shall be played by two teams of five players each with two males and three females. A game can be played with a minimum of 2 males and 2 females.
- B. All games will use a women's ball.
- C. CONTROLLING PLAY:
There will be no rules requiring specific locations on the court or guarding principles for either males or females.
- D. SCORING:
Each field goal by a female will carry a bonus of one (1) additional point.
- E. FOULS AND PENALTIES:
Free throws attempted for fouls will be in accordance with their point values. (I.e. males will shoot two or three shots for field goal attempts and females will shoot three or four shots).

INTRAMURAL BASKETBALL GUIDELINES

- A. Each player must show his/her UGA Card with the 810# on it to the supervisor/scorekeeper before each game. If a player does not have his/her 810# I.D. then he/she will not be allowed to play.
- B. The official score sheet and team bench will be limited to a maximum of 15 people. Other members of the group will be considered spectators. Teams are responsible for their spectators and disciplinary action will be taken in the case of fan misconduct.
- C. Forfeit time is five (5) minutes after designated starting time and will be strictly enforced.
- D. Team captains should check in with the supervisor prior to the scheduled starting time to fill out the names on the score sheet.
- E. A team can have a maximum of two coaches. Each coach must be identified and must sign in on the score sheet. In addition, coaches must be affiliated with the university and must show a UGA Card at team check-in. The coach(es) listed on the roster is the only coach(es) permitted on the players' sideline. The coach(es) and the team captain are responsible for their team's and fans' behavior.
- F. Roster additions may only take place when a player has participated in a regular season game. Players must sign the waiver form on the back of the roster before they are eligible to participate.
- G. No clothing will be allowed on the floors in the player's areas located between courts. All team members must place all equipment and belongings on the bleachers or in lockers. The Department of Recreational Sports is not responsible for lost or stolen property. The intramural staff strongly suggests that participants place belongings in the wooden lockers located by the Strength and Conditioning room.
- H. Jersey numbers must be ironed on or sewn on! There will not be any leeway allotted for teams to acquire legal uniforms. You must have them before your first game or you will not play. Also, it is strongly suggested that running shoes not be worn in the gym because of safety factors and the possibility they may mark the floor.
- I. Any questions regarding rules on officiating may be addressed to the Coordinator for Intramural Sports. Any questions regarding the Intramural Basketball program may be addressed to the Graduate Assistant in charge of basketball, via email to imsports@uga.edu.
- J. A reminder to those team captains who have a player ejected from a game: the ejected player must make an appointment within 48 hours to discuss the incident with the Assistant Director and Coordinator for Intramural Sports.
- K. Any team member wanting to check out a ball must do so at Equipment Checkout on the 1st floor. No basketballs will be available for check out in the Intramural Sports Office located by Court 4.
- L. All Intramural Basketball Participants must meet the Ramsey membership guidelines in addition to conforming to the eligibility guidelines set in the Intramural Sports Participant Guide.
- M. **NO FOOD, DRINK OR WATER BOTTLES ARE ALLOWED IN GYM CENTRAL!!!!**