

GET IN THE GAME



Intramural Sports

musc.edu/intramurals

FLAG FOOTBALL // VOLLEYBALL // INDOOR SOCCER // BASKETBALL

Sportsmanship Policy

Preamble: The following is pertaining to all sports sanctioned, sponsored, and/or supplemented by the Medical University of South Carolina Student Government Association. As a MUSC intramural participant both MUSC students and participants are representatives of this University. Furthermore, students represent their chosen profession, and school. Therefore, proper decorum is mandatory at all times. It is important that students have the right to a positive environment in which they can enjoy their participation in intramurals. In order to continue in the tradition, all students should embrace enjoyable and friendly competition while maintaining sportsmanlike conduct on and off the field.

Policy: For a minor infraction resulting in ejection from the game, the alleged offender is to sit out the current game and the following game in that sport. Three minors incurred within a calendar year will constitute in a major infraction.

For a major infraction resulting in ejection from the game, the onsite intramural coordinators will be immediately notified and they will present the information to the Student Programs Coordinator within FIVE days. The alleged offender is to be disqualified from participating in any and all MUSC intramurals for the remainder of that year and be placed on intramural probation for the remainder of his/her tenure at MUSC. The Student Programs Coordinator will notify the alleged offender and the player's college Dean's Office, specifically the Associate Dean of the major infraction. In order to return to play while on intramural probation, the alleged offender is required to write a letter of apology to the President of the MUSC-SGA, the Referee(s), and the Associate Dean of the college in which the alleged offender is enrolled. If the alleged offender commits a second major infraction he/she will be automatically disqualified from participating in any sports, sanctioned, sponsored, and/or supplemented by MUSC-SGA.

In the case of a Major Infraction, the alleged offender may request an appeal hearing within 5 days of the alleged event. This hearing will consist of the alleged offender, both intramural coordinators, and the Student Programs Coordinator. At this meeting the alleged offender will be given a chance to present his version of the incident. Written statements will be accepted/or invited from witnesses. A report from the presiding referee will be presented at the hearing. At the conclusion of the hearing, the two intramural coordinators and the Student Programs Coordinator will discuss the event and vote on whether to sustain or dismiss the major infraction or determine further consequences (i.e. future suspension from games, reinstatement for that season, etc.). This decision is final and is up to the discretion of this committee.

For Non-MUSC players eligible for participation in MUSC intramurals, one major infraction would result in the indefinite loss of privilege to participate in any sport sanctioned, sponsored, or supplemented by MUSC SGA.

Definitions

Minor Infraction: Verbally aggressive language (beyond "trash-talking"), intoxication, aggression with an inanimate object (kicking a ball at the wall, etc), any non-fighting expulsion as defined under major infraction.

Major Infraction: Fighting or physical actions with malicious intent.

Year: A year is defined as a calendar year beginning on the date the major infraction occurred and ending on that date the following year.

Intramural Probation: Intramural Probation is to last the remaining tenure at MUSC. If another major infraction occurs the alleged offender is automatically disqualified from participating in any sports sanctioned, sponsored, and/or supplemented by MUSC-SGA.

***Help us protect the
integrity and safety
of our program.***



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Eligibility:

Persons eligible to play intramural sports include MUSC students and their spoused, faculty, staff and Wellness Center members. Any person found to be ineligible will result in the suspension of the team from the program. For sports played at the Wellness Center: Eligible players who are not members of the Wellness Center will be required to pay an intramural fee for the season. The fee is \$25.00 per sport, per season and can be paid at the Wellness Center Membership Desk at the beginning of the season.

Captain's Responsibilities:

A captain must be designated on a team's registration form. The captain is the official liaison between the team and the Intramural Sports Coordinators. The captain will receive all communications. Specific responsibilities of the captain include:

- Registering your team online at musc.edu/intramural.
- Notifying team members of rules, playing schedules and changes, eligibility policies and ensuring the team is in compliance with all university policies including the Intramural Sportsmanship Policy.
- Promoting good sportsmanship before, during and after games for all team members and spectators

Participant Responsibilities:

Every participant is encouraged to be an active and engaged member of the team and to assist the team captain with the organization of the team. Participants are expected to do their part to ensure that forfeits are prevented. Participants are specifically responsible for:

- Communicating with the team captain.
- Being aware of the rules, play schedules and changes and complying with all university policies including the Intramural Sportsmanship Policy.
- Displaying good sportsmanship before, during and after games.
- The behavior of their spectators who come to observe them.

Team Registration:

The team captain is responsible for the registration of their team. They should be able to provide their team name, desired league and names and affiliations of all team members. Registration is online at: musc.edu/intramural

Additions to Rosters:

Team captains can add eligible players to their rosters through the 4th week of play. To make additions, email the full name and affiliation of the players to intramurals@musc.edu.

