



2005 Basketball Rules Summary

The Complete FSU IM Basketball Rulebook is Available Online at fsu.campusrec.com/im

No Tobacco and **No Alcohol** are permitted in Tully Gym. Violators will be ejected.

No Gum, **No Food**, and **No Flavored Drinks** are allowed on the Gym Floor. Only **Bottled Water** is permitted.

PLAYER ELIGIBILITY, TEAM COMPOSITION, EQUIPMENT

Players MUST be current Florida State University students, faculty or full-time staff. FAMU and TCC students are NOT eligible for FSU IM sports and events. All players MUST show their valid FSUCard prior to their first game and valid photo ID prior to any subsequent games in order to participate.

Games are 5-on-5. Team rosters may include an unlimited number of players. Teams must have a minimum of 4 players to start a game. Game time is forfeit time.

Jewelry is NOT allowed to be worn by any participant during IM basketball. This jewelry consists of any visible rings (including wedding rings), watches, necklaces, earrings, studs, bracelets and any other such similar jewelry. Taping of jewelry is not permitted. Only medical alert bracelets are permitted. Following a team warning, if a player is found wearing jewelry during the game, he/she will be assessed a technical foul.

GAME RULES

FSU Intramural Basketball is played following high school (National Federation) rules with few exceptions.

NO Dunking is permitted during pre-game warm-ups, during halftime, or after the game. Hanging on the rim is prohibited at all times. Violators are subject to immediate ejection and suspension from further IM basketball play.

Games consist of two 20-minute halves. A running clock is used during the entire 1st half and until 2 minutes remain in the 2nd half (clock stops only for team timeouts). During the final two minutes of the 2nd half, the clock will stop as in high school basketball. The clock will not stop following made baskets.

Teams receive 3 timeouts per game. Timeouts are 1-minute in length. There are no 30-second or 20-second timeouts. Only those players on the court may call a timeout. Coaches may not call timeouts.

There is no overtime in any regular season games. Overtime in playoff games will be a 2-minute period.

If a team is leading by 35 points or more at the 5:00 mark of the 2nd half, or a team attains a lead of 35 points or more during the final 5 minutes of the game, the game will end (*35 at 5 mercy rule*). A running clock will be used during the final 2 minutes of the 2nd half if a team is leading by at least 25 points (*25 at 2 clock rule*).

Bonus free throws will be shot throughout the game. Teams will shoot 1-and-1 for team fouls 7, 8, and 9 in each half and 2 shots for fouls 10 and above. There are no bonus free throws shot following a player control foul.

Important Numbers

Intramural Sports Office 136 Tully Gym open Mon-Fri from 9:00a until 6:00p 644-2430

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