

# NEW MEXICO STATE UNIVERSITY

## Recreational Sports

### Basketball Rules

Basketball games will be conducted under the rules of the National Federation with the following exceptions:

\*Note- The Rec-Sports Assistant Director may make changes to any rules he deems necessary.

#### PLAYER ELIGIBILITY

1. Participation is limited to full-time enrolled NMSU students on main campus, Aggie Fit members, faculty members, and full-time staff. NMSU branch students, NMSU alumni, and members of the community are **NOT ELIGIBLE** without the purchase of an Aggie Fit pass. All areas of eligibility are covered in the Rec-Sports Intramural Policies and Procedures.
2. In order to participate in an Intramural contest each player must present their validated NMSU ID.
3. Participants must be able to access the Rec-Sports facilities. A valid NMSU ID is required to enter the facility.

#### The Players

1. The game shall be played between two teams of no more than five players each. Exception: In the Co-Rec. league, there must be a combination of either 3 men and 2 women or 3 women and 2 men.
2. A team must have four players present and ready to play by scheduled game time or a forfeit shall be declared. After the game has started, player's names may be added to the scoresheet without penalty. In the Co-Rec. league, there must be at least 2 men and 2 women to begin the game.
3. A team may play with less than four players after the beginning of the game provided they have an opportunity to win the game. In the Co-rec league, teams may continue the game with two men and one woman, two women and one man, one man and one woman, or one man/woman.

4. Each team shall designate a court captain and that player shall speak for the team in all dealings with the officials.

### Equipment

1. No one will wear equipment, which is dangerous or confusing to other players or is not appropriate. This includes, but not limited to, such items as: casts, headwear, and jewelry.

### Substitutions

1. A substitute who desires to enter the game shall report to the scorers' table. The substitute shall remain outside the boundary until an official beckons for him/her.

### General Time Factors

1. Playing time shall be two halves of 20 minutes each with a five-minute intermission between halves.
2. The clock will not be stopped for any purpose other than called time-outs during the first 18 minutes of each half. During the final two minutes of each half, the clock will run according to National Federation rules.
3. In the regular season, if the score is tied at the end of the second half, the game will be declared a tie. In the play-offs, two minute extra periods will continue until a winner is determined. Each extra period is an extension of the second half.
4. Each team will be entitled two time-outs per half, which shall not exceed one minute in length. Each team is allotted an additional time-out per overtime period. Unused time-outs from the second half may not be used during extra periods.
5. A team will be charged a time-out each time one of their player's is found wearing jewelry on the court of play. If the team has no time-outs remaining, the player will receive a technical foul which counts toward their personal and team totals.
6. If a team is 20 or more points ahead with two or less minutes remaining in the game, the game will end by mercy rule. If a team is 40 or more points ahead anytime in the second half, the game will end by mercy rule.

### Live Ball and Dead Ball

1. Each game and overtime period will begin with a jump ball. The possession arrow will determine all other held ball situations.
2. During the free throw, only six players are allowed in the marked lane spaces. **The opponents of the free thrower must occupy the first marked lane spaces above the neutral zone marks. The lower blocks will always be vacant.**
3. **Once the ball has hit the rim or backboard, all players may enter the free throw lane.**

### Fouls and Penalties

1. After a player-control foul, a team control foul, or a common foul prior to the bonus rule being in effect, play will resume with a throw-in from the spot nearest the foul.
2. A violation will be called if a player leaves the court for an unauthorized reason (i.e. an offensive player avoiding a legal screen).
3. A player will be disqualified from the game after accumulating 5 personal, 2 technical fouls, or a flagrant foul.
4. The one-and-one bonus will be in effect on or after the 7<sup>th</sup> team foul in each half. The two shot bonus will be in effect on or after the 10<sup>th</sup> team foul in each half.
5. If a team receives three technical fouls during a game, the game will be declared a forfeit.
6. Players that are ejected from a game become ineligible and may not participate in any Intramural activity until they meet with the Rec-Sports Assistant Director. Teams will forfeit all games in which an ineligible player participates.