



CLEMSON

INTRAMURAL
SPORTS

Rulebook: Basketball

Players and Equipment

1. Each participant must present a valid CUID card in order to participate.
2. Each team will be limited to either one former varsity athlete or two club sport members.
3. Each Men's and Women's team will consist of five players. Each team must have a minimum of four players present at game time to begin a game. Each Co-Rec team will consist of five players (three men and two women or three women and two men). Each Co-Rec team must have a minimum of four players present to begin a game (two men and two women).
4. Each team is advised to bring their own basketball; however, some basketballs will be available at the Fike front desk for checkout. Men's teams will use men's regulation-sized basketballs, while Women's and Co-Rec teams will use women's-sized basketballs.
5. Teams are required to wear matching colored shirts that include individual numbers on the back. Teams will wear their respective color selected during registration.
6. All players must wear shoes. Tennis, running, soft-soled and basketball shoes are permitted.
7. Kneepads are the only type of padding allowed. Leg and knee braces made of hard, unyielding material must be covered on both sides, and all edges must be lined with appropriate slow-recovery padding.
8. Players may not wear baseball-style caps or other rigid headgear. Knit and stocking caps are permitted. Players may wear a headband no wider than two inches and made of nonabrasive cloth, elastic, fiber, soft leather or rubber. Bandanas with knots are prohibited. Rubber or cloth elastic bands may be used to control hair.
9. No jewelry or any other item deemed dangerous by the Intramural Staff may be worn. Any player wearing exposed permanent jewelry (e.g., body piercings) will not be permitted to play.

Game factors, time and length

1. Each game will consist of two 20-minute periods with a running clock. The clock will stop during the last two minutes of the second period. In the last two minutes of the second period, the clock will stop on every violation, foul or free throw and will not start again until the





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ball is touched inbounds following a throwin or missed free throw.

2. Game time is forfeit time. Each team must have the minimum number of players signed in and ready to play at the scheduled game time. If there is fewer than the required number of players, the opposing captain has the option of taking the win or waiting for the minimum number of players to show. In the event that he or she decides to wait, that decision is irreversible, and game clocks will be adjusted accordingly. If a team chooses to wait, it will be required to wait until the opposing team has the minimum number of players present or until a maximum of 10 minutes. Play will start as soon as the opposing team has the minimum number of players present.
3. Each team will be permitted two timeouts per period. Unused timeouts will not carry over between periods. No timeout will exceed one minute in length.
4. If a team is ahead by 30 or more points with five minutes or less remaining in the game or by 20 points with two minutes or less remaining in the game, officials may end the game. Officials may end the game if teams are intentionally avoiding the mercy rule.
5. If the score remains tied at the end of regulation play, an overtime period will be played. An overtime period consists of one three-minute period that will begin with a jump ball at center court. If the score remains tied after one overtime period, a second three minute overtime period will be played. If the score remains tied after a second overtime, a sudden death overtime period will be played, with the first team to score declared as the winner:
 - Teams will receive one timeout per overtime period. Unused timeouts do not carry over between overtime periods
 - On the last minute of each overtime period, the clock will stop on every violation, foul or free throw and will not start again until the ball is touched inbounds following a throw-in or missed free throw
 - Team and personal fouls will carry over from the two regulation periods
6. A substitute must report to the scorekeeper and be recognized by a game official before he or she may enter the game. A substitute can only enter the game during a dead-ball situation. In a multiple free throw situation, a substitute may only enter immediately before or after the last free throw attempt. Failure to properly report will result in a technical foul assessed to that player.





Court Policies

1. Dunking will only be permitted during the game. Hanging on the rim will result in a technical foul. No dunking will be allowed before or after the game or during halftime. Any violation of this rule will result in a technical foul charged to the head coach, captain or player.
 2. A team is permitted a maximum of two coaches on its bench during a game. Each coach must present a valid XID and be listed on the team roster prior to the start of the game. Conduct of team coaches is the responsibility of the team before, during and after the game. Any other non-players must remain in the designated spectator areas.
 3. Players considered bench personnel must remain seated or behind the designated bench area during play and may only stand to spontaneously react to play before immediately being re-seated. One designated head coach or captain is permitted to stand during play within the confines of the bench area.
 4. Team spectators must watch the game from the designated spectator areas. Spectators are not permitted in the team bench areas or on the courts.
- following are the types of fouls.
2. A personal foul is a player foul that 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.
 3. A common foul is a personal foul that is neither flagrant nor intentional, not committed against a player trying or tipping for a field goal, and not part of a double, simultaneous or multiple foul.
 4. An intentional foul is a personal or technical foul designed to stop or keep the clock from starting, to neutralize an opponent's obviously advantageous position, contact away from the ball or when not playing the ball. It may or may not be premeditated and is not based on the severity of the act. A foul shall also be ruled intentional if while playing the ball a player causes excessive contact with an opponent. Examples may include:
 - fouling a player away from the ball,
 - contacting a player making a throw-in,
 - holding or pushing an opponent in order to stop the game clock,
 - pushing a player from behind to prevent a score and
 - causing excessive contact with an opponent while playing the ball.

