RULES OF THE GAME

FOR

INTRAMURAL BASKETBALL

Revised January 2016

COMPETITIVE SPORTS OFFICE
DEPARTMENT OF UNIVERSITY RECREATION
DIVISION OF STUDENT AFFAIRS
THE UNIVERSITY OF ALABAMA

THE UNIVERSITY OF
ALABAMA
STUDENT AFFAIRS
Competitive Sports Mission Statement

The mission of The University of Alabama Competitive Sports Program is to advance student engagement through sport.

Purpose

The purpose of this handbook is to establish rules for Intramural Basketball in the Intramural Sports program. The Competitive Sports Office reserves the right to modify these rules in whole or in part at any time as necessary. If you have questions, comments, or suggestions for these rules or the intramural program in general, please contact the Competitive Sports Office.

The National Federation of State High School Associations Basketball Rules were used as the framework for designing these rules. However, because of the constraints imposed by the facilities at The University of Alabama, and because of the specified nature of intramural programs, some changes have been made. Rules not in this handbook are addressed in the NFHS basketball rules. These rules are intended only for use at The University of Alabama and are not a guide to basketball at any other facility. The Office of Intramural Sports reserves the right to modify these rules in whole or in part at any time necessary.

Competitive Sports General Information

The Competitive Sports Office is located in the atrium of the Student Recreation Center. Office Hours: Monday - Friday 10:00 AM - 4:30 PM
Office: 205-348-8055
Website: http://urec.ua.edu/intramurals.cfm
Email address: imsports.bama@gmail.com
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University Recreation makes every effort to protect all participants from harm, however basketball is a contact sport and injuries are a possibility. The University of Alabama, the Division of Student Affairs, University Recreation, and Intramural Sports (and employees thereof) assume NO RESPONSIBILITY for injuries. However, basic First Aid will be available for participants in the event of an injury.

The Rules of the Game for Intramural Basketball 3
Rule 1: General Eligibility

Section 1: Participants
Participation is limited to currently-enrolled, fee-paying UA students, faculty members, and full-time staff. Spouses of eligible University of Alabama students and Faculty/Staff are eligible to participate in Intramural Sports events by purchasing a semester pass. In order to participate in an intramural contest each player must present their valid Action Card or Spouse Pass. All players must sign-in with the Event Assistant at the event site prior to the event to be eligible to participate. For more information regarding eligibility, please refer to the handbook available on the Intramural Sports page at urec.sa.ua.edu.

Rule 2: Court

Section 1: Team Box
The location of each team’s bench shall be designated by Intramural staff. The benches for team members and team captains of both teams are placed along the side of the court on which the scorer’s and timer’s table is located.

Section 2: Coach’s Box
Although we do not recognize coaches in intramural basketball, the coach’s box will indicate the area in which players must remain during play. The team coaching box shall be outlined outside the side of the court on which the scorer’s and timer’s table and team benches are located. The area shall be bounded by an imaginary line 28 feet from the end line, the sideline, the end line, and the team bench. These lines shall be located off the court.
Rule 3: Game

Section 1: Game Length
A game will consist of two halves of 20 minutes each.

Section 2: Starting of Game and Half
To start the game and each extra period, the ball shall be put in play in the center restraining circle by a jump ball between two opponents. To start the second half, the ball shall be put in play by a throw-in under the alternating-possession procedure.

Section 3: Forfeit Time
Game time is forfeit time. The Intramural Sports Supervisor has the correct game time. The Competitive Sports Department recommends that the team arrive at their court 15 minutes before game time. Any team failing to report or be ready to play at game time shall forfeit to their opponents. If Team A is present and ready for play while Team B is not, Team A will have the option to win by forfeit or to administer the 5 minute grace period for Team B. The game clock will run during the 5 minute grace period and if Team B players arrive before the time expires, play will begin as normal. The clock in the gym of the Student Recreation Center will be the official clock when determining start times.

Section 4: Extra Period
If the score is tied at the end of regulation there shall be a three minute overtime period(s). Extra periods will be an extension of the second half. The game shall end if at the end of any extra period the score is not tied. Teams will be allotted one time out for all overtime periods if more than one is needed.

Note: All personal and team fouls will carry over to the extra period(s). Time-outs will not carry over from regular periods.

