

*~University of Houston~*  
**Intramural Sports**

**UH Basketball Rule Modifications, Key Points, & Reminders**  
*~Spring 2007~*

- 1-13 **Bench Location:** Be aware of the bench locations for each individual court.
- 2-10 **Correctable Errors:** Officials will make mistakes. Some of these mistakes can be fixed. **Those that can, MUST take place before the next live ball.**
- 2-11 **Scorers' Duties:** The game will not start until *all players are properly checked in* and the score sheet and scoreboard is ready for play. The scorekeeper is part of the officials' team.
- 3-1 **Team Captain:** The captain is the team representative. They are responsible for: their **team, bench, and spectators**; obtaining and disseminating information given at mandatory captain's meetings; being familiar with eligibility requirements; managing their team roster; being familiar with intramural sport rules, regulations, policies, and procedures and abiding by them.
- 3-2 **Rosters, Starters, Numbers:** By rule, teams are supposed to supply the scorekeeper with a completed roster. Team members must arrive at their games early, check in, and warm up, in order to stay on schedule all night.
- 3-3 **Substitutions:** If a team wishes to substitute, the players planning on entering the game must report to the scorer's table. After reporting to the table, the official will allow the substitution at the next available opportunity. The substitutes must wait to replace a player until the official beckons them on the court!
- 3-4 **Uniforms:** Teams must have uniforms. Teams must wear like color jerseys with permanently affixed numbers on the back. **No tape. Legal player numbers** are as follows: 0 or 00, 1, 2, 3, 4, 5, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24, 25, 30, 31, 32, 33, 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54, 55. **No pocket on short/pants! No jewelry!**
- 4-5 **Basket, choice:** Each team's basket for warm up and the first half are opposite (farthest) from its team bench. In the second half, each team shoots at the basket most near to its team bench.
- 4-8 **Bonus Free Throw:** On the 7<sup>th</sup> team foul, one-and-one free throws will be attempted (except on an offensive player control foul). On the 10<sup>th</sup> team foul, two free throws will be attempted (except on an offensive player control foul).
- 4-10 **Closely Guarded:** Only applies in the frontcourt when an opponent within a distance of 6 feet defends a player in control of the ball. You may be surprised how big 6 ft is on a basketball court. Violation = 5 Seconds = Turnover. **Note: A player can be defended within 6 ft for a about of 12 seconds without a 5-second violation (4 seconds holding the ball + 4 seconds dribbling the ball + 4 seconds holding the ball again).**
- 4-11 **Continuous Motion:** This is not the NBA by any stretch of the imagination, but there is "continuation." If a player is in the habitual act of shooting and is fouled at any point during that throwing movement, the shooter is permitted to complete the movement. Just because a player is on the ground when fouled doesn't mean they can't be awarded free throws. If they start their regular shooting motion and are fouled they should be awarded free throws.
- 4-14 **Disqualified Player:** Two technicals or a flagrant automatically earns the player a free pass to the Intramural Sports Director's office to discuss the ejection Any ejected player must meet with IM Sports Director before playing in program again.
- 4-16 **Dunking:** Players **can not dunk before, during half time, or after a scheduled intramural game.** Dunking is allowed during the game as long as it is not unsportsmanlike (hanging, taunting, etc.) Violation = Technical Foul.
- 4-17 **Extra Period:** 2-minute running clock. Regulation clock for the last minute. Everything carries over. One additional time out.
- 4-18 **Fighting:** Absolutely not permitted...ever! Any action resembling fighting should be treated as such. All player(s) involved will be ejected and must leave the premises sight and sound.

- 4-19 **Foul:** Know the definition and differences between technical, intentional, and flagrant fouls! There are also situations where there will be double and/or multiple of each. The official will go to the alternating possession arrow. **Note: Automatic 2-points + ball side-line OB for a technical foul. We will not shoot technical foul shots.**
- 4-20 **Free Throw:** The lead administers all free throws. All players must hold their positions until the ball hits the rim. “Hold until it hits.”
- 4-25 **Held Ball:** This will be called quickly by the officials because this seemingly minor situation could escalate in a hurry if elbows get thrown or someone gets knocked to the floor, etc. A Held Ball results in alternating possession.
- 4-27 **Incidental Contact:** Observing any contact between players an official must consider the advantage/disadvantage.
- 4-29 **Kicking the Ball:** Just because it hits a player’s foot does not make it a kick ball. A kick ball must be an intentional act to strike the ball with any part of the leg or foot from the knee down.
- 4-30 **Multiple Throw:** Substitutes will be beckoned only **before the last free throw attempt.**
- 4-33 **Pivot:** Be wary of illegal attempts at a “jump stop.” It is very difficult to “jump stop” LEGALLY!!
- 4-39 **Screen:** Not all fouls are committed around the ball handler. Off ball fouls must be called to clean up games. Understand all the components of a legal screen.
- 4-42 **Time-out:** All time-outs are “full” (60 seconds). Teams are given 3 time-outs to use per game. If overtime periods are needed, each team will be given 1 additional time-out per overtime period. (Unused time outs from the first and second half carry over to overtime.)
- 4-44 **Verticality:** Applies to legal guarding position. Once obtaining legal guarding position, a player may maintain that position by jumping straight up in the air without being called for a foul if contact is made with an offensive player.
- 5-4 **Forfeiture, Protest:** Inform a supervisor IMMEDIATELY if a player says, “I want to protest.” **before the next live ball!**
- 5-5 **Length of Quarter:** No quarters are played. Two twenty-minute running clock halves make up a regulation game. A regulation clock will be administered with less than two minutes in the second. **Mercy Rule:** A team winning by 30 points or more at any point in the game with less than ten minutes to be played will be declared the winner and the game will be over.
- 5-6 **Extra Period:** If an extra period is needed, a two-minute overtime period will be played, with the last minute being officiated under regulation clock rules. Keep in mind that fouls also carry over. Also, each team will be granted one additional time-out per overtime period.
- 5-9 **Charged Time-out:** Remember that players do not call time-outs, they only request time-outs. Officials grant a player’s request. Teams have three time-outs per game. If the game goes into overtime, each team is granted one additional time-out. (Timeouts not used in the first or second half carry over into the overtime periods as well.)
- 8-1 **Free Throw Administration:** Lead official administers all free throws. On multiple free throws, beckon substitutes **before the last free throw only.** Teams may sub if last free throw is made.
- 8-3 **Attempting Technical Foul Free Throws:** The opponent of the team with a technical foul is awarded two points and the ball is put in play at mid-court opposite the scorer’s table. No free throws awarded; just two points and the ball.
- 9-1 **Free Throw Provisions:** “Rest on the first.” “Hold until it hits.” Players lined up in the lane must wait **until the ball touches the rim before entering the lane.** Know the difference and mechanics of lane violations on the defense and offense. If the ball does not touch the rim on the free throw attempt, it is immediately blown dead as an offensive free throw violation.
- 9-5 **Double Dribble:** A player may shoot an air ball and get their own rebound without any violation (traveling or double dribble).
- 9-9 **Backcourt:** A player is not in the frontcourt until all three “points” simultaneously pass from the backcourt to the frontcourt. These points are the ball and both feet of the ball handler. This is a tricky rule. Understand it!