League Deposit:

- Each team is required to pay a \$50 league deposit at the beginning of the season. The deposit should be turned into the Student Programs no later than the third week of play.
- Teams completing the season without any forfeits will be refunded in full at the end of the season. Teams with 1 forfeit for the season will be refunded \$25. Teams which forfeit twice will lose the entire sum and be disqualified from the league.
- The league deposit should be picked up by the Team Captain in Student Programs within 30 days following the end of the season.
- Teams may transfer their league deposit from one sport to the next, but it is the responsibility of the team captain to communicate with the intramural staff regarding the transfer.
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Byes and Forfeits for Weekly Play

- Bye and scheduling requests can be made by emailing intramurals@musc.edu no later than noon each Wednesday prior to the schedule being made. There are no guarantees that requests will be honored but every attempt to accommodate will be made.
- A team may request one bye. However, depending upon the number of teams participating, teams may receive more than one bye per season.
- If a scheduling conflict arises, the team contact or representative must contact the Intramural Coordinators before 10 p.m. on the Thursday prior to the game date. Conflicts will be handled on a case by case basis.
- A team will be eliminated from competition after two forfeits. In the case of a team's disqualification from the league due to forfeit, players from the eliminated team may be picked up by another team. This holds true only through the deadline for adding players to rosters.

Flag Football



Players and Substitutes:

A team will consist of 7 players. At least 4 must be on the offensive line of scrimmage. Co-Rec teams must have 3 female players on the field at all times.

Unlimited substitution is permitted at any time the ball is NOT in play. PENALTY – loss of 5 yards from the previous spot. Down remains the same.

Equipment:

Players may wear tennis shoes or molded-rubber cleats (not screw in types). No metal cleats. Bare feet are not allowed.

Teams are required to wear jerseys of contrasting colors. Officials have final decisions.

All players must wear a flag belt, properly clipped. Securing belt by any other manner will result in a 15 yard penalty and ejection from the game. If a player's flag comes off during play, the player is still eligible. The defense must only touch the individual with one hand to consider him down.

Periods and Time Factors:

There will be a coin toss prior to the start of the game. Options: A) receive B) kick C) defend a goal D) defer option to second half.

The game consists of two 20 minute halves with a 5 minute half time (both regular season and playoffs). The clock runs continuously throughout the game except for time-outs, touchdowns, extra points or referee judgments. The clock will stop during the last two minutes of the game for time-outs, penalties, change of possession, out of bounds, touchdowns, and extra points.

Tie Game: If at the end of regulation play the score is tied, the captains of each team will meet, a coin will be flipped and the visiting captain will call it. The team winning the coin toss will have the following options: A) offense B) defense C) defend a goal D) choose which end of the field on which to play. After coin is tossed and the winner chooses their option, the other team has their choice of the remaining options. Each team will have four plays to score and then attempt extra points. If the score remains tied after both teams attempt to score, the teams will have a two-minute intermission and the captains will again meet. The loser of the first coin toss will have the right of first options. There will be no other coin tosses.

Time-Outs:

A) Each team is allowed 2 one minute time-outs per half. PENALTY: Officials will deny extra time-out requests.

B) Each team is allowed 1 one-minute time-out in the overtime period. Unused time-outs from the second half may be carried into the overtime period.

C) Referee time-outs may be called in the event of TD, FG, safety, injury, penalty, or ball in another field. After penalty or injury, the clock starts when the ball is declared ready to play.

Flagging a Runner

Downs: A series of 4 downs is allowed in which to move the ball 20 yards or to the next first down line.

Blocking: An offensive player may “block” by obstructing the path of the defender; however, he/she:

- Must have his hands behind his back
- Cannot initiate contact
- Cannot stick out leg/foot

Screening: Screening is obstructing an opponent’s path without physical contact. PENALTY: 15 yards.

The Snap: The snap must be made with the ball in contact with the ground. It can be snapped to anyone in the backfield, but not down the line of scrimmage. PENALTY: 5 yards from the previous spot.

A) Before the ball is snapped: The snapper may not make any unnecessary move of the ball attempting to draw a defensive player off sides. PENALTY: 5 yards.

B) When the ball is snapped: 4 offensive players must be on the line of scrimmage. No one on the line can receive the snap.

Only one offensive player may be in motion and this must be laterally parallel to or backward from the line of scrimmage. The player must remain in motion for one full count before the snap. Other offensive players must be stationary in position with both feet on the ground. PENALTY: 5 yards.

No offensive player may be closer than 5 yards to the sideline when the ball is snapped. PENALTY: 5 yards.

There shall be no contact prior to the snap across the line of scrimmage. PENALTY: 5 yards from the previous spot.

The offense has 25 seconds to put the ball in play. The 25-second rule begins once the referee spots the ball and declares it ready for play. PENALTY: 5 yards.

Passing:

A) Only one forward pass may be made each down. The player passing the ball must not cross the line of scrimmage.

B) There will be two lines of scrimmage marked on every play: (1) an offensive line of scrimmage where the ball is

snapped, and (2) a two-yard “cushion” from the line of scrimmage where the defense will be lined up. This is to give the quarterback more time.

- C) You may not pass to yourself to avoid being trapped. (ie/ air dribble) PENALTY: Ball is dead from point of pass.
- D) Only one foot must be in bounds for a reception to be complete on either the sidelines or the end zone.
- E) Pass interference: By offense – PENALTY: 15 yards from succeeding spot and loss of down. By defense – PENALTY: Automatic first down at point of infraction. Inside defense’s end zone – PENALTY: first down for offense on the 1 yard line.

Kickoffs: The kicking team must kick from their own 20 yard line. The ball must be kicked off the tee or punted. The receiving team must have three men on the 40 yard line. The remaining 4 men can be anywhere on the field. No forward passes on kickoffs.

