Basketball Rules

National Federation Basketball Rules will be in effect except for the following.

1. It will be prohibited for a player to wear equipment which would be considered dangerous to one’s self or to another player. Examples shorts with pockets, clothes with holes in them.
2. The Campbell University Department of Intramural Sports Sportsmanship Policy will be in effect for all games.
3. No hard casts will be permitted.
4. No jewelry will be permitted. Note: Medical alert bracelets and medical alert necklaces are not considered jewelry, these must be taped down.
5. A substitute who desires to enter will report to the scorer's table. Players must check in at the table, not come in directly from the bench. Players that do not check in from the scorers table will charged with an administrative Technical Foul.
6. During multiple free-throw personal fouls, substitutions may be made only before the final attempt in the sequence or after the final attempt has been successfully converted. Substitutes will enter when the official beckons them on the court.
7. In men’s and women’s contests five players will constitute a team. In Co-Rec, teams will consist of three women and two men. Games may begin with a minimum of three players (Co-Rec two women and one male or two men one woman). The supervisor will declare a forfeit if any team is not ready to play five minutes after the scheduled game time, or at the conclusion of the preceding game, if the previous game went past the scheduled game time.
8. The game and each overtime will be started by a jump ball in the center circle.
9. In jump ball situations, other than the start of the game and extra periods, teams will alternate taking the ball out-of-bounds at the spot nearest to where the held ball situation occurred.
10. Length of game - Games will consist of two halves, 20 minutes each, with five minutes between halves. Overtime periods will be five minutes in length. All games will be played until there is a winner.
11. The clock runs continuously except for the last two minutes of the second half and last two minutes of each overtime.
12. NOTE: The clock will not stop for a made basket in the last minute of play in the first or second half.
13. If a team is up by twenty points with two minutes remaining in the second half the game will be declared over. If a team is leading by less than twenty points with two minutes remaining and then increases the lead to twenty or more the game will be declared over.