

Intramural Basketball Rules for Oklahoma Baptist University

I. Equipment

A. All players are prohibited from wearing the following:

B. Clothing which has blood on it must be removed before the player may continue

1. Jewelry – which includes, rings, necklaces, earrings

2. Hats and bandanas

3. Casts are illegal.

competition. A substitute player should enter the game to allow the player with

blood to remove the soiled clothing.

II. Timing and Overtime Play

A. Regular Season Games

1. Two 20-minute halves.

i. The first half shall be running time and timed by a central clock.

ii. The first 18 minutes of the second half shall be running time and last 2 minutes will be like a regular game.

2. Five minute half-time.

3. A jump ball shall determine initial possession.

4. 2 time outs per half.

5. One minute between the end of regulation play and overtime, and between

any additional overtime periods.

6. Overtime in regular season will be one 2 minute OT clock stoppage like a real game

III. Ties and Mercy Rule

- A. During the regular season, a tie after one overtime will be recorded.
- B. Mercy Rule. If a team is winning a game by 20 points or more after 18 minutes of play in the second half, a mercy shall be called, and the team in the lead at the time the game is called will be credited with the win.

IV. Jump Ball

- A. Each game or overtime period will begin with a jump ball. After the start, alternating possessions
- B. In all jump-ball situations, other than the start of the game and each extra period, the teams will alternate taking the ball out of bounds for a throw-in. Alternating-possession throw-ins shall be from the out-of-bounds spot nearest to where the ball was located. An alternating-possession throw-in shall result when: a held ball occurs, a live ball lodges between the backboard and ring, the beginning of the second half, and other situations as deemed by the referee.

VI. Substitutions

- A. A substitution may be made only after the ball has been blown dead by an official.
- B. A substitute must check in at the scorer's table
- C. The substitutes may enter only upon being waved in by an official. Substitutes may not enter the game after a field goal.(unless on a made last attempt on a free throw for the shooter)

VII. Fouls and Free Throws

A. Illegal Contact: Contact by a player against an opponent that meets ANY of the following criteria and gains an advantage for the player causing contact:

1. Pushing: Using the arms or body to displace an opponent or put them off balance.

2. Illegal Use of Hands: Using the arms or hands to illegally interfere with the legal arm/ action of an opponent.

3. Blocking: Interfering with the movement of an opponent WITHOUT establishing a legal guarding position (reasonable time and distance for opponent to avoid collision)

4. Holding: Using the arms or hands to impede the progress of an opponent.

5. Charging: When a ball handler causes contact on the torso of an opponent who has legal guarding position.

6. Hand Checking: Using the hands to change the path of an opponent or interfere with their speed or balance.

B. Types of Fouls:

1. Personal Foul: Any illegal contact between two opponents while the ball is live, during a throw in, or against an airborne shooter.

i. Foul in the act of shooting: Foul against a player who has started

ii. Player Control Foul: Foul by a player in control of the ball OR by

iii. Team Control Foul: Foul by a teammate of a player in control of

the habitual movement for a try/tap for a goal OR a foul against an airborne shooter.

a. Airborne shooter: A player that has released the ball for a try or tap for a goal and has not yet returned to the floor.

an airborne shooter

the ball. (No team control during a try/tap for a goal or during a throw in).

C. Technical Foul: Any illegal contact that is not a personal foul (i.e. while the ball is dead), any unsportsmanlike conduct, and any violation of basketball administrative policy.

D. Flagrant Technical Foul: Any of the above technical fouls committed in a savage, violent, or abusive way; flagrant foul while the ball is dead.

i. PENALTY: Offender Ejected. 2 points and throw in at half court

1. Common Foul / Foul in the act of shooting: No malicious intent. Common illegal contact.

2. Intentional Foul: Contact that negates an advantage and/or involves excessive force. Also, any foul that is designed specifically to stop the clock with no intent to play the ball will be considered intentional.

3. Flagrant Foul: Contact that is violent or savage in nature and/or includes intent to injure. Fighting is considered a flagrant act.

1. A player receiving 2 technical fouls will be disqualified. Each technical foul counts against the fouling player's total for the game.

2. A player receiving 1 flagrant foul will be disqualified. Each flagrant foul counts against the fouling player's total for the game.

F. Personal Foul Penalties (non-shooting):

1. Common Foul (team not in control):

2. Common Foul (player control): Throw in for fouled team

3. Common Foul (team control): Throw in for fouled team.

i. Penalty: If the fouled team is NOT in the bonus (opposing team has less than 7 fouls for that half) – THROW IN.

ii. Bonus Penalty: If the fouled team is in the bonus (opposing team's 7th, 8th, or 9th team foul for that half) – one free throw plus one bonus free throw if successful (1 and 1).

iii. Dbl. Bonus Penalty: If team is in the double bonus (opposing team's 10th foul or more for that half) – two free throws.

i. NOTE: No bonus free throws are shot for player control or team control fouls. If the control foul is intentional or flagrant, use the following penalties in place of the throw in.

foul for the fouled team.

the foul team. Fouling player is ejected.

4. Intentional Foul: Two free throws and a throw in nearest the spot of the

5. Flagrant Foul: Two points and a throw in nearest the spot of the fouled for

G. Personal Foul Penalties (shooting, ball goes in)

1. Regular Shooting Foul: Count the basket, 1 free throw for fouled player.
2. Player Control Foul (foul by player attempting shot or airborne
3. Intentional Foul: Count the basket, 2 free throws for fouled player, throw
4. Flagrant Foul: Count the basket, fouling player is ejected, 2 points for

H. Personal Foul Penalties (shooting for X points, ball does NOT go in)

1. Regular Shooting Foul: X free throws for the fouled player
2. Player Control Foul: Throw in for fouled team.
3. Intentional Foul: X free throws for the fouled player. Throw in for fouled
4. Flagrant Foul: X points for fouled team, fouling player is ejected, throw
shooter): No basket, throw in for fouled team.

VIII Forfeits

A. The minimum number of players to start and/or continue a game is four (4); the maximum number of players allowed on the court during play is five (5)

B. Game Time is Start Time (A 5minute grace period is allowed only for the first scheduled game of the night)