



**CAMPUS RECREATION  
INTRAMURAL SPORTS  
2019-2020 BASKETBALL RULES**

BASKETBALL IS A CONTACT SPORT, AND INJURIES ARE A POSSIBILITY. THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

ALL RULE CHANGES ARE HIGHLIGHTED IN GRAY.

THE GAME WILL BE PLAYED ACCORDING TO THE NATIONAL FEDERATION HIGH SCHOOL RULES WITH THE FOLLOWING EXCEPTIONS AND CLARIFICATIONS:

**MEN AND WOMEN**

**STARTING THE GAME**

1. **START TIME:** Teams are to be at the court and signed in before the official game time. If any team is not at the court and ready to play at the scheduled game time, the game will be declared a forfeit. It is recommended that teams arrive at the game site fifteen (15) minutes prior to the scheduled start time.
2. **IDENTIFICATION:** All participants must bring their current valid UNC identification card to the court area in order to be checked in and ruled eligible to participate prior to the beginning of each game. Late arriving players must sign in with a supervisor before entering the game.
3. **SCORING:** An Intramural Official will keep the official score and clock at the scorer's table.
4. **CAMPUS RECREATION CENTER RULES:** All CRC rules will be followed during intramural basketball contests.
5. **TEAMS:** Five (5) players constitute a team. A team may start with no fewer than four (4) players. Teams may play with less than four (4) players if, in the opinion of the game officials, they have a legitimate chance to win the game.
6. **BENCH PERSONNEL:** Every player, non-player, and coach that is on a team bench must be signed in and on the roster, and is subject to all intramural rules, policies, and procedures. *Clarification: a non-player/coach may not be on the roster of another team in the same division.*
7. **GAME EQUIPMENT:** UNC Intramural Sports will provide a game ball.
8. **UNIFORMS:** Teams must wear contrasting color uniforms with numbers. If a team does not have their own jerseys, they may be checked from the Intramural Supervisor.
9. **JEWELRY:** No jewelry may be worn. *Clarification: Medical alert and religious medals are not considered jewelry; they must be taped down with the medical information visible.*

**PLAYING THE GAME**

10. GAME TIME: The game will consist of two (2) halves of twenty (20) minutes. The first half will be a running half; the clock will only stop for team & officials timeouts **UNTIL THE LAST TEN (10) SECONDS, when it will stop on all dead balls**. The second half will be a running clock for the first eighteen (18) minutes. If the score is within 15 points at the two (2) minute mark of the game, the clock will stop during the last two minutes of the second half according to NFHS Basketball Rules. If the point differential reaches 15 points after the two (2) minute mark, a running clock will be in effect.

lane-space marks. A player shall position one foot near the outer edge of the free-throw line. The other foot may be positioned anywhere within the designated 36-inch lane space until the ball has been released.

***Simplified: Players in the marked lane spaces may now move into the lane to rebound after the free-throw shooter releases his/her shot.***

Any team receiving two sportsmanship-related yellow cards or one red card will receive a (1).

0 – Unacceptable sportsmanship and conduct: The team is completely uncooperative, resulting in several yellow and/or red cards to be issued. Any team receiving three sportsmanship-related cards and/or causing the game to be ended early will receive a (0).

## **CO-RECREATION**

All of the above rules apply with the following exceptions:

27. TEAMS: Five (5) players constitute a team. Three (3) men and two (2) women or three (3) women and two (2) men shall be on the floor during games. A team may play with