Punt: A successful punt is one which goes beyond the scrimmage line. There will be no rushing of a designated punt. The offensive captain notifies the official who, in turn, notifies the defense. Both the offensive and defensive team must have 4 people on the line of scrimmage. There will be no forward passes on punt returns, but a lateral pass is legal.

Scoring:

A) Values of Scores:

- Touchdown.....6 points (9 points for female scoring in Non-Comp League)
- P.A.T. (2 ½).....1 point
- P.A.T. (10).....2 points

B) **Safety:** A safety is made when a ball which is legally in possession and control of a player guarding his own goal becomes dead; any part of it being on, above, or behind the goal line, providing the impetus which sent it to or across the goal line was given by a player on his own team. After a safety is scored, the defending team shall put the ball in play on its own 20 yard line by a free kick. Safeties may be scored in the following ways:

- Tagging an offensive player with possession behind his/her goal line.
- A blocked kick landing in the end zone or passing out of the end zone in the air.
- An offensive player stepping out of his/her end zone while in possession of the ball.

C) **Touchback:** A touchback shall be called when the ball crosses the opposing team’s goal line. The ball shall be brought out to the 20 yard line and put into play.

Definitions:

A Dead Ball: The ball is dead (out of play) when it goes out of bounds; when the ball carrier is legally touched by an opponent; when a touchdown, field goal, or safety occurs; when a fumbled ball at anytime touches the ground; when forward, backward, or lateral passes are incomplete; or when the referee rules the ball not in play. Anytime a whistle is blown, even inadvertently, the ball becomes dead.

A Live Ball becomes Dead when:

- A) The ball touches the ground after a snap, forward pass, lateral pass, backward pass, or fumble.
- B) It is snapped over a player’s head becoming dead at its point of contact with the ground.
- C) When any part of a runner’s body shall touch the ground other than his hands or feet.

Out of Bounds: A player is out of bounds when any part of his body touches anything other than another player (which is outside a boundary line). For a pass to be considered complete, a receiver must have one (1) foot in bounds and no other part of his body touching out of bounds.

Previous Spot: The spot from which the ball was last snapped.

Succeeding Spot: The spot where the legal pass was thrown to.

Encroachment: The position of any player, other than the snapper or holder of a place or free kick, any part of whose body is beyond the line of scrimmage or restraining line.

Other Rules

Players should be instructed by their team managers to communicate with the officials through their team captains.

Arguing, debating, crowding, or intimidating an official will not be tolerated.

Two officials shall supervise each contest; keeping a record of time-outs, the score, and the number of players in the game. Official 1 (head official) shall position himself to the left and on the offensive team's line of scrimmage during a series of downs; in the front and within earshot of the offensive team during all time-outs; and near the receiving team's safety man during all kick-off formations. Official 2 shall position the line of scrimmage (5 yards from the ball, in front of the defensive team's huddle) during all time-outs, and even with the ball on all kick-off formations. Official 2 shall keep the time; Official 1 shall keep the score and time-outs. Official 1 is responsible for the conduct of the game. All protest must be registered with Official 1 through the team captain. The decision of Official 1 is FINAL.

Twenty minutes of play will constitute a complete game in case of inclement weather.

Games will be played on Sunday afternoons according to the posted schedule, indicating time, location, and opposing teams. Each team's roster, captain, and captain's telephone number are available in the Student Programs Office.

Season shall be six (6) games in length. (subject to change)

Teams may add players to the roster at anytime during the regular season up to the stated deadline. You must have seven (6) people at game time to start a game.

Playoffs will be held after the regular season; the amount of teams taken are determined by the number of teams in the league. During the playoffs, only those players on a team's roster may play. No additional players may be picked up or added.

Any rules not covered in this rulebook will fall under the discretion of the game referee. After the game a decision will be made by the rules committee and added to the rulebook. Once again, the referee's decision is FINAL! All calls will stand - good and bad. No games will be played under protest unless deemed necessary by the rules committee.

NOTE: The rules committee is composed of the team captain for each team, the onsite referee and the intramural coordinators.

****CO-REC DIVISION:** All rules are the same, except there must be at least 3 females on the field at all times.



Volleyball

I. Participants

- A. MUSC students and their spouses, faculty and staff, and Wellness Center Members are eligible to participate in intramural volleyball.

II. Equipment

- A. A player's equipment consists of a jersey, shorts, socks and sport shoes. The shoes must be light and pliable with rubber or leather soles without heels. No bare feet.
- B. The game ball will be provided for each scheduled contest.
- C. It is strongly encouraged to not wear objects which may cause injury to a player such as jewelry or hats.
- D. Players may wear glasses or lenses at their own risk.

III. Players

- A. A team will consist of 6 players.
- B. A team may begin and play a contest with as few as 4 players.
- C. Co-Rec teams must have an equal amount of male and female players on the court at all times. If there are an odd number of players, there may not be more guys than girls playing on the court.

IV. Forfeits

A. GAME TIME IS FORFEIT TIME! Any team that is not present at the game site when their game is scheduled to begin will forfeit that contest. It is strongly recommended that your team arrive 15 minutes early in order to be ready to play at your assigned time.

