

BASKETBALL Rules & Regulations

The University of Akron Student Recreation & Wellness Services Intramural Sports

Participation in any and all activities within this facility and/or sponsored by The University of Akron is voluntary. All participants understand and agree that use of this facility and/or participation in an activity sponsored by the university is at their own risk and that the university is not responsible for any incidents, injuries or loss of property that may occur.

All team representatives, including players, substitutes, replaced players, coaches, trainers, spectators and/or other persons affiliated with the team are subject to the rules of the game and shall be governed by decisions of Officials assigned to the game as well as the Site Supervisor.

Current National Federation of State High Schools Association rules shall apply, with the following clarifications and modifications in effect:

GENERAL INFORMATION:

- All students, faculty or staff can participate provided they meet the eligibility requirements outlined in the Intramural Sports Participants Handbook. All participants must present a valid, physical copy, University of Akron ZipCard. **NO ID, NO PLAY!**
- All games will be played in the 3-court gymnasium of the Student Recreation & Wellness Center.
- Following four (4) weeks of regular season play, teams will advance to a single elimination playoff bracket, provided their sportsmanship rating maintains a minimum average of 9.
- Each team will consist of five (5) players; a minimum of three (3) is required to avoid a forfeit.
- A player may only play on one (1) team in any given league (i.e.: one single-gender team, and one co-rec team).
- Each team shall designate to the Officials a player as the court captain. This person is the only player who may communicate with the Officials.

EQUIPMENT:

- Intramural Sports will provide a game ball, to be used during game play **ONLY**. **Teams are responsible for providing their own basketballs for warm-up**, which may be signed-out from the SRWC Equipment Desk.
- Non-marking athletic shoes must be worn. No sandals, boots or non-athletic shoes will be allowed.
- Teams shall wear jerseys that are of like color with numbers on the back. Team jerseys must contrast with the jerseys of the opposing team. If teams are wearing the same color jersey, the **Visiting Team** on the game sheet will wear the provided scrimmage jerseys. Jerseys may not be tied in a manner that creates any type of knot. A team member shall not remove the jersey and/or pants/shirt within the visual confines of the playing area during the game.
 - If the provided Intramural scrimmage jerseys are worn by a team, those players' Zip Cards will be held until the borrowed jersey is returned to the scorekeeper after the game.
- Players may wear a headband made of soft pliable material. No other headwear will be allowed.
- **All jewelry must be removed, and can NOT be taped over.**
 - Only Medical Alert bracelets and/or necklaces will be permitted, and must be taped to the body, leaving vital information visible.

GAME FORMAT:

- **The Scorekeeper's record is final.** Scorekeepers will be responsible for keeping the score, personal and team fouls, and the possession arrow.

- The alternate possession rule will be used.
- Teams will select a basket and one half of the court to warmup before the game.
- Teams will select the direction they would like to begin the game and a jump ball will be assessed to start.
 - If there is any discrepancy, a coin toss called by the visiting team captain will be given the choice of which basket they would like to shoot at for the first/second half.
 - Teams will change baskets for the second half.
- If by mistake the officials permit a team to go the wrong direction, upon discovery, all points scored, fouls committed, and time consumed shall count as if each team had gone the proper direction. Play shall resume with each team going the proper direction.
- **Players who arrive late must check-in with the Scorekeeper at an appropriate break in play, before entering the game.**
- **Mercy Rule:** If a team is ahead by the following points at or inside the corresponding times, the game shall be over:
 - 50 points at or inside the second half.
 - 30 points at or inside the final five (5) minutes.
 - 20 points at or inside the final two (2) minutes.

TIMING:

- All games will consist of four (4)-10 minute quarters, time in between the 1st/2nd and 3rd/4th quarters shall be one (1) minute in length.
- Half-time shall be three (3) minutes in length.
- There will be a running clock for the entire first 38 minutes of play time. The clock will stop in the last two (2) minutes of the fourth quarter on all whistles.
- Each team will receive two (2) time-outs per game.
 - These timeouts can be used at any time throughout the entire game (i.e. 1 in the 1st half and 1 in the 2nd half, 2 in the 2nd half only, etc.)
- If a team has no time-outs and calls for one, a technical foul will be assessed to the team captain, plus possession of the ball to the opposition at half court and the team will receive the requested time-out.
- **Overtime only applies during bracket play, NOT in the regular season.**
 - All points and personal and team fouls from the end of the fourth quarter carry over into overtime.
 - The period will begin with a jump ball; the time will be two (2) minutes using stop timing.
 - Each team will receive one (1) additional time-out per overtime period.
 - During playoffs, overtime periods will be played until a winner is determined.

GAME RULES:

Basket Interference

- The player touches the ball or any part of the basket while the ball is on or within the basket.
- The player touches the ball while any part of the ball is within the imaginary cylinder, which has the basket ring as its lower base.
- Reaches through the basket from below and touches the ball before it enters the cylinder.

Goaltending

- Goaltending occurs when a player touches the ball during a field-goal try or tap while:
 - The ball is on its downward flight entirely above the basket ring level.
 - The ball has the possibility of entering the basket in flight and is not touching the basket.
 - The player touches the ball outside the cylinder, which has the basket as its lower ring as its base, during a free-throw attempt.

Closely-Guarded

- A closely guarded situation occurs when a player who is holding the ball for a duration of 5 seconds in his/her team's frontcourt, is guarded by an opponent who is within 6 feet of the player.
 - Distance is measured from the forward-most foot of the defender and ball handler.

