



UNIVERSITY OF SOUTH FLORIDA CAMPUS RECREATION – INTRAMURAL SPORTS

BASKETBALL Revised 1/14/09

PLAYERS AND ATTIRE

Each team will consist of five (5) players with a maximum of sixteen (16) players on the roster. To start a game, a team must have at least three (3) players on the court ready to play.

All players must wear athletic wear.

GAME TIME IS FORFEIT TIME!!!

The game scorecard will function as an ongoing team roster. Each player listed on the card will be assumed to have played in the game.

NO JEWELRY!!! Jewelry will count as a personal foul.

GAME, 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.

INITIAL POSSESSION, LENGTH OF GAME AND TIME CONSTRAINTS

The game consists of two 20 minute halves with a running clock during the first 18 minutes, and the clock will stop on every whistle during the last two minutes of each half.

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 a dead ball). Coach may call time-out.

TIME OUTS DO NOT CARRY OVER.

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.

The game shall end if one team is ahead by 30 points or more at halftime or any time thereafter.

The clock will run continuously except for injuries during the first 18 minutes, **and for timeouts.**

SUBSTITUTIONS

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. Penalty: Technical foul will be assessed to the team.

DEFINITIONS OF PLAYING TERMS

No dangerous equipment will be allowed and tennis or basketball 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: Foul committed by a player while he/she is in control of the ball or while he/she is an airborne shooter. Penalty: taking the ball out of bounds.

Bonus Shot: A (one & one) awarded beginning with the seventh (7th) team foul in each half. If the player makes the first shot he/she is given another.

Double Bonus: On the teams tenth (10th) foul the opposing team will shot 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. (Awarded 2 shots and the ball out-of-bounds at half court). It 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, and is not based on the severity of the act. (Awarded 2 shots and the ball out-of-bounds at the spot of the foul). It is a personal foul.

Flagrant Foul: Personal or technical foul that the official judges to be especially dangerous or unsportsmanlike. (Awarded 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 he/she is holding a live ball or dribbling it.

Team Control: A team is in control when players of the team is 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 goal; 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 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:

1. Opponents have hands so firmly around the ball that control cannot be obtained without undue roughness.
2. An opponent places his/her hands on the ball and prevents an airborne player from throwing the ball or releasing it on a try.

The location of the player is determined by where he/she is touching the floor in regards to being in-bounds or out-of-bounds or being in the frontcourt or backcourt is concerned. When he/she is in the air, his/her status is the same as at the time he/she was last in contact with the court.

A screen is 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:

1. If the try is successful, the basket will count then the violation is disregarded.
2. 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.
3. (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.
4. (Special Note) Any free throw which fails to contact the rim is a dead ball violation.

A player shall not excessively/dangerously swing his/her arms or elbows to clear space.

Penalty: Personal Foul

Awarding Free Throws:

1. One free throw for a foul against a shooter whose try is successful.
2. No free throws for:
 - a. A double foul
 - b. A double foul, one or both fouls which are flagrant or intentional.
 - c. Each common foul before the bonus is in effect.
 - d. A player-control foul.
3. The lower boxes on each side will be vacant.

Dunking is 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 is 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 his/her free throw lane between the end boundary and the farther edge of the free throw line while the ball is in control of his/her team in his/her 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.

COREC STIPULATIONS

Co-Rec Basketball 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.

Female Scoring:

When a female scores a 2 point shot, it will be worth 3 points. When a female scores a 3 point shot, it will be worth 4 points.

When a female is fouled in the act of shooting a 2 point shot, she will receive 3 free throws. If a female is fouled in the act of shooting a 3 point shot, she will receive 4 free throws.

Male players are not allowed to block a female players shot attempt. If a male were to block a female's shot attempt it will be considered goaltending.