

# Basketball Rules

**All high school (NFHS) rules will govern play with exception of the following Coastal Carolina Intramural Sports differences:**

- The game consists of two 20-minute halves. If the score is tied after regulation, a series of 4-minute overtime periods are played until a winner is determined after the end of such a period. The clock runs non-stop until the final minute of each half. During the last minute, the clock will stop on all whistles. Only an official or team time-out will stop the clock during the first 19 minutes.
- Each team **MUST** have matching numbered jerseys for every player. Legal numbers are expanded to include 0-99. Team captains will specify your team's color at the time of registration. The colors of other teams in your league are also listed. There will be no "Shirts vs Skins" or taped-on numbers. Your team will forfeit if it fails to have the proper jersey at game time. All numbers must be on the back and at least 6 inches in height.
- Time-outs last one (1) minute and half-time will last three (3) minutes. Teams have three (3) time-outs per game. Teams receive one time-out for all overtime periods until a winner is determined.
- Two technical fouls on a player or coach will result in an automatic ejection from the game. The ejected party must also leave the facility. To be re-instated, the individual must schedule a meeting with the intramural sports coordinator before his/her next game in any sport.
- Only one (1) coach per team is permitted on the bench and must be identified to the game officials during the pre-game captains meeting. The only people allowed on team benches are substitutes and the head coach. All others must be in the stands.
- Teams enter the bonus (one + one) on the 7th team foul. On a team's 10th foul, all common fouls will result in two free throws. Any player fouled on a 3-point attempt and the basket not good will shoot three free throws. Teams do not shoot free throws on a player- or team-control foul when in the bonus.
- There is a 35-point mercy rule after 10 minutes and 20-point mercy rule with 2 minutes remaining in the second half.
- Substitutes must report to the score's table and beckoned by the officials. Illegal substitutions result in a technical foul.
- Slapping the backboard is not a technical in itself, but intentionally hitting the backboard hard enough to alter the flight of the ball will result in a technical. Grasping the ring could be basket interference or a technical foul also.

- Unsportsmanlike conduct will not be tolerated. The following behaviors will result in a technical foul and the possibility of a game suspension:
  - Insulting or using profanity at the officials, supervisors, teammates or opposing players
  - Leaving the bench during or participating in a fight (AUTOMATIC EJECTION)
  - Other unsportsmanlike acts will also earn a technical foul.
  - All unsportsmanlike technical fouls result in two free throws and the ball, regardless of whether the foul is on a player or the bench.
  - Any combination of three (3) unsportsmanlike technical fouls will result in forfeiture of game and loss of forfeit bond
  
- Maximum number allowed on any roster is eleven (11).

## **Co-Rec Basketball Rules**

All Coastal Carolina Intramural Sports rules as well as high school rules will govern play.

- The scoring rules for Co-Rec Basketball are as follows:
  - All points scored by men are counted at original value.
  - All points scored by women will carry an additional point per basket. i.e.: a traditional 2 point basket is worth 3, and a 3 point basket is worth 4.
  - All free throws carry a value of 1 point regardless of who scores them.
  
- A Co-Rec game shall consist of three women and two men. Although a game can be started with four players, at no time can the number of men on the floor (for one team) be greater than the number of women. A team must have at least one man and three women or 2 men and 2 women to start. A team may not play with more than 3 women on the court.