

*The Complete FSU IM Basketball Rulebook is Available Online at [fsu.campusrec.com/im](http://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 staff. FAMU and TCC students are **NOT** eligible for FSU IM sports and events. All players **MUST** show their valid FSUCard prior to each game in order to participate.

Each team consists of five (5) players: three (3) women and two (2) men. Substitutions are allowed on a male-for-male and female-for-female basis only. A team may begin a game with four (4) players: two (2) men and two (2) women. These two combinations are the only combinations allowed for playing a co-rec game. Team rosters may include an unlimited number of players.

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 and must remove him/herself from the game until the next substitution opportunity (may be replaced by a substitute, if available).

A women's basketball will be used for co-rec play unless both captains agree prior to the start of the game that a men's size basketball be used. The same size basketball will be used throughout the game (no changes will be permitted during the game).

## GAME RULES

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

**NO Dunking** is permitted before, during, or after the game by any player or team associate. 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 1<sup>st</sup> half and until 2 minutes remain in the 2<sup>nd</sup> half (clock stops only for team timeouts). During the final two minutes of the 2<sup>nd</sup> 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 timeout. Coaches may not call timeout.

Overtime will be played in all tournament games. Each OT period is 2 minutes in length. Teams receive an additional timeout for each OT period. Each OT period begins with a jump ball at center court. The clock will stop as in high school basketball throughout any OT periods.

If a team is leading by 35 points or more at the 5:00 mark of the 2<sup>nd</sup> 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 2<sup>nd</sup> half if a team is leading by at least 20 points (*20 at 2 clock rule*).

Bonus free throws (for team fouls 7 and over) will be shot throughout the game. Teams will shoot 1-and-1 for team fouls 7, 8, and 9 in the half and 2 shots for fouls 10 and above. There are no bonus free throws shot following a player control foul. For a technical foul, the offended team may elect to have a male player shoot 2 shots or a female player shoot 3 shots for the penalty.

## FEMALE PLAYER EXCEPTIONS

(Division 2 Only) Female players will score 3 points for a made field goal (regular 2-pointer) and 4 points for a made field goal from behind the arc (regular 3-pointer). Free throws will remain 1-point each. However, females will receive the corresponding number of free throw attempts (3 or 4). Bonus free throws (1-and-1 or 2 shots) will remain the same for each gender.

(All Divisions) Female players must participate in the jump ball in a co-rec game.

## MALE PLAYER RESTRICTIONS

(Division 2 Only) A male player may not attempt to block a female player's shot. For the purposes of this rule, a male player is considered to be blocking a female player's shot when:

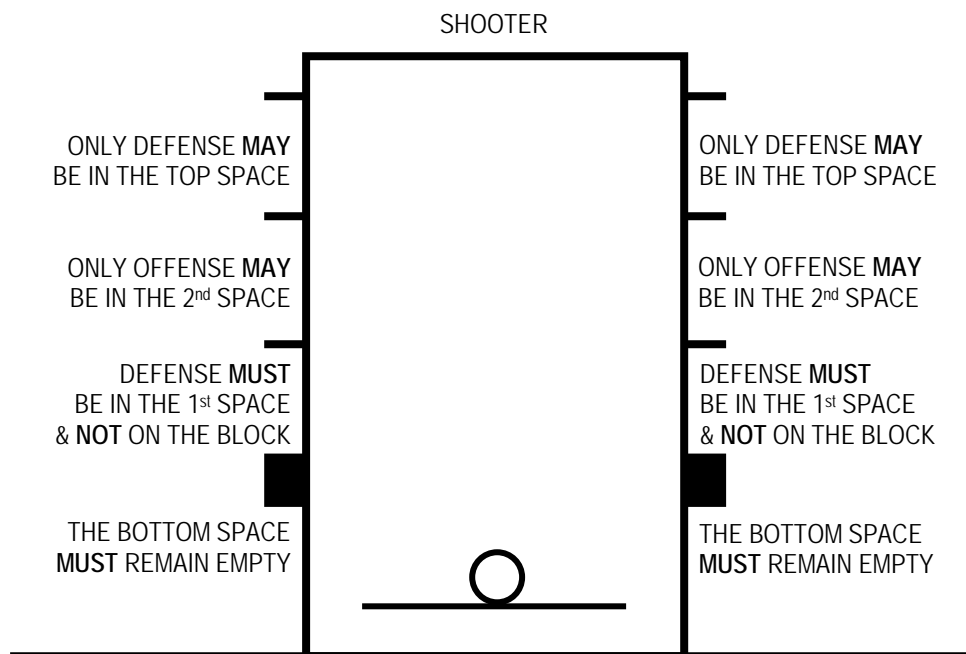
- (a) a male player's arms are at or above shoulder level when guarding a female shooter, or
- (b) a male player positions himself in such a way that, in the official's opinion, any part of his body intentionally disrupts a female player's shot.

A violation will be called when a female player takes a legitimate shot attempt and that ball contacts the male player's arms or other part of his body when illegally positioned as described above. There is no violation when the shot does not touch the male player. A violation results in automatic points (3 or 4 points, depending on the location of the shot attempt) for the offended team and possession for the defense via a spot throw-in nearest to where the violation occurred.

(All Divisions) There are no restrictions on female players guarding or blocking the shots of male players. There are no restrictions on male players guarding female players.

## FREE THROW LANE RESTRICTIONS

Only six (6) players are allowed to line up along the lane during free throw shots. The bottom spaces (closest to the baseline & basket) will remain EMPTY on both sides. The defense must occupy the next space on each side. The offense may occupy the next space on each side and the defense is designated for the top space on each side.



All other players must remain behind the 3-point line and the free throw line extended. No players (shooter or players along the line) may enter the lane until the ball touches the rim. No players who are positioned outside the 3-point arc & free throw line extended may cross these lines until the ball touches the rim.