

Arkansas State University

Intramural Sports

Basketball Fall Classic Rules

**Game format:**

1. Game Time & Points: two (2) twelve (12) minute halves
2. There will be a running clock until the last minute of play of the 2nd half. The clock will stop for every dead ball situation under one (1) minute to play.
3. Game time is forfeit time. A team needs a minimum of four (4) players to begin a game.
4. Mercy Rule – 30 POINT lead at any time after 1st half
5. Timeouts: 2 per game, each timeout lasts 30 seconds
6. If time expires & the score remains tied, there will be one minute overtime periods. The clock will stop for fouls and violations.

**Starting the game:**

1. The game shall begin with a jump ball between any two players, one from each team, with possession alternating between each team in all jump ball situations after the opening tip. Each overtime period will begin with a jump ball between any two players, one from each team.

**Substitutes:**

1. A substitute who desires to enter shall report to the scorer, giving his/her number.
2. The substitute shall remain outside the boundary until an official beckons them on.
3. Teams may substitute:
   1. Between halves
   2. During time outs
   3. Before the final attempt in a free throw sequence and/or after the final free throw attempt has been converted
   4. As soon as the ball is dead & the clock is stopped

**Player rules:**

1. A player not wearing the shorts properly & above the hips and/or a player not tucking in a team jersey or shirt designated to be worn inside the shorts, shall be directed to leave the game.
2. A player who has been injured and the game needs to be stopped, that player must leave the court, unless a timeout is requested and granted to, his/her team and the situation can be corrected by the end of the timeout.
3. A player who is bleeding, has an open wound, has any amount of blood on his/her uniform, or has blood on his/her body, shall be directed to leave the game until the bleeding has stopped, the wound is covered, the uniform &/or body is appropriately cleaned, &/or the uniform is changed before returning to the game, unless a time out is requested by, & granted to, his/her team & the situation can be corrected by the end of the time out.

*\* If players from both teams are directed to leave the game because of injury/blood, both teams must request & be granted time out in order to keep each player in the game.*

4.A player who has been determined apparently unconscious shall not return to play in the game without written authorization from a physician (MD/DO).

**Fouls and penalties:**

1. Any player charged with a fifth foul shall be disqualified from the game.
2. A bonus free throw shall be awarded for each common foul (except control fouls) committed by a player of a team beginning with that team’s 7th foul in a half, provided the first attempt is successful.
3. Two free throws shall be awarded for each common foul (except control fouls) committed by a player of a team beginning with that team’s 10th foul in a half. A control foul is counted as a team &/or player foul for reaching the bonus &/or double bonus.
4. A control foul is counted as a team &/or player foul for reaching the bonus &/or double bonus. Free throws will not be reward on control fouls.
5. Any player charged with a flagrant foul or two technical fouls shall be disqualified from the game & forced to leave the Red WOLF Center.
6. Dunking, grabbing the rim or the net, or slapping the backboard is illegal during the pre-game, &/or the half time warm up period(s) &/or the post-game period(s). Players guilty of this action will be issued a technical foul.
7. No free throws will be awarded for the following:
   1. Each common foul before the bonus rule is in effect
   2. A double foul
   3. A player control foul.
   4. A team control foul
8. Technical Fouls: On all technical fouls, two (2) free throws will be awarded to the offended team, plus the ball at the division line for a throw-in. Technical fouls are counted towards each team’s bonus situation.
9. Grabbing or hanging from the basket/rim will result in a technical foul charged to the player. An exception may be made in the event a player grasps the rim to prevent injury. Note that this is the judgment of the game official. Any player damaging the rim and/or backboard may be held liable for the cost of replacing damaged equipment.
10. Intentional Fouls: Intentional fouls do not necessarily have to be intent to harm, but rather playing the player rather than the ball. Two (2) free throw attempts and possession of the ball at the spot nearest the foul will be awarded to the offended team for all intentional fouls.
11. Flagrant Fouls: Flagrant fouls are an intent to harm a player & does not matter whether there was a play on the ball or not. On all flagrant fouls, the same procedure will be followed as mentioned above only now the offending player will be ejected from the game.

**CoRec Modifications:**

1. Note: All ASU Intramural fall classic rules will be in effect except for the following modifications.
2. A team shall consist of five (5) players. A minimum of four (4) players will be allowed.
3. Gender format based on number of players.
   1. 3 Women & 2 Men, or 3 Men & 2 Women
   2. 2 Men & 2 Women
4. Scoring
   1. Made Baskets:
      1. By a male is worth the usual point values (2 or 3)
      2. By a female count 1 more than usual, not including free throws (2 pt shot = 3 pts & 3 pt shot =4 pts)
   2. Free Throws:
      1. Males shoot and score the usual
      2. Females shoot three (3) free throws (value 1 pt each) for a missed basket inside the 3-pt arch, and shoot four (4) free throws (value 1 pt each) for a missed basket outside the 3-pt arch.
5. Ball: A men’s ball will be used for all CoRec games. A women’s ball can be used only if both teams agree.