

University of Montevallo INTRAMURAL BASKETBALL RULEBOOK

General Guidelines:

- Teams must be ready to play with five players at the time scheduled.
- A team is allowed to field a minimum of three players to begin a game.
- Only players listed on team roster will be eligible to play with that team. The participation of an ineligible player will result in his/her team losing by default.

Clock Management:

- The game is played in two halves, each twenty minutes in length. The clock is a running clock aside from the final two minutes of each half in which the clock stops in all dead-ball situations (out-of-bounds, fouls, etc.)
- If at the game is tied after regulation time, the game will have one, three minute overtime period in which the clock is running aside for the final minute
- Halftime is one five minute period.
- If the game is still tied at the end of that one overtime period, the game will end in a tie (except in the postseason in which the overtime periods will continue same as the first).

Time-Outs:

- Each team will be permitted three time-outs per half on a "use-or-lose" basis. These time-outs will be considered "FULL" timeouts and all rules pertained to "FULL" timeouts will be adhered.
- In the event of overtime, each team will be awarded one time-out.

Substitutions:

- Substitutions are only allowed on dead-ball situations.
- If a team wishes to make a substitution, the player must make it known to the scorer's table and the table will notify the official.
- Any substitute can only enter a game after being gestured in by an official.

Game Play:

- All games and overtime periods will begin with a jump ball. The team losing the jump ball will gain the possession arrow. Therefore, on all other jump-ball situations, the alternating possession will be used.
- Protests: Only protests of rule interpretations or player eligibility will be permitted. Protests concerning the judgment of an official will not be allowed.

Free Throws and Fouls:

- Each player is allowed a maximum of five fouls per game. On the fifth foul, a player is disqualified from play and must leave the court.
- Free throws are awarded to a player if a player is fouled in the act of shooting or if a player commits a foul while his/her team is in the bonus (starting with a seventh team foul) or double-bonus (starting with a tenth team foul).
- A player will be given free throws also if an opposing team commits a technical or flagrant foul.
- No player shall enter the lane or leave a marked lane space until the ball TOUCHES the rim or backboard.
- Technical fouls - When a technical foul is administered;
 1. The offended team will receive two free throws and the possession of the ball at mid-court.

2. The technical foul will be counted as personal foul.
3. Should a team receive three technical fouls during the course of a game, then the game will be declared over and the win shall be awarded to the opposing team..
4. Any player receiving two technical fouls during the course of the game will be ejected from the game and subject to further disciplinary action.

- Intentional Fouls

1. Non-Flagrant – Two free throws and ball possession awarded to offended team.
2. Flagrant - Penalized as technical foul and automatic ejection.

Scoring:

- Point Values

1. Free Throw = 1 point
2. Field Goal (inside the arc) = 2 points
3. Field Goal (outside the arc) = 3 points

Mercy Rule:

- If a team gains an advantage of thirty points, in either half or is leading by twenty with five minutes remaining in the second half, the game is called.

Violations:

- The following are violations that will be called, but do not result in a personal/team/technical foul:
- Travelling
 - Double dribble
 - Carrying/Palming the ball
 - Intentionally kicking the ball with the leg
 - Excessively elbow swinging (without contact)
 - Five-second closely guarded count in the frontcourt
 - Ten seconds in the backcourt
 - Three seconds in the lane
 - Basket interference
 - Goaltending.

Postseason Seeding:

- Once the regular season finished, postseason seeding will be made based on those results.
- The top six teams will be selected for postseason play.
- The top two teams will be awarded a first-round bye.
- The third seed will play the sixth seed and then fourth seed will play the fifth seed.
- In the second round (semi-finals), the first seed will play the lowest remaining seed while the second seed will play the highest remaining seed.
- In the event of a tie for playoff positioning, seeding will be set by the following criteria in this order:
 - i. Head to Head Match Up (if applicable)
 - ii. Sportsmanship Rating
 - iii. Winning Percentage
 - iv. Point Differential
 - v. Coin Flip

Revised September 5, 2011