1. Team Captains may request a bye for a particular weekend by calling Student Programs or an Intramural Coordinator no later than 3 p.m., the Tuesday before the weekend that the bye is needed.
2. A team may request one bye. However, depending upon the number of teams participating; teams may receive more than one bye per season.
3. If a scheduling conflict arises, the team contact or representative must contact the Intramural Coordinator before 5 p.m. on the Thursday prior to the game date. The team that is forfeiting will not receive a loss if notice is given in proper time frame. The opposing team will automatically receive a win. If forfeiting team does not contact coordinator in time, they will automatically receive a loss. Conflicts will be handled on a case by case basis.

B. A team will be eliminated from competition after two forfeits.

V. Scoring

A. Regular Season - Each game will consist of 25 points. The winner must win by two points, 30 point maximum. A third game will be played to 15 points (if needed). All games within a match will be scored in the rally point system.

B. Playoffs - Each playoff match will consist of three games.

VI. Beginning Play

A. A coin toss will determine which team serves first.

B. The winner of the toss may choose to serve first or select a side.

VII. Time Outs

A. Each team is allowed 1 time out per game. The length of each time out is 30 seconds.

VIII. Rotation

A. The team earning the serve will rotate clockwise before the new serve, except on the first serve.

IX. Substitutions

A. Substitutes may enter the court only when the ball is dead.

B. Either team (serving or receiving) may substitute during a dead ball.

C. The incoming player must take the back middle position.

X. Ball Contact During Play

A. Each team will be allowed a maximum of three (3) contacts per side before returning the ball to the opponent's area.

B. A contact is any touch of the ball by a player (excluding the player's hair).

C. A player may use any part of his or her body to contact the ball.

D. A "carry" or held ball is defined as when the ball rests momentarily in the hands or arms of a player. The ball must be cleanly hit. Scooping, lifting, pushing, or carrying the ball shall be considered holding.

E. Multiple contacts are now allowed on any first contact on a ball over the net as long as the contact is clean. This includes hard-driven balls such as serves or spikes.

XI. Simultaneous Hitting

- A. If two or more players of the same team contact the ball simultaneously, it is considered as only one contact. However, neither one of the players involved may participate in the next play (contact).
- B. If one or more players are attempting to block a shot and have contact with the ball, this player(s) is eligible to participate in the next contact. The block will not count as a contact for his/her team.
- C. If two or more players of opposing teams contact the ball simultaneously above the net, any one of the players involved are eligible to participate in the next play.

XII. Service

- A. The server must stand behind the rear boundary line. Penalty: one warning, then loss of serve.
- B. If a player serves out of order, the serving team loses the service and any points gained during such out of order service. The players of the team at fault must immediately resume their correct positions.
- C. Foot faults will be declared if any part of the server's foot touches the back line.
- D. Players on the serving team may not take action to prevent the receiving team from seeing the ball (NO SCREENING).
- E. A ball that hits the net on a serve and goes over is a live ball.

XIII. Play at Net

- A. Blocking a serve is not permitted.
- B. When a ball in play touches the net completely between the antennas without touching them, it is considered good and play continues.
- C. A player may not spike the ball on the opponent's side of the net.
- D. Any part of a participant's body can cross under the net and across the center line, as long as there is no interference and as long as some part of their body remains on their side of the net.
- E. If the ball is driven into the net with such force as to cause the net to contact a member of the opponent's team, no penalty will be issued to either team and play will continue.

XIV. Summary of Points

Points will be scored using the rally point scoring system. Points will be awarded according to the following guidelines:

1. The ball touches the floor during play.
2. A team has played the ball more than three times consecutively.
3. The ball is held or pushed.
4. The ball hits the ceiling.
5. A player touches the ball twice consecutively other than on a block.
6. Team is out of position at service.
7. A net violation occurs.
8. A player crosses the centerline (vertical plane extension from net to floor).
9. A player strikes the ball in the opponent's area.
10. A back line player, while in the attack area hits the ball into the opponent's side of the court from above the height of the net.
11. A ball has not passed over the net completely within the antennas.
12. A ball lands outside the court or touches an object outside the court
13. A ball is played by a player who in turn is assisted by a teammate as a means of support. After having touched the ball, a player can touch the net support (post) without penalty.
14. A player receives a personal penalty.
15. When two opponents, during the same play commit a fault, the point will be replayed.
16. The game is delayed persistently.
17. An illegal substitution is made.

18. Interruption of play without permission of the official during a game.
19. Players stamping their feet and making distracting gestures toward the opponents.
20. If the player touches or crosses the end line at the time of serving.
21. If the served ball crosses the net with the help of a teammate.
22. If the service is made out of serving order.
23. If the serve is screened.

XV. Back Line Players

- A. A back line player returning the ball to the opponent's side while in front of the attack line must contact the ball when at least part of the ball is below the level of the top of the net. If the player is behind the attack line when returning the ball, the restriction does not apply. Nor does the restriction apply if the back line player jumps from behind the attack line and after contacting the ball lands on or in front of that line, providing the takeoff was clearly from behind the line.
- B. Back line players may not participate in the action of blocking.

XVI. The Official

- A. The official is in complete control of the match. All decisions of the official are final.
- B. The official will have the power to eject any player from a match for improper conduct.

