

Basketball Rules

ELIGIBILITY AND PARTICIPATION:

1. Any at least part-time student is eligible to participate
2. AU faculty, staff and their spouses/children are eligible to play
3. Players may be added to rosters during the first week of the season, but not after that.
4. All players must be recorded on the game sheet before they are allowed to participate.

TEAMS:

1. Teams consist of five players on the floor at one time.
2. Game time is forfeit time.

EQUIPMENT:

1. The IM department will provide the basketball if desired.
2. Teams may choose to wear the same color but is not required.

GAME TIME:

1. Each game will consist of two 20 minute halves
 - a. The first half will be a running clock, only stopped by an injury or a time out.
 - b. The second half will be a running clock, only stopped by an injury or a timeout. During the last two minutes the clock will be stopped on a timeout, injury, foul, dead ball turnover, or when the ball goes out of bounds.
2. There will be a five-minute half time.
3. Each team will be allowed one time-out, one minute in duration, in the first half. The second half, each team will be allowed 2 time-outs. The timeout for the first half does not roll over to the second half. A full minute timeout and a 30 sec timeout. The 30 sec timeout will only be given to teams who are on time and ready to play at game time. If your team goes into the 10 minute grace period to begin the game, the 30 sec timeout will be forfeited. All timeouts will be timed by the score keeper or official. Play begins promptly after the allotted time ends.
4. If the end result is a tie, then a five-minute overtime will be played. The clock will run for the first four minutes and will be stopped during the last one minute only for a timeout, injury, foul, dead ball turnover, or when the ball goes out of bounds. One 30-second time out is allotted for each team during overtime.

PLAY THE GAME:

1. Each team must have 4 players on the court to start the game. If a team does not have 4 players to start they must forfeit the game.
2. Teams may substitute players only on a dead ball. The referee will acknowledge the substitution. If a player is subbing in for a free throw shooter, they must wait

- until after the free throw shots have been taken. After the shots, the sub may come in at the next dead ball, including a made free throw shot. In the event of a 2-shot free throw opportunity, a sub may enter after the first shot is taken regardless of whether it went in as long as he/she is not coming in for the shooter.
3. Substitutes will sit in front of the scorer's table before entry.
 4. The tip off will be at the beginning of the game. Only one player is allowed inside the circle, all other players must be outside the circle.
 5. Only 6 players are allowed in the free throw lane during a free throw attempt. The spot closest to the basket on both sides will not be occupied.
 6. On a free throw attempt, players are allowed to leave when the ball leaves the shooters' hand. The free throw shooter is allowed to leave when the ball touches the rim.
 7. Each player has a five fouls limit before fouling out. Fouls will be recorded by the scorekeeper and/or the official.
 8. If the team foul total gets to seven in one half the opposing team will shoot one and one from the free throw line. If the same team reaches ten fouls in either half the opposing team will shoot two free throws.

FOULS/VIOLATIONS:

1. Ten seconds to get across the half court line
2. Five seconds to get the ball inbounds
3. Three seconds for an offensive player to be in his lane
4. Traveling
5. Double dribble
6. Carrying of the basketball
7. Any attempt that the referee feels is an obstruction for an offensive player towards the goal
8. Any attempt that the referee feels is a direct violation of an offensive player in a defensive player's space.
9. All rules and penalties are that of the NCAA national guidelines.
10. **Technical Foul:** Excessive verbal/physical harassment, player intimidation, or direct verbal/physical retaliation to player/referee
 - a. Results in two free-throws and possession
 - b. Two technicals and the player is ejected.
 - c. Technical fouls can also be given to people sitting on one team's bench area dependent upon referee's discretion.
11. **Flagrant Foul 1:** Unnecessary contact that is more than just an ordinary foul. Defined as a clear path foul.
 - a. Results in 1 free-throw and possession.
12. **Flagrant Foul 2:** No attempt on the ball with intent to hurt/foul/harm with malicious intent. Results in immediate rejection.
 - a. Results in 1 free-throw and possession.

Player Misconduct:

1. Misconduct penalties will result in a player ejection.

2. Misconduct penalties include:
 - a. Any use of profanity
 - b. Extensive abuse of the facility and/or equipment
 - c. Unnecessary rough play
 - d. Fighting
 - e. Deliberate roughing/checking
 - f. Verbal or physical abuse towards an official, opponent, or supervisor
 - g. Any unsportsmanlike conduct that, in the opinion of the official, warrants ejection

The officiating will be done by the referees and he/she is in absolute control of the game. Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in assessment of a team penalty, ejection, or forfeiture of the game. Spectators must also remain in the area designated by the officials. The officials shall have the power to make decisions on any matters or questions not specifically covered in the rules.