Section 5: Mercy Rule
If at any point during the second half of a game one team is winning by 50 or more points the game will be ended. Additionally, if a team is winning by 40 or more points with ten minutes or less the game will end. With a team up by 30 points or more within the last five minutes, the game will be ended. Also, if any team is winning by 20 or more points with two minutes or less remaining in the second half the game will be ended.

Section 6: Forfeits Due to Conduct
Teams will forfeit their game if any of their players fail to comply with any technical foul penalties. Specifically, the game shall be forfeited if one team receives three technical fouls during the game.
Section 7: Number of Players
Each team will consist of five players, one of whom is the captain. A team may not start the game with less than four players.

Note: A team must begin the game with four players. If a team has no substitutes to replace disqualified, ejected, or injured players, it may continue with fewer than four players. When there is only one player participating for a team, the team shall forfeit the game unless the referee believes that the team has an opportunity to win the game.

Section 8: Game Equipment
The Intramural Sports Department shall provide basketballs for use during the game competition. Teams may use a different ball, provided that both team captains and the game officials agree. The ball must meet standards set forth by the NFHS rules. The Office of Competitive Sports will take possession of the ball until the end of the game. Basketballs used for warm up purposes will not be provided.

Section 9: Artificial Noise Makers
The use of artificial noisemakers is strictly prohibited.

Section 10: Protests
Any team wishing to protest any rule application must do so before the next live ball. A time-out must be taken if a team wishes to protest any rule. Eligibility protests must be made in compliance with the Policies and Procedures of The University of Alabama Office of Intramural Sports.

Note: If the protesting team does not have a time-out the appropriate penalty will be enforced. The penalty will be reversed if the protest is overturned. The penalty will not be reversed if the protest is upheld.

Rule 4: Player’s Equipment

Section 1: Jersey and Pants/Shorts
Players of the opposing teams must wear contrasting colored jerseys, without pockets, numbered on the front and/or rear of the jersey. There shall be no belts, belt loops, pockets, or exposed drawstrings on the pants or shorts of the player. Players are not permitted to play in boxers or compression shorts. Teams must also have the same color jerseys, each with a different number. Jerseys which have been cut or torn are prohibited. Jerseys that have been altered in a way which compromises the integrity of the seam of the sleeve are ILLEGAL. The legality of all jerseys will be determined at the discretion of the Program Assistant and athletic trainer on site.

Section 2: Shoes
Shoes must cover the entire foot and have a non-marking sole. All shoes must meet the requirements set forth by the Student Recreation Center. Vibram Five-Finger shoes and similar models are not permitted.

Section 3: Guards and Braces
A guard, cast, or brace made of hard and unyielding leather, plaster, pliable plastic, metal or any other hard substance may not be worn on the elbow, hand, finger, wrist, or forearm; even though covered with soft padding. All guards and braces must be approved by the Certified Athletic Trainer on staff.

Section 4: Modified Equipment
Equipment which is unnatural and designed to increase a player’s height or reach or to gain an advantage shall not be worn. Equipment shall not be modified from the original manufactured state and shall be worn in the manner the manufacturer intended it to be worn.

Section 5: Jewelry
Jewelry shall not be worn. Medical-alert medals are not considered jewelry. A medical-alert medal must be worn on the wrist and taped down prior to game time.

Section 6: Headwear
Players may wear knit or stocking caps with no bills, headbands made of non-abrasive material, and skull caps may be worn as long as they fit tightly with no knots used to secure the cap.

Section 7: Removal of Uniforms or Jerseys
A team member shall not remove the jersey and/or pants/shorts in the visible confines of the playing area.

   Note: A player technical or a bench technical shall be administered if a player violates Section 7.

Rule 5: Players and Captains

Section 1: Players
All players must check-in with a valid University of Alabama Action Card to be eligible to participate. All players must be legally and properly equipped according to Rule 4.

Section 2: Captains
The captain is the representative of his/her team and may address an official on matters of interpretation or to obtain essential information, if it is done in a courteous manner.

Section 3: Scorecards
All players must have their names on the scorecard for each game. Late arriving players must check in at the scorer’s table before they may participate.