XVII. Protests

A. Rule Interpretations

1. No protest will be considered which concerns the judgment of an official.
2. To be valid, a protest of a rule interpretation must be verbally registered with an official at the time the incident occurs. The game will then be stopped; the officials and team captains shall separate themselves from the other participants and determine the correct ruling.
3. If either captain believes the ruling to be in error, s/he may request that the officials consult with the sport supervisor on duty. The supervisor will make a decision and the game will continue.
4. If either captain believes the supervisor's ruling to be in error, s/he should inform the supervisor that s/he wishes to file a formal protest. The game will continue under protest. At the completion of the game, the protesting captain will complete a protest form with the supervisor.
5. The Intramural Sports Director will rule on all written protests. If a rule interpretation protest is ruled valid, every attempt will be made to replay the game from the point at which the protest was lodged.
 - a. No protest can be made on a previous play, after the game resumes.

B. Participant Eligibility

1. To exemplify the values of honest sport competition, protests of alleged ineligibility should be made immediately to game officials and supervisors rather than waiting to determine the outcome of a game.
2. During the regular season - protests may be filed before, during or after the game.

If an eligibility protest is made prior to a game and it can be determined that a player is ineligible to participate, s/he will not be allowed to participate. If the eligibility of the player in question can not be determined, the team in question has the option of using the player. However, if it is determined later that the player was ineligible, the team will forfeit the game.

b. After the game, the protesting captain must complete a protest form with the sport supervisor. The Intramural Sports Director will examine the protest and rule on the eligibility of the player in question.

c. If a protest regarding eligibility is made at any time other than before a game, the sport supervisor and/or the Intramural Sports Director will make any decision regarding the protest.

d. Protests concerning player eligibility must be submitted in writing to the Office of Campus Recreation within 24 hours of the contest.

3. During Playoffs - all eligibility protests may be filed at the beginning of, during, or immediately following the game.

a. If a team files a valid protest before, during, or immediately after the game has concluded and they lose the game, the losing team will advance in the playoffs.

b. If a team files a valid protest outside the above parameters and lose the game, neither team will advance in the playoffs.

XVIII. Co-Rec Rule Modifications

A. Team Membership

1. A Co-Rec volleyball team will consist of 6 members with a minimum of 4 players needed to start a contest.
2. Co-Rec teams must have an equal amount of male and female players on the court at all times. If there are an odd number of players, there may not be more guys than girls playing on the court.

B. Rotation

1. No more than a 1 person per gender advantage may take place at any time.
2. Player positioning on the court must alternate male, female...etc, except in the case of a team playing with only 5 members, in which case member of the same gender will have to be beside each other.

C. Ball Contact During Play:

1. There are NO restrictions on who must touch the ball prior to it crossing the net.

D. Penalties

1. The MUSC Intramural Sportsmanship Policy is in effect and will be strictly followed. Copies of the policy will be distributed at the captains' meeting and are also available at the Student Programs Office and online.
2. The game penalties for poor conduct will be as follows:
 - a. A verbal warning will be issued by the official to the player for the first offense. If the same offense occurs a second time, a penalty will be recorded on the score sheet for that player, and the offending team will either lose their serve or the other team will be awarded a point.
 - b. Should the official deem a player's conduct serious enough or, the official can disqualify a player from the rest of a match. This could be after the first offense or after a repeated offense, depending on the official's discretion. If the official has sufficient reason, a disqualification may come without previous warning.

If there is a question regarding any rules not covered in this set of rules, please refer to the United States Volleyball Association www.usavolleyball.org.



Winter Basketball

NCAA Men's Basketball Rules will be used with MUSC Intramural Modifications

I. Participants

- A. MUSC students and their spouses, faculty and staff, and Wellness Center Members are eligible to participate in intramural summer 5-on-5 basketball.

II. Players' Uniforms and Equipment

- A. Game jerseys shall be of the same single color.
- B. The color, style and design of all teammates' game jerseys shall be alike.
- C. The referee shall not permit any player to wear equipment that in his or her judgment is dangerous to other players. It is strongly encouraged to not wear objects which may cause injury to a player such as jewelry or hats.
- D. Equipment that could cut or cause an injury to another player shall be prohibited, without respect to whether the equipment is hard.
- E. Equipment used shall be appropriate for basketball. Basketball knee braces may be worn if they are covered properly. A protector for a broken nose, even though made of hard material, shall be permissible when it does not endanger other players. Eyeglass protectors are appropriate equipment when they meet the qualifications outlined in this rule.

III. The Team

- A. At the start of the game, each team shall consist of five players, one of whom shall be the captain or acting captain. Four "rostered" players must be present to begin play.
- B. Each team may continue to play with fewer than five players when all other squad members are not eligible or able to play.

IV. The Captain

The captain is the representative of the team and may address an official on matters of interpretation or to obtain essential information, when it is done in a courteous manner.

V. Lineup

Before the start of the game, each team shall supply the scorers with the names and uniform numbers of squad members who may participate, and those of the five starting players.

VI. Substitutions

- A. Each substitute who desires to enter the game shall give the scorers his or her uniform number.
- B. Substitutions between halves shall be reported to the official scorer by the substitute(s) or a team representative before the signal that ends the intermission rather than after the warning signal.

