UT TYLER REC SPORTS IM BASKETBALL
RULES AND GUIDELINES

I. PLAYER ELIGIBILITY
A participant is eligible to play for only one Intramural Basketball team per semester.

II. TEAM SHIRT COLOR
(Left side of the schedule-Light Shirts/right side-dark shirts)
Team members are responsible to check the intramural boards or web schedule to find out their shirt color for each game. If in doubt, bring both colors.

III. FORFEITS, DEFAULTS, AND POSTPONEMENTS
If you cannot play a game at the scheduled time, a 24 hour notice must be given to the Rec Sports Coordinator. A notification does not guarantee that the game will be changed. If a team forfeits a game, they must pay a $25 reinstatement fee in order to remain in the league.

IV. Rules
National Federation High School Basketball Rules apply with the following modifications and emphasis.

a. Game time: Men and women will play two 16-minute halves with a 4-minute half time
b. Overtime
   i. For round robin play...3 minute overtime period
   ii. For playoffs...3 minute overtime period

   c. Two time outs per game (30/45 seconds) plus one for each overtime period
    d. A running clock is used until the last of each half (and overtime periods during the playoffs).
   e. The clock will be stopped:
      i. During the first 15 minutes of each half only for ...
         1. fouls
         2. time outs
         3. injuries
      ii. During the last minute of each half on all whistles...
         1. fouls
         2. violations
         3. out of bounds
         4. jump ball situations
         5. time outs
         6. injuries
f. Beginning the game and jump ball situations: A jump ball is taken in the center restraining circle between any two opponents at the beginning of the game or extra periods. In other jump ball situations, teams will alternate taking the ball out of bounds at the spot nearest where the jump ball situation occurs. The team not obtaining control of the initial jump ball will start the alternating process.

g. Fouls:
   i. During the first 15 minutes of each half while there is a “running clock”…
      1. No foul shots will be taken.
      2. Personal fouls committed during the act of shooting …
         a. On a two point attempt, if the shot goes in, it is an automatic 3-point play for the shooter and the scored upon team inbounds the ball at the baseline
         b. On a three point attempt, if the shot goes in, it is an automatic 4-point play for the shooter and the scored upon team inbounds the ball at the baseline
         c. If the shot does not go in one point is awarded to the shooter and the shooting team inbounds the ball at the free throw line extended in its front court
         d. Flagrant fouls are penalized by an automatic two (2) points, retained possession of the ball, and disqualification of the offended player.
      3. All other personal fouls are charged to the offending player and the ball is awarded to the offended team out of bounds at the nearest point. One-and-one situations may not occur during running time.
   ii. During the final minute of each half with the clock stopping …
      1. Shooting fouls are dealt with in a normal manner, and
      2. Common fouls result in a bonus situation:
         a. One and one on the teams 7th, 8th and 9th team fouls during each half
         b. Two free throws beginning with the 10th team foul during each half
      3. Player control fouls are dealt with in the normal manner throughout the entire game (ball out-of-bounds)

h. Substitutions: Substitutions may only be made during dead ball situations with the acknowledgement or one of the game officials. A technical foul will be given for illegal substitutions.

i. Dress: Players must wear “normal” basketball attire, including shorts (or sweat pants), a t-shirt, socks and court shoes. Items that may not be worn include hats, long johns, stockings, boots, etc.
V. SPORTSMANSHIP
   a. The following issues will not be tolerated
      i. Disrespectfully addressing or contacting an official (immediate ejection) or gesturing in such a manner
      ii. Using profanity
      iii. Disrespectfully addressing or baiting an opponent
      iv. Overly objecting to an officials decision
   b. The second unsportsmanlike technical foul on any player during a game will result in the player being ejected from the game
   c. Teams will be assigned a sportsmanship rating at the end of each game. A sportsmanship rating of 3.0 must be maintained to make the playoffs.