Rule 6: Substitutions

Section 1: Legal Substitution
A substitute who desires to enter shall report to the scorer, giving his/her number. Also the substitute must follow the following guidelines:

A. During halftime or time-outs the substitute must report or be in position to report to the scorer, prior to the warning signal which is sounded 15 seconds before the end of the intermission or end of a 60-second time-out.

B. Substitutions between halves may be made by the substitute or team representative.

C. During multiple free-throw attempts for a personal foul, substitutions may be made right before the last free throw has been attempted.

Exception: When a player is required by rule to be replaced prior to administering the free throw(s), then all other substitutes who have legally reported may also enter the game.

D. If entry is at any time other than between halves, and a substitute who is entitled and ready to enter reports to the scorer, the scorer shall use a sounding device or game horn, as soon as the ball is dead.

Section 2: Entering the Game
The substitute shall remain outside the boundary until an official beckons, whereupon he/she shall enter immediately. If the ball is about to become live, the beckoning signal will be withheld. The entering substitute shall not replace a designated jumper or a free thrower unless the player is injured, disqualified, or ejected. If the substitute enters to replace a player who must jump or attempt a free throw, he/she shall withdraw until the next opportunity to substitute.

Section 3: Substitute becoming Player
A substitute becomes a player when he/she legally enters the court. If entry is not legal, the substitute becomes a player when the ball becomes live. A player becomes bench personnel after his/her substitute becomes a player or after notification of the team captain following his/her disqualification or ejection.

Section 4: Replaced Player
A player who has been replaced, or directed to leave the game shall not re-enter before the next opportunity to substitute after the ball has become live following his/her replacement.

**Section 5: Injured Player**
A player who has been injured to the extent that the team captain or any other bench personnel is beckoned and/or comes onto the court shall be directed to leave the game, unless a time-out is requested by, and granted to, his/her team and the situation can be corrected by the end of the time-out.

**Section 6: Blood Rule**
A player who is bleeding, has an open wound, has an excessive amount of blood on his/her uniform, or has blood on their body, shall be directed to leave the game, unless a time-out is requested by, and granted to, his/her team and the situation can be corrected by the end of the time-out.

**Section 7: Unconscious Player**
A player who has been determined apparently unconscious shall not return to play in the game without written/verbal authorization from the Certified Athletic Trainer on staff.

**Rule 7: Timing Procedures**

**Section 1: Game Clock**
The game clock shall be a running clock for both halves, only to stop for a team or official time-out. The clock will also be stopped and started according to NFHS timing procedures during the last two minutes of the second half and the last minute of any overtime periods.

**Section 2: Beginning and End of Half or Extra Period**
Each half or extra period begins when the ball first becomes live. It will end when the signal sounds indicating that time has expired except in the following situations:

A. If the ball is in flight during a try or tap for field goal, the half or extra period ends when the try or tap ends.

B. If a held ball or violation occurs so near the expiration of time that the clock is not stopped before time expires, the half or extra period ends with the held ball or violation.

C. If a foul occurs:
   a. So near the expiration of time that the timer cannot get the clock stopped before time expires.
   b. After time expires, but while the ball is in flight during a try or tap for field goal.
The half or extra period ends when the free throw(s) and all related activities have been completed.

**Exception:** No free throw(s) shall be attempted after time has expired for the second half or any extra period, unless the point(s) would affect the outcome of the game.

**D.** If a technical foul occurs after the ball has become dead to end a half or extra period, the next half or extra period is started by administering the free throws. This applies when the foul occurs after any half has ended, including the second half, provided there is to be an extra period. If there is no way to determine whether there will be an extra period until the free throws are administered, the free throws are attempted immediately, as if the foul had been part of the preceding half.

**Section 3: Time-Out: Stopping Play**

Time-out will occur and the clock, if running, shall be stopped when an official:

**A.** Stops play because of:
   a. An injury
   b. Conference with the scorer or timer
   c. Unusual delay in getting a dead ball live
   d. Any other situations or emergency.

**B.** Grants a player’s oral or visual request for a time-out, such a request shall be granted only when:
   a. The ball is in control or at the disposal of a player of his/her team.
   b. The ball is dead, unless replacement of a disqualified, or injured player, or a player directed to leave the game pending, and a substitute is available and required.