VII. The Game

- A. Basketball is played by two teams of five players each. The objective is for each team to throw or tap the ball into its own basket and to prevent the other team from scoring.
- B. The winning team shall be the team that has accumulated the greater number of points when the game ends
- C. The ball may be thrown, batted, rolled or dribbled in any direction, subject to the restrictions that follow.

VIII. Scoring

- A. A goal from the field other than from beyond the three-point line shall count two points for the team into whose basket the ball is thrown, tapped or directed.
- B. A successful try from beyond the three-point line shall count three points for the team into whose basket the ball is thrown or directed.
- C. When a player scores a field goal in the opponent's basket, it shall count two points for the opponent regardless of the location on the playing court from where it was released.
- D. A goal from a free throw shall be credited to the free-thrower and shall count one point for the free-thrower's team.
- E. The only infractions for which points are awarded are goaltending by the defense or basket interference at the opponent's basket.

IX. Forfeit

- A. GAME TIME IS FORFEIT TIME! Any team that is not present at the game site when their game is scheduled to begin will forfeit that contest. It is strongly recommended that your team arrive 15 minutes early in order to be ready to play at your assigned time.
- B. Byes
 - 1. Team Captains may request a bye for a particular weekend by calling Student Programs or an Intramural Coordinator no later than 3 p.m., the Tuesday before the weekend that the bye is needed.
 - 2. A team may request one bye. However, depending upon the number of teams participating; teams may receive more than one bye per season.
 - 3. If a scheduling conflict arises, the team contact or representative must contact the Intramural Coordinator before 5 p.m. on the Thursday prior to the game date. The team that is forfeiting will not receive a loss if notice is given in proper time frame. The opposing team will automatically receive a win. If forfeiting team does not contact coordinator in time, they will automatically receive a loss. Conflicts will be handled on a case by case basis.
- C. A team will be eliminated from competition after two forfeits.

X. Length of Periods

Playing time for varsity games shall consist of two halves of 20 minutes each with a halftime of 5 minutes. Extra periods shall be five minutes each in length with a one-minute intermission before each.

XI. Beginning and End of Period

- A. Each period shall begin when the ball becomes live.
- B. Each period shall end when time expires except that:
 - 1. When the ball is in flight during a try, the period shall end when the try ends.
 - 2. When a held ball or violation occurs so near the expiration of time that the game clock is not stopped before time expires, the period shall end with the held ball or violation.
 - 3. When a foul occurs so near the expiration of time that the official timer cannot stop the game clock before time expires or when the foul occurs after time expires but while the ball is in flight during a try, the period shall end when the free throw(s) and all related activity have been completed.

XII. Extra Period

- A. When the score is tied at the end of the second half, play shall continue without change of baskets for one or more extra period(s) with a one minute intermission before each extra period. The game shall end when, at the end of any extra period, the score is not tied.
- B. The length of each extra period shall be five minutes. As many such periods as are necessary to break the tie shall be played.
- C. Each extra period is an extension of the second half.

XIII. Stopping Game Clocks

With the exception of the last 2 minutes in the game, the game clock shall be stopped only when an official stops play because of an injury or for any emergency.

XIV. Timeouts

- A. Each team will be given 2 time-outs per half such request being granted only when the player's team is in possession of the ball (this includes that team's throw-ins and its free throws) or when the ball is dead.
- B. The game clock shall be stopped for a timeout when: A player requests a timeout in the last two 2 minutes of the game

XV. Dead Ball

The ball shall become dead or remain dead when:

- A. Any goal is made.
- B. It is apparent that the free throw will not be successful on a free throw for a technical foul or a false double foul or a free throw that is to be followed by another free throw.
- C. A held ball occurs or the ball lodges on a basket support.
- D. An official blows the whistle.
- E. Time expires for a half or extra period.

XVI. Ball Does Not Become Dead

- A. A live ball shall not become dead until the try in flight ends when:

1. An official's whistle is blown.
 2. Time expires for a half or extra period.
 3. A foul occurs.
- B. A live ball shall not become dead when a foul is committed by an opponent of a player who starts a try for goal before a foul occurs, provided that time does not expire before the ball is in flight.
- C. A live ball shall not become dead when the ball is in flight on a try for field goal or during a free throw when an opponent swings his or her arms or elbows excessively without making contact. When the shooter, tapper or his or her teammates commit this infraction, the ball shall become dead immediately.
- D. While a free throw is in flight, the ball shall not become dead when:
1. An official blows the whistle
 2. A foul occurs.

XVII. Out of Bounds—Player, Ball

- A. A player shall be out of bounds when he or she touches the floor or any object other than a player on or outside a boundary line. An airborne player's status shall be where he or she was last in contact with the floor.
- B. The ball shall be out of bounds when it touches a player who is out of bounds; any other person, the floor, or any object on or outside a boundary; the supports or back of the backboard; or the ceiling, overhead equipment or supports.
- C. The ball shall be out of bounds when it passes over the backboard from any direction.
- D. Ball Caused to Go Out of Bounds:
1. The ball shall be caused to go out of bounds by the last player to touch or to be touched by the ball before the ball goes out, provided that the ball is out of bounds because of touching something other than a player who is out of bounds.
 2. When the ball is out of bounds because of touching or being touched by a player who is on or outside a boundary, such player shall have caused the ball to go out of bounds.