Fouls and Penalties

1. A foul is an infraction of the rules charged to a team member or coach and is penalized in various ways. The





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5. A flagrant foul may be a personal or technical foul of a violent or savage nature or a technical non-contact foul which displays unacceptable conduct. It may or may not be intentional. If personal, it involves but is not limited to violent contact such as: striking, kicking and kneeling. If technical, it involves dead-ball contact or non-contact at any time that is extreme or persistent, vulgar or abusive conduct. Fighting is a flagrant act. Leaving the bench during a fight or when a fight may break out is also a flagrant act.
6. A technical foul is any kind of unsportsmanlike conduct towards an opponent or official whether on the court or off. This can also be applied to a team's fans as well as the team. On all technical fouls, two free throws will be awarded to the offended team as well as the ball at the division line for a throw-in. Technical fouls are counted toward each player's disqualification total (five fouls) and the team's bonus situation. Two technical fouls charged to an individual player will result in ejection from the game. Three technical fouls charged to any one team will result in the forfeiture of that game.
7. A player-control foul is a common foul committed by a player while he or she is in control of the ball or by an airborne shooter.
8. A team-control foul is a common foul committed by a member of the team that has control.

Free Throws

1. When a free throw is awarded, the ball will be placed at the disposal of the free thrower (or bounced) by the administering official, and the free throw count shall begin. Either or both teams may be charged with a violation.
2. 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.
3. During a free throw, lane spaces may be occupied and the following rules will apply:
 - Marked lane spaces may be occupied by a maximum of four defensive and two offensive players
 - The first marked lane space (adjacent to the end line) will be unoccupied. The second marked lane spaces will be occupied by opponents of the free thrower. No teammate of the free thrower may occupy either of these marked lane spaces
 - The third marked lane spaces on each side may be occupied by teammates of the free thrower
 - The fourth marked lane spaces may be occupied by opponents of





- the free thrower
 - Not more than one player may occupy any part of a marked lane space
 - Any player other than the free thrower who does not occupy a marked lane space must remain behind the free throw line extended and three-point line.
4. Players occupying lane spaces may enter the lane as soon as the ball is released by the free throw shooter. However, the shooter is still restricted to enter the lane only after the ball hits the rim.
2. The alternate possession throw-in shall be taken from the out-of-bounds spot nearest to where the situation occurred.

Co-Rec Modifications

1. Substitutions do not have to be on a male-for-male or female-for-female basis. However, at no time may the difference in the number of males and females on the court between the teams exceed one.

Jump balls

1. In all jump ball situations, other than the start of an extra period, the teams will alternate taking the ball out of bounds for a throw-in. These situations include when
 - A held ball occurs,
 - The ball goes out of bounds when last touched simultaneously by two opponents, if the official is in doubt of who last touched the ball or if the officials disagree,
 - A double free throw violation occurs,
 - A live ball lodges on a basket support,
 - A double-personal or double-technical foul occurs; or
 - Opponents commit simultaneous goaltending or basket interference violations.

3 v 3 basketball

The following are alterations to the previously described rules intended to be used in 3v3 basketball competition

The Game, Players and Equipment

1. Each Men's, Women's and Co-Rec team will consist of three players. Each team must have a minimum of two players





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present at game time to begin a game. Each Co-Rec team will consist of either two males and one female or two females and one male. A minimum of one male and female must be present to play. The following are alterations to the previously described rules intended to be used in 3v3 basketball competition.

Game Factors, Time and Length

1. Each match will consist of a best-two-out-of-three game series, in which games will be played to 21 points. There will be a 30-minute time limit per match. If this time limit has expired before the completion of a game, the first team to go ahead by 15 or more points will be declared the winner of the game. If this results in a one-to-one tie, a third game will be played to four points.
2. The winner of a coin toss shall have the option to start on offense or defense.
3. Substitutions: Substitutes may enter the game at any time play is stopped.

Alternative Rules of Play

1. Baskets will count for either two or three points, depending on which area on the floor the shot is attempted.
2. Teams will alternate possession after a successful basket.
3. After any dead ball situation, the ball must be “checked” by the defense from

the top of the three-point arc. If a ball is not “checked” by the offense to start play, the ball is turned over to the defense.

4. After it is “checked,” the ball must be passed inbounds to start play.
5. After a change of possession, the ball must be taken behind the top of the three-point arc extended before a shot may be attempted. If a team fails to clear the ball past the top of the three-point arc extended and then attempts a shot, the ball will be given to the defense.
6. No officials will call the game. All players must call fouls and violations as necessary to keep the game in control. Only players on the court may call fouls. Bench players and/or coaches will not have any input in such decisions. Any disputes that cannot be decided by players will be left to the discretion of the Intramural Sports Manager on duty.
7. There are no free throws. Any fouls will result in the offended team gaining possession of the ball.
8. All held-balls (jump balls) result in possession being awarded to the defense for a throw-in.
9. There will be no Co-Rec specific rules other than team composition.