Continuation

- Continuation applies to the try or tap for field goals and free throws, but it has no significance unless there is a foul by the defense during the interval which begins when the habitual throwing motion starts a try or with the touching on a tap and ends when the ball is clearly in flight.
- If an opponent fouls after a player has started a try for goal, he/she is permitted to complete the customary arm movement, and if pivoting or stepping when fouled, may complete the usual foot or body movement in any activity while holding the ball. These privileges are granted only when the usual throwing motion has started before the foul occurs and before the ball is in flight.

3-second rule

- The three second restriction applies to an offensive player who has only one foot touching the lane boundary. The line is part of the lane, but not the space marks and neutral zone marks.

Substitutes

- Substitutes must report to the Scorekeeper's table and be beckoned in by the officials. Illegal substitutions will result in a technical foul.

Swinging of the Elbows

- If a player swings his/her elbows in a manner in which the elbow(s) swings at a faster speed than the hips without making contact, it is a violation. If a player makes contact with his/her elbow(s) above the shoulders of an opponent it will be a flagrant foul.

FOULS:

- **A personal foul** is a player foul which involves illegal contact with an opponent while the ball is live, which hinders an opponent from performing normal defensive and offensive movements. A personal foul also includes contact by or on an airborne shooter when the ball is dead.
- **An intentional foul** is a personal or technical foul that includes, but is not limited to:
 - Contact designated to stop or keep the clock from starting.
 - To neutralize an opponent's obvious advantageous position.
 - Contact away from the ball or when not playing the ball.
 - It may not be premeditated and is not based on the severity of the act.
- An intentional foul also shall be ruled intentional if while playing the ball a player causes excessive contact with an opponent.
- **A flagrant foul** may be a personal or technical foul of a violent or savage nature, or a technical non-contact foul, which displays unacceptable conduct. It may or may not be intentional. If personal, it involves, but is not limited to violent contact such as: striking, kicking and kneeling. If technical, it involves dead-ball contact or non-contact at any time, which is extreme or persistent, vulgar or abusive conduct. Fighting is a flagrant act.
- Flagrant and intentional fouls will result in two (2) free throws for the non-violating team, plus possession. Flagrant fouls will carry an automatic ejection.
- If a player swings his/her elbows and contact is above the shoulders to the neck or head it will be considered a flagrant foul and the player will be ejected.
- **A technical foul** includes, but are not limited to:
 - A foul by a non-player.
 - A non-contact foul by a player.

- An intentional or flagrant contact foul while the ball is dead, except a foul by an airborne shooter.
- Removing the jersey and/or pants/shirt within the visual confines of the playing area.
- Waving off or staring down an official.
- Demonstrative action such as spiking the ball or running the length of the court with hands in the air after a call.
- Technical fouls may carry an ejection on the first one.
- Any person receiving two (2) technical fouls will be ejected from the game.
- If a team receives three (3) technical fouls, the team will forfeit the game.
- Any technical foul will result in two (2) free throws awarded to the offended team and possession of the ball.
- Technical fouls will be counted as personal and team fouls. Team fouls will reset to zero after halftime. Team fouls are carried from the second half into overtime.
- **A player-control foul** is a team control foul committed by a player while he/she is in control of the ball or by an airborne shooter.
- **A team control foul** is a common foul committed by a member of the team that has control of the ball. Team control fouls will not award free throws if in the bonus; team control fouls will award the ball at a spot closest to the foul.
- **A team foul** is any personal foul or technical foul, which is charged to either team. All team fouls are counted to reach the bonus situation.
- **NO DUNKING the ball before, during or after the game.**
 - Penalty: Technical Foul (2 free throws, plus possession). Also counts as a team foul.
 - Automatic ejection from the game.
 - No points will be awarded to the offending team.
 - If a Supervisor, Scorekeeper or Official witnesses, in his/her discretion, a participant dunking, all of the above will still apply.
- A player must leave the game upon her/his fifth personal foul.
 - Technical and player control fouls will be counted as personal fouls.
 - Single bonus (one and one) begins on the seventh team foul.
 - Double bonus (two shots) will begin on the tenth foul.
- Players in marked lane spaces are allowed to step into the lane once the shooter releases the ball during their attempt. The shooter and remaining players are allowed to step into the lane once the ball hits the rim or enters the basket.
- **Ejected players** must meet with the Manager of Intramural Sports before he/she is allowed to participate in any intramural contest moving forward.

Blocking/Charging

- Blocking is illegal personal contact, which impedes the progress of an opponent.
- Charging is illegal personal contact caused by pushing or moving into an opponent's torso.
 - A player who is moving with the ball is required to stop or change direction to avoid contact if a defensive player has obtained a legal guarding position in his/her path.
 - If a defender has obtained a legal guarding position, the player with the ball must get his/her head and shoulders past the torso of the defensive player. If contact occurs on the torso of the defensive player, the dribbler is responsible for the contact.
 - There must be reasonable space between two defensive players or a defensive player and a boundary line to allow the dribbler to continue in his/her path. If there is less than 3 feet of space, the dribbler has the greater responsibility for the contact.
 - The player with the ball may not push the torso of the guard to gain an advantage to pass, shoot or dribble.

CO-REC MODIFICATIONS:

- Each team will consist of five (5) players, requiring a minimum of three (3) to play. The following ratios will be acceptable:
 - Five – 3:2
 - Four – 2:2
 - Three – 2:1
- The game will be played with a 28.5 size basketball.
- There will be no scoring differences in the co-rec game; all points will score the same regardless of gender.

AWARDS:

- The winning team in each division (Men's, Women's, Co-Rec, Fraternity, and Sorority) will receive Intramural Sports Champion T-shirts.

Updated 7/30/18