



- a) This includes but is not limited to: necklaces, body piercings, bracelets, braces, guards, casts, watches, hair accessories, ect.
- 5. Alternating possession rule will be in effect. Jump balls will be tossed at the beginning of the game and overtime periods only.
- 6. Dunking is legal, however hanging on the rim *IS ILLEGAL*.
  - a) Excessive hanging on the rim will result in a technical foul.
- 7. Airborne shooter
  - a) An airborne shooter is a player who has released the ball on a try for a goal or has tapped the ball and has not returned to the floor
  - b) An airborne shooter is considered to be in the act of shooting

- 1. Players are only eligible to substitute on dead balls
- 2. Players are required to check-in at the scorers table, and will only be allowed into the game when a referee waves them into the game
  - a. 1<sup>st</sup> time = warning; repeated offense = technical foul
- 3. Substitutions due to player injury will occur during the immediate dead ball.
- 4. During multiple free throws resulting from personal fouls, substitutions may be made only before the final attempt in the sequence.
  - a. Players substituting for the shooting player may substitute immediately after a successful attempt, but if the attempt is missed, the substitution will occur on the next dead ball.

- 1. 10-second backcourt violation:
  - a. A player must have both feet and the ball completely across the mid-court line before the count stops. The count will only stop if the defending team gains control of the ball or a defensive foul is called.
    - i. A deflection does not stop the count.
    - ii. If the ball goes out-of-bounds, a new 10-second count will begin.
- 2. Over and Back:
  - a. A player must have both feet and the ball completely across the mid-court line to be considered established in the frontcourt. Any offensive player that touches the ball in the backcourt without the ball previously being touched or batted by a defensive player is considered to be in violation.
    - i. A player may straddle the mid-court line and pivot with one foot being in the backcourt to frontcourt without a violation being assessed.
    - ii. A player that is established with the ball in the frontcourt cannot pass the ball to a player that starts in the backcourt and catches the ball in the frontcourt. A player must be completely established in the frontcourt in order to receive the ball.
    - iii. Any pass thrown in from out of bounds can cross into the backcourt and be received by the

6. Elbowing:
  - a. Swinging of the elbows while in possession of the ball with or without pivoting either foot will result in a turnover. A technical foul will be assessed to any player who swings his/her arm(s) or elbow(s) even though there is or is not contact with the opponent. If the official deems the act to be excessive, unwarranted and with intent to harm, a flagrant foul will be assessed, resulting in immediate ejection and removal from the premises.
    - i. A player may extend his/her arm(s) or elbow(s) to hold the ball under the chin or against the body to protect the ball without swinging his/her elbows.
7. Jump ball
  - c) The two jumpers shall not break the plane of the mid-court line until the ball reaches its highest point. Neither jumper may touch the ball more than twice, nor catch the ball, unless another player on the court has touched the ball, or the ball touches the floor. Non-jumpers may line up closer than 6 feet from either jumper and may not move until a jumper touches the ball.
8. Goaltending/Basket interference:
  - a) When a defensive player touches the ball while it is on its downward flight to the goal or while the ball is above the cylinder, and/or slaps the backboard while the ball is on or above the cylinder, it is goaltending and two points shall be awarded. When an offensive player touches the ball, net or any part of the basket while the ball is on or above the cylinder, it is basket interference and a violation. Any baskets are waived off and the ball is awarded to the defending team.
9. Throw-in:
  - a) After a made basket, the thrower may run the baseline.
  - b) On any designated spot throw-in, the thrower has a spot approximately 3 feet wide and as deep as the court permits to make their throw-in. They may take steps to the left or right, as long as one foot remains on or over the spot, and may step back as far as the court permits.
  - c) On all throw-ins, the player has five seconds to release the ball. The defense guarding defensive player must allow 3 feet of space and may not break the plane of the line, if so they will receive a warning and then a technical foul on all subsequent violations.
    - i. If the defense breaks the play and touches the ball before it is released it is a technical foul.
    - ii. If the defense breaks the plane and touches the player before the ball is released it is an intentional foul.
10. Free Throw:
  - a) The free throw rules will be as follows:
    - i. Only 6 players may occupy marked lane spaces for rebounding purposes. Defensive player must fill the bottom two spaces and they may take the third lane space. The offensive players may fill the second lane spaces on both sides. The offensive may not have more than two players rebounding.

Players may move down the lane toward the basket if the spaces are not filled.
    - ii. The other three players must remain behind the 3-point line above the free throw line extended.
    - iii. All players may move once the ball has touched the rim.
11. Illegal Dribble
  - a) A player cannot dribble a second time after his/her first dribble has ended, unless it is after he/she has lost control of the ball because of:
    - i. An attempted shot
    - ii. Tipped by an opposing player
    - iii. A pass or fumble which has been touched by another player

## 1. Shooting Foul

- a. A player who is in the act of shooting will be rewarded with two or three free throws unless the basket is successful and then they will receive one free throw. Shooting fouls include hack, hold, push, block, ect. (Any physical contact initiated by a defender to the body of the shooter that impedes his/her shot.)

## 2. Non-Shooting Fouls

- a. A player who is fouled while not in the act of shooting will be rewarded with a team foul.
  - i. The foul will normally be assessed as a throw-in on the sideline, unless 7 or more team fouls have been assessed
  - ii.

changed. AN INTRAMURAL STAFF MEMBER MUST APPROVE THE PLAYER TO REENTER, AND HAS THE AUTHORITY TO PREVENT REENTRY. Players who refuse to leave the game due to bleeding could potentially face suspension.

Teams have the option of protesting any application or misinterpretation of a rule. No protest of a judgment call will be considered. When a team requests a protest, they must call a time-out and the game must be stopped and no further game action should continue. The concern must be brought to the attention of the referees, who will check the ruling, have h5( c)-9(al)4(l a)3( t)-6(im)6(e)]-D9RnBT/F1anert Tmo4( takBT0 nny ap)4(pl)5(ic)]TJET3H 1 343.9.I IO g u(he12 792 reW[-O(o).