XVIII. Throw-in

- A. The throw-in shall start and the throw-in team shall have team control when the ball is placed at the disposal of a player entitled to the throw-in.
- B. The throw-in count shall end when the ball is released by the thrower-in so that the ball goes directly onto the playing court.
- C. The thrower-in shall release the ball within five seconds so that the pass goes directly into the playing court.
- D. When the throw-in spot is adjacent to a front-court boundary line, the throw-in team may cause the ball to go into the back court.
- E. Until the throw-in ball crosses the plane of the sideline or end line:
1. The thrower-in shall not leave a designated spot;
 2. No opponent of the thrower-in shall have any part of his or her person over the inside plane of the sideline or end line;

XIX. Free Throw

A. Free Throw

1. The try shall be attempted from within the free-throw semicircle and behind the free-throw line.
2. After the ball is placed at the disposal of a free-thrower:

- a. The free-thrower shall release the try within 10 seconds and in such a way that the ball enters the basket or touches the ring or flange before the free throw ends.
- b. The free-thrower shall not purposely fake a try nor shall the free thrower's teammates nor opponents purposely fake a violation.
- c. The free-thrower shall not break the vertical plane of the free-throw line with either foot until the ball strikes the ring, flange or backboard or until the free throw ends.
- d. The free-thrower shall not enter the semicircle. The free-thrower shall not leave the semicircle before releasing the free throw.
- e. No player shall enter or leave a marked lane space.
- f. No opponent shall disconcert (e.g., taunt, bait, gesture or delay) the free-thrower.
- g. Players not in a legal marked lane space shall remain behind the free-throw line extended and behind the three-point field-goal line until the ball strikes the ring, flange or backboard, or until the free throw ends.
- h. Players occupying any of the legal marked lane spaces on each side of the lane may break the vertical plane of a lane-space boundary once the free-thrower has released the ball.

XX. Travel, Kick, Fist, Through Basket from Below

- A. A player shall not travel or run with the ball, intentionally kick it, strike it with the fist or cause it to enter and pass through the basket from below.

XXI. Double Dribble

A player shall not dribble a second time after the player's first dribble has ended, unless the player subsequently loses control because of:

1. A try for field goal.
2. A bat by an opponent.
3. A pass or fumble that has then touched or been touched by another player.

XXII. Three-Second Rule

- A. A player shall not be permitted to have any part of his or her body remain in the three-second lane for more than three consecutive seconds while the ball is in control of that player's team in his or her front court.
- B. A team in control of the ball for a throw-in adjacent to a front-court boundary line may not be called for a three-second violation.
- C. Allowance shall be made for a player who, having been in the three-second lane for less than three seconds, dribbles or moves in to try for field goal.

XXIII. 10-Second Violation

An inbounds player (and his team) shall not be in continuous control of a ball that is in his back court for 10 consecutive seconds.

XXIV. Ball in Back Court

- A. A player shall not be the first to touch the ball in his or her back court when the ball came from the front court while the player's team was in team control and the player or a teammate caused the ball to go into the back court.
- B. A pass in the front court that is deflected by a defensive player so that the ball goes into the back court may be recovered by either team.
- C. When the throw-in spot is located adjacent to a front-court boundary line, the throw-in team may cause the ball to go into the back court.
- D. A defensive player shall be permitted to secure control of the ball while both feet are off the playing court and land

with one or both feet in the back court.

- E. A player shall be permitted to be the first to secure control of the ball after a jump ball or throw-in while both feet are off the playing court and the player lands with one or both feet in the back court.

XXV. Elbow(s)

- A. A player shall not excessively swing his or her arm(s) or elbow(s), even without contacting an opponent.
- B. A player may extend arm(s) or elbow(s) to hold the ball under the chin or against the body.
- C. Action of arm(s) and elbow(s) resulting from total body movement as in pivoting or movement of the ball incidental to feinting with it, releasing it, or moving it to prevent a held ball or loss of control shall not be considered excessive.

XXVI. Basket Interference and Goaltending

- A. A player shall commit neither basket interference nor goaltending.
- B. The ball shall be considered to be within the basket when any part of the ball is below the cylinder and the level of the ring.
- C. A player may have a hand legally in contact with the ball, when this contact continues after the ball enters the cylinder or when, in such action, the player touches the basket.
- D. Basket-Interference and Goaltending Penalties
 - 1. When the violation is at the basket of the opponent of the offending player, the offended team shall be awarded:
 - a) One point for basket interference or one point and an indirect technical foul for goaltending when, during a free throw, the ball is on its upward or downward flight.
 - b) Two points when during a two-point field-goal try.
 - c) Three points when during a three-point field-goal try.
 - 2. The crediting of the score and subsequent procedure shall be the same as when the awarded score results from the ball going through the basket, except that the official shall hand/bounce the ball to a player of the team entitled to the throw-in.
 - 3. When the violation is at a team's own basket, no points shall be scored and the ball shall be awarded to the offended team at a designated spot nearest to where the violation occurred.
 - 4. When the violation results from touching the ball while it is in the basket after entering from below, no points shall be scored and the ball shall be awarded to the opponent at a designated spot nearest to where the violation occurred.
 - 5. When there is a violation by both teams, play shall be resumed by awarding the ball to the team entitled to the alternating-possession throw-in at a designated spot nearest to where the violation occurred.

