

BIRMINGHAM-SOUTHERN COLLEGE
INTRAMURAL BASKETBALL RULES

The Game

1. Game time is forfeit time. Both teams must be ready for play at the designated starting time of their game.
2. Members of each team shall wear like-colored jersey/shirts with numbers. If a team does not have like-colored jerseys/shirts with numbers, that team will be required to wear pinnies supplied by the PF&R Department.
3. A coin toss shall determine opening possession of the ball. The Home Team captain shall call the toss. All jump ball situations will alternate possessions afterward.
4. The game will consist of two (2) 15-minute halves and will be timed as a regular basketball game. The clock will stop for all out-of-bounds balls, fouls, free-throws, substitutions, etc.
5. Each team will be allowed three (3) 30-second time-outs per game. The time-outs may be used at any time during the game.
6. Substitutions may be made any time there is a dead ball. All substituting players must report to the scorer's table before entering the game and must be motioned into the game by an official.
7. Personal Fouls:
 - Each player is allowed five (5) personal fouls in each game. Any technical fouls received will count as a personal foul. On receiving the fifth (5th) personal foul, the player is disqualified from further participation in that game.
 - If fouled in the act of shooting, the fouled player will shoot two (2) free throws. If the shooting foul was committed outside of the 3-point arc, then three (3) free throws will be shot by the fouled player.
 - On the seventh (7th) team foul, the fouled team will shoot one (1) free throw, plus a bonus free throw if the first one is made.
 - On the tenth (10th) team foul and beyond, the fouled team will shoot two (2) free throws.
8. During free throw attempts, no player may enter the lane until the ball hits the rim.
9. Technical Fouls:
 - Will be assessed to any player or coach who displays poor sportsman-like conduct and/or uses loud, blatant swearing.
 - Will result in two free throws and possession of the basketball for the opposing team.
 - If a player or coach receives two technical fouls in a game, he/she will be asked to leave the building and could receive game suspensions.
 - Will be based on the interpretation of the officials.
10. In the case of the game being tied at the end of regulation, a three (3) minute overtime period will be played. Each team will receive an additional time-out per OT played.
11. Mercy Rule:
 - The game will be called in the case of a 30+ point advantage by one team over another at any point of the game.