**C.** Responds to the scorer’s signal to grant a team captain’s request that a correctable error can be corrected. The appeal to the official shall be presented at the scorer’s table where a team captain of each team may be present.

**Section 4: Time-Outs**

Two 60-second time-outs per half may be charged to each team during a regulation game. Each team is entitled to one 60-second time for all extra periods. The following rules will govern time-outs.

**A.** Unused time-outs will not carry over to extra periods.

**B.** Time-outs in excess of the allotted number may be requested and shall be granted during regulation playing time or any extra period at the expense of a technical foul for each time-out.

**C.** Successive time-outs shall not be granted after expiration of playing time for the second half or any extra period.

**D.** A time-out shall not be granted until after the ball has become live to start the game. The additional 60-second time-out provided for each extra period shall not be granted until after the ball has become live to start the extra period.
E. The 60-second time-out conference with team members shall be conducted within the confines of the bench area.
F. All time-out requests shall only be granted from a player on the floor. Time-outs will not be granted to players on the bench.

Section 5: Timer’s Mistakes
The referee may correct an obvious mistake by the timer to start or stop the clock properly only when he/she has definite information relative to the time involved. If the referee determines that the clock was not started or stopped properly, or if the clock did not run, an official’s count or other official information can be used to make a correction.

Rule 8: Scoring

Section 1: Successful Try or Tap
A successful try, tap, or thrown ball, that does not touch the floor, a teammate or official, from the field by a player who is located behind the team’s own three point line counts three points. Any other goal from the field counts two points for the team into whose basket the ball is made.

Section 2: Free Throws
A goal from a free throw counts one point for the free thrower’s team and is credited to the free-thrower.

Section 3: Goal Tending & Basket Interference
The only infractions for which points are awarded are goaltending by the defense or basket interference at the opponent’s basket.

Section 4: Last Second Shots
When play is resumed with a throw-in or free throw and three-tenths (.3) of a second or less remains on the clock, no field goal may be scored if the ball is caught before the try for goal. In this situation a tap could score.

Rule 9: Jump Ball

Section 1: Jump Ball to Begin Game or Extra Period
For any jump ball, each jumper shall have both feet within that half of the center restraining circle which is farther from his/her basket.

Section 2: Tossed Ball
The tossed ball must be touched by one or both of the jumpers after it reaches its highest point. If the ball contacts the floor without being touched by at least one of the jumpers, the referee shall toss it again.
Section 3: Jumper Restrictions
Neither jumper shall:
   A. Touch the ball before it reaches its highest point.
   B. Leave the center restraining circle until the ball has been touched.
   C. Catch the jump ball.
   D. Touch the ball more than twice.

The jump ball and these restrictions end when the touched ball contacts one of the eight non-jumpers, the floor, a basket, or backboard.

Section 4: Non-jumpers
When the referee is ready and until the ball is tossed, non-jumpers shall not:
   A. Move onto the center restraining circle.
   B. Change position around the center restraining circle.

Until the tossed ball is touched by one or both jumpers, non-jumpers shall not:
   A. Have either foot break the plane of the center restraining circle cylinder.
   B. Take a position in any occupied space.

Teammates may not occupy adjacent positions around the center restraining circle if an opponent indicates a desire for one of these positions before the referee is ready to toss the ball.

Rule 10: Alternating Possession

Section 1: Jump Ball Situations
In all jump-ball situations, other than the start of the game and each extra period, the teams will alternate taking the ball out of bounds for a throw-in. The team obtaining control from the jump ball establishes the alternating-possession procedure, and the arrow is set toward the opponent’s basket.

Section 2: Start of Second Half
To start the second half, the throw-ins shall be from out of bounds at the division line opposite the scorer’s table.

Section 3: Alternating Possession Throw-ins
Alternating possession throw-ins shall be from the out of bounds spot nearest to where the ball was located. An alternating possession throw-in shall result when:
   A. A held ball occurs.
   B. The ball goes out of bounds when simultaneously touched by both teams.
   C. A simultaneous free throw violation occurs.
   D. A live ball lodges between the backboard and ring or comes to rest on the flange, unless a free throw or throw-in follows.
   E. The ball becomes dead when neither team is in control and no goal, infraction nor end of a half/extra period is involved.
   F. Opponents commit simultaneous goaltending or basket-interference violations.
G. Double personal, double technical or simultaneous fouls occur and the point of interruption is such that neither team is in control and no goal, infraction, nor end of half/extra period is involved.