XXVII. Personal Fouls

A. By Players

- 1. A player shall not hold, push, charge, trip or impede the progress of an opponent by extending arm(s), shoulder(s), hip(s) or knee(s) or by bending his or her own body into other than a normal position; nor use any unreasonably rough tactics.
- 2. A player shall not contact an opponent with his or her hand unless such contact is only with the opponent's hand while it is on the ball and is incidental to an attempt to play the ball.
- 3. A player shall not use his or her hand(s) on an opponent to inhibit the freedom of movement of the opponent in any way or to aid an opponent in starting or stopping.
- 4. A player shall not extend the arm(s) fully or partially other than vertically so that freedom of movement of an opponent is hindered when contact with the arm(s) occurs.
- 5. A player shall not use the forearm and hand to prevent an opponent from attacking the ball during a dribble or when trying for goal.
- 6. A player may hold his or her hand(s) and arm(s) in front of his or her own face or body for protection and to absorb force from an imminent charge by an opponent.

7. Contact caused by a defensive player approaching the player with the ball from behind is pushing; contact caused by the momentum of a player who has tried for goal is charging.

B. By Dribbler

1. A dribbler shall neither charge into nor contact an opponent in the dribbler's path nor attempt to dribble between two opponents or between an opponent and a boundary, unless the space is sufficient to provide a reasonable chance for the dribbler to pass through without contact.
2. When a dribbler, without contact, passes an opponent sufficiently to have head and shoulders beyond the front of the opponent's torso, the greater responsibility for subsequent contact shall be that of the opponent.
3. When a dribbler has obtained a straight-line path, the dribbler may not be crowded out of that path; when an opponent is able to legally obtain a defensive position in that path, the dribbler shall avoid contact by changing direction or ending the dribble.
4. The player intending to become the dribbler shall not be permitted additional rights to start a dribble or in executing a jump try for goal, pivot or feint.

C. By Screener

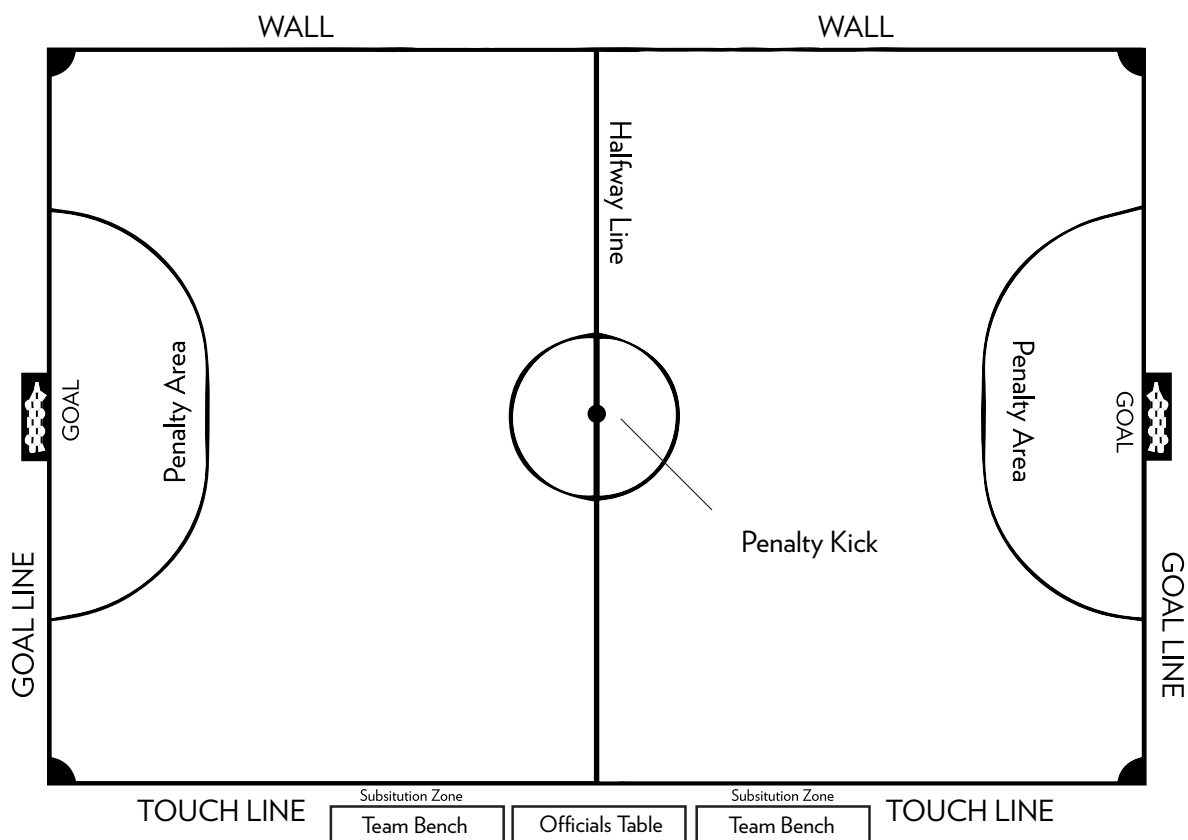
