

Northwest University Intramural Basketball Rules

All intramural activities operate under the Northwest University Intramurals Handbook.

PLAYER ELIGIBILITY:

A participant is eligible to play for ONLY one intramural basketball team per season.

TEAM SHIRT COLOR:

Home team (as noted on the schedule) wears dark, the other team wears light.

FORFEITS, DEFAULTS, AND POSTPONEMENTS:

This information is available in the Northwest University Intramurals Handbook.

RULES:

[National Federation of State High School Associations](#) basketball rules apply with the following modifications and emphasis.

1. Game time: Men and women will play two 20 minute halves with a 5 minute half-time.
2. Overtime:
 - a. For round robin play...one 3-minute overtime. If still tied, 1-minute overtimes until a winner is determined.
 - b. For playoffs...up to two 3-minute overtime periods. If still tied, 1-minute overtimes until a winner is determined.
3. Three time outs per game (30 seconds) plus one for each overtime period during playoffs.
4. A running clock is used until the last minute of the second half (if the score differential is within 15 points) and overtime periods during playoffs.
5. The clock will be stopped during the last minute of the second half and overtime periods on all whistles. Whistles will be blown for the following:
 - a. fouls
 - b. violations
 - c. out of bounds
 - d. jump ball situations
 - e. time outs
 - f. injuries
6. Beginning the game and jump ball situations: A jump ball is taken in the center restraining circle between any two opponents at the beginning of the game or extra periods. In other jump ball situations, teams will alternate taking the ball out of bounds at the spot nearest where the jump ball situation occurs. The team not obtaining control of the initial jump ball will start the alternating process.
7. Fouls:
 - a. During the first 19 minutes of each half while there is a “running clock”...
 - i. No foul shots will be taken.
 - ii. Personal fouls committed during the act of shooting...
 - iii. On a two point attempt, if the shot goes in, it is an automatic 3-point play for the shooter and the scored upon team inbounds the ball at the baseline.

- iv. On a three point attempt, if the shot goes in, it is an automatic 4-point play for the shooter and the scored upon team inbounds the ball at the baseline.
 - v. If the shot does not go in, one point is awarded to the shooter and the shooting team inbounds the ball at the free throw line extended in its front court.
 - vi. Flagrant fouls are penalized by an automatic two (2) points, retained possession of the ball, and disqualification of the offending player.
 - b. Beginning on the seventh foul of a half, a common foul will result in a point and the ball to the offended team.
 - c. Technical fouls and intentional fouls result in an automatic two (2) points and possession of the ball to the non-offending team. Any violation of the ***Intramural Code of Ethics*** will also result in a technical foul.
8. Substitutions: Substitutions may be made during dead ball situations, or after made baskets with the acknowledgement of the game official.
9. Dress: Players must wear “normal” basketball attire, including shorts (or sweat pants), a T-shirt, socks and none marking court shoes. Apparel must be functional and modest.
10. Scorer: The home team must provide a scorer for the game.