Note: If the alternating-possession procedure has not been established, the jump ball shall be between the two players involved in the center restraining circle.

Section 4: Possession Arrow
The direction of the possession arrow is reversed immediately after an alternating-possession throw-in ends. An alternating-possession throw-in ends when the throw-in ends or when the throw-in team violates.

Section 5: Violation and Fouls
The opportunity to make an alternating-possession throw-in is lost if the throw-in team violates. If either team fouls during an alternating-possession throw-in, it does not cause the throw-in team to lose the possession arrow.

Rule 11: Free Throws

Section 1: Administering Free Throws
When a free throw is awarded, the ball shall be placed at the disposal of the shooter by the administering official and the free throw count shall begin.

Section 2: Dead Ball Free Throws
If the ball is to become dead when the last free throw for a specific penalty is not successful, players shall not occupy any spaces along the free-throw lane.

Section 3: Free Throw Lane Spaces
During a free throw the following conditions will apply:

A. Marked lane spaces may be occupied by a maximum of four defensive and two offensive players.
B. The lane areas from the end line up to, and including, the neutral-zone marks, shall remain vacant.
C. The first marked lane spaces (the lane spaces above and adjacent to the neutral-zone marks) shall be occupied by opponents of the free thrower. No teammate of the free thrower may occupy either of these marked lane spaces.
D. The second marked lane spaces on each side may be occupied by teammates of the free thrower.
E. The third marked lane spaces may be occupied by opponents of the free thrower.
F. Players shall be permitted to move along and across the lane to occupy a vacant space within the limitations listed in this rule.
G. Not more than one player may occupy any part of a marked lane space.
H. Any player, other than the free thrower, who does not occupy a marked lane space, must be behind the free throw line extended and behind the three point line.

Section 4: Attempting Personal Foul Free Throws
The free throw(s) awarded because of a personal foul shall be attempted by the offended player. If such player must withdraw because of injury or disqualification, his/her substitute shall attempt the free throw(s) unless no substitute is available, in which case any teammate may attempt the throw(s) as selected by the team captain.

Section 5: Ten Second Limit
The free throw try must be made within 10 seconds after the ball has been placed at the disposal of the shooter at the free throw line. This shall apply to each free throw.

Section 6: Bonus and Double Bonus
Upon the accumulation of the 7th team foul the opposing team will shoot one free throw with the opportunity for a second free throw if the first is successful. Upon the accumulation of the 10th team foul the team will shoot two free throws. Team fouls will only be counted under this rule for each half they will not carry over to the next half. The only exception will be for overtime periods where the team fouls will carry over from the second half.

Section 7: Penalty-Administration Sequence
Penalties for fouls are administered in the order in which the fouls occurred.

Section 8: Technical Foul Free Throws
Free throws for technical fouls will be shot with no player besides the shooter on the side of the court that the free throws are being attempted.

Section 9: Free Throw Provisions
The following provisions will be applied during the free throw attempts when the ball is at the disposal of the free throw shooter:

A. The shooter shall not fake a try, nor shall any player in a marked lane space fake to cause an opponent to commit a violation.
B. No opponent shall disconcert the free thrower.
C. No player shall enter or leave a marked lane space.
D. The free thrower shall not have either foot beyond the vertical plane of the edge of the free-throw line which is farther from the basket or the free throw semi-circle line.
E. A player, other than the free thrower, who does not occupy a marked lane space, may not have either foot beyond the vertical plane of the free throw line extended and the three point line which is farther from the basket.
F. A player occupying a marked lane space may not have either foot beyond the vertical plane of the outside edge of any lane boundary, or beyond the vertical.
plane of any edge of the space designated by a lane space mark or beyond the vertical plane of any edge of the space designated by a neutral zone.

G. The restrictions in C-F apply until the shooter releases the ball.

H. The ball must touch the rim on the attempt or a violation against the shooter will be called.

Rule 12: Violations

Section 1: Throw-In Provisions
A player shall not violate the following provisions governing the throw-in. The thrower shall not:

A. Leave the designated throw-in spot until the ball has been released on a throw-in pass.

B. Consume five seconds from the time the ball is at his/her disposal to the time the ball is released on a pass directly into the court.

C. Carry the ball onto the court.

D. Touch the ball in the court before it touches or is touched by another player.

E. Replace the thrower after the ball is at the thrower’s disposal.

F. Be out of bounds when he/she touches or is touched by the ball after it has been released on a throw-in pass.

G. Pass the ball so it is touched by a teammate while the ball is on the out-of-bounds side of the throw-in boundary-line plane except after a goal or awarded goal. The team not credited with the score shall make the throw-in from the end of the court where the goal was made and from any point outside the end line. Any player of the team may make a direct throw-in or he/she may pass the ball along the end line to a teammate(s) outside the boundary line.

Section 2: Out of Bounds
A player shall not leave the floor for an unauthorized reason.

Section 3: Closely Guarded
A closely guarded situation occurs when a player in control of the ball in his/her team’s frontcourt, is continuously guarded by any opponent who is within 6 feet of the player who is holding or dribbling the ball. A player who is closely guarded shall not:

A. In his/her frontcourt, hold the ball for five seconds or dribble the ball for five seconds.

B. In his/her frontcourt, dribble the ball for five seconds.

Section 4: Basket Interference
A player shall not commit basket interference as it is stated by the following:

A. Touch the ball or any part of the basket while the ball is on or within either basket.
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Section 5: Goaltending
A player shall not commit goaltending as it is defined below:

Goaltending occurs when a player touches the ball during a field-goal try or tap, while it is in its downward flight entirely above the basket ring level and has the possibility of entering the basket in flight, or an opponent of the free thrower touches the ball outside the cylinder during a free throw attempt.

Section 6: Excessive Swinging of Arms/Elbows
A player shall not excessively swing his/her arms or elbows, even without contacting an opponent. A player may extend arms or elbows to hold the ball under the chin or against the body. Action of arms or elbows resulting from total body movements as in pivoting or movement of the ball incidental to feinting with it, releasing it, or moving it to prevent a held ball or loss of control shall not be considered excessive.

Section 7: Travel, kick, Fist
A player shall not travel with the ball, intentionally kick it, or strike it with the fist or cause it to enter and pass through the basket from below.

Note: Kicking the ball is a violation only when it is an intentional act; accidentally striking the ball with the foot or leg is not a violation.

Section 8: Illegal Dribble
A player shall not dribble a second time after his/her first dribble has ended, unless it is after he/she has lost control because of:

A. A try for a field goal.
B. A touch by an opponent.
C. A pass or fumble which has then touched, or been touched by, another player.

Section 9: Three Seconds
A player shall not remain for three seconds in the part of his/her free-throw lane between the end line and the farther edge of the free-throw line while the ball is in control of his/her team in his/her front court.

Section 10: Ten Seconds
A player shall not be, nor may his/her team be, in the continuous control of the ball which is in his/her back court for 10 seconds.

Rule 13: Player Fouls
Section 1: Player Foul Accumulation
Any player acquiring 5 total fouls, both personal and technical, during any point of the game shall be disqualified from the game. Any player who is disqualified shall be informed of his/her disqualification, as will the team captain, and shall retire to the designated bench area. A time limit of 20 seconds shall be allowed for a disqualified player to be replaced. This time shall begin upon the official’s request.

Section 2: Foul
A foul is an infraction of the rules which is charged and is penalized.
   A. A personal foul is a player foul which involves illegal contact with an opponent while the ball is live, which hinders an opponent from performing normal defensive and offensive movements. A personal foul also includes contact by or on an airborne shooter when the ball is dead.
   B. A common foul is a personal foul which is neither flagrant nor intentional nor committed against a player trying or tapping for a field goal nor a part of a double, simultaneous or multiple foul
   C. An intentional foul is a personal or technical foul which neutralizes an opponent’s obvious advantageous position. Contact away from the ball or a player, specifically designed to stop or keep the clock from starting, and shall be intentional. Intentional fouls may or may not be premeditated and are not based solely on the severity of the act. A foul also shall be ruled intentional if while playing the ball a player causes excessive contact with an opponent.
   D. Double fouls
      a. A double personal foul is a situation in which two opponents commit personal fouls against each other at approximately the same time.
      b. A double technical foul is a situation in which two opponents commit technical fouls against each other at approximately the same time.

Article 1: Blocking is illegal personal contact which impedes the progress of an opponent with or without the ball.
Article 2: Charging is illegal personal contact caused by pushing or moving into an opponent’s torso.
   a. A player who is moving with the ball is required to stop or change direction to avoid contact if a defensive player has obtained a legal guarding position in his/her path.
   b. If a guard has obtained a legal guarding position, the player with the ball must get his/her head and shoulders past the torso of the defensive player. If contact occurs on the torso of the defensive player, the dribbler is responsible for the contact.
   c. There must be reasonable space between two defensive players or a defensive boundary line to allow the dribbler to continue in his/her path. If there is less than 3 feet of space, the dribbler has the greater responsibility for the contact.
   d. The player with the ball may not push the torso of the guard to gain an advantage to pass, shoot or dribble.
Rule 14: Technical Fouls

Section 1: Hanging on Rim
A player shall not grasp either basket during the time of the officials’ jurisdiction, dunk or stuff, or attempt to dunk or stuff a dead ball prior to or during the game or during any intermission until jurisdiction of the officials has ended. Players shall not hang or swing on the rim after a dunk or stuff.

**Exception:** if the player is hanging on the rim to prevent himself/herself from getting injured or injuring another player.

Section 2: Slapping of Backboard
A player shall not slap the backboard to gain an advantage. A technical foul will be administered only if one of the following events occurs and in the judgment of the official there was no attempt to block the shot: while a try or tap is in flight or is touching the backboard or is in the basket or in the cylinder above the basket, intentionally slap or strike the backboard or cause the ring to vibrate.

Section 3: Delay of Game
Players shall not delay the game by acts such as:

A. Preventing the ball from being made live promptly or from being put in play.

B. Failing when in control, to immediately pass the ball to the nearer official when a violation or foul is called.

C. The free thrower fails to be in the free throw semi-circle when the official is ready to administer the free throw unless the resumption of play procedure is in effect following a time-out or intermission.

D. Repeated violations of the throw-in.

Section 4: Unsporting Fouls and Acts
Players shall not commit unsporting fouls or acts. This includes, but is not limited to, acts or conduct such as:

A. Disrespectfully addressing or contacting an official or gesturing in such a manner as to indicate resentment.

B. Using profane or inappropriate language or obscene gestures.

C. Baiting or taunting an opponent.

D. Purposely obstructing an opponent’s vision by waving or placing hand(s) near his/her eyes.

E. Climbing on or lifting a teammate to secure greater height.

F. Faking being fouled, knowingly attempting a free throw or accepting a foul to which the player was not entitled.

G. Use of any tobacco products.
H. Intentionally or flagrantly contacting an opponent when the ball is dead and such contact is not a personal foul.
I. Reach through the throw-in boundary line plane and touch or dislodge the ball.
J. Delay returning after legally being out of bounds.
K. Goaltending during a free throw.

Section 5: Bench Technical Fouls
The team captain is responsible for the conduct and behavior of substitutes, disqualified team members and all other bench personnel. Bench personnel shall not commit an unsporting foul or act. This includes, but is not limited to, acts or conduct such as:
A. Disrespectfully addressing an official or staff member.
B. Attempting to influence an official’s decision.
C. Using profane or inappropriate language, or obscene gestures.
D. Disrespectfully addressing, baiting, or taunting an opponent.
E. Objecting to an official’s decision by rising from the bench or using gestures.
F. Inciting undesirable crowd reactions.
G. Team member(s) not remaining seated on the bench unless spontaneously reacting to an outstanding play by a member of their team and immediately returning to their seats or reporting to the scorer’s table.
H. Being charged with fighting.
I. Removing the jersey and/or pants/skirt within the visual confines of the playing area.
J. Enter the court unless given permission by the official(s) to attend an injured player.
K. Leave the confines of the bench during a fight or when a fight may break out.

Section 6: Fighting
No player shall engage in any acts of fighting before, during, or after the game. Acts of fighting include but are not limited to:
A. Swinging at another player
B. Punching or slapping another player
C. Any aggressive movements toward another player
Players committing any acts of fighting shall be immediately ejected from the game.

Section 7: Flopping
Flopping is an act of falling to the floor with no contact being made by another player. This act is considered very dangerous and will result in a technical foul.

Section 8: Accumulation of Technical Fouls
Any player who receives 2 technical fouls will be immediately ejected from the game. A team who receives 3 technical fouls will forfeit the game. Sportsmanship ratings will be affected by technical fouls according to The University of Alabama Intramural Sports Policies and Procedures.
Rule 15: Correctable Errors

Section 1: Rules
Officials may correct an error if a rule is inadvertently set aside and results in:

A. Failure to award a merited free throw.
B. Awarding an unmerited free throw.
C. Permitting a wrong player to attempt a free throw.
D. Attempting a free throw at the wrong basket.
E. Erroneously counting or cancelling a score.

In order to correct any of the officials’ errors listed above, such error must be recognized by an official during the first dead ball after the clock has properly started. If the error is made while the clock is running and the ball dead, it must be recognized by an official before the second live ball.

Section 2: Free Throws
If the error is a free throw by the wrong player or at the wrong basket, or the awarding of an unmerited free throw, the free throw and the activity during it, other than unsporting, flagrant, intentional, or technical fouls, shall be cancelled.

Section 3: Recognition
Points scored, consumed time and additional activity, which may occur prior to the recognition of an error, shall not be nullified.

Section 4: Corrected Error
If an error is corrected, play shall be resumed from the point at which it was interrupted to rectify the error, unless it involves awarding a merited free throw(s) and there has been no change of team possession since the error was made, in which case play shall resume as after any free throw attempt(s).

Section 5: Timing Error
If the clock is not started or stopped when the ball becomes live or dead the referee may subtract or add time accordingly. This may only occur when the officials have definite knowledge of the time that is supposed to be on the clock.

Rule 16: Co-Rec Rules

Section 1: Team Composition
Each team shall be composed of two men and three women. A team may not start the game with less than four players. Teams playing with four players must play with two men and two women.

Section 2: Game Ball
A women’s ball will be used for all Co-Rec games. However, if both team captains agree, a men’s ball may be used.

Section 3: Points
A field goal by a female counts three points. A field goal by a male counts two points. A basket made from behind the “three point” arc will count as four points when successful by a female and three points by a male. A foul shot counts one point regardless of who makes it.

Section 4: Female Free Throws
In the case of a female player being fouled in the act of shooting, one free throw shall be awarded if the try is successful and three free throws if the try is unsuccessful. If the try is from behind the “three point” arc, one free throw shall be awarded if the try is successful and four free throws if unsuccessful.

Rule 17: Officials

Section 1: Officials’ Decisions
The Intramural officials and supervisors shall make decisions for infractions of the rules committed within or outside the boundary lines. The use of any replay or television monitoring equipment by the officials in making any decision relating to the game is prohibited.

Section 2: Officials’ Jurisdiction
The officials’ jurisdiction, prior to the game, begins when they arrive on the floor. The officials’ arrival on the floor shall be at least 15 minutes before the scheduled starting time of the game. The jurisdiction extends through periods when the game may be momentarily stopped for any reason. The jurisdiction of the officials is terminated when the final score has been approved and all officials leave the visual confines of the playing area.

Section 3: Additional Duties
The officials shall also:
- A. Penalize unsporting conduct by any player, team captain, substitute, team attendant, or follower.
- B. Penalize and disqualify the offender if flagrant misconduct occurs.
- C. Remove a player from the game who commits his/her 5th Foul.

Rule 18: Sportsmanship

Sportsmanship is an important part of intramural sports. Any player who uses foul language, violently protests a call, or curses an official or supervisor, will be removed
from the game and will automatically be suspended from his/her team's next game. In addition, he/she will have to meet with a Coordinator of Competitive Sports during office hours (Monday through Friday, 10:00 a.m. to 4:30 p.m.) before he/she is eligible to participate again. Any player who touches an official or supervisor will be placed on suspension from all Intramural activities for a minimum period of one calendar year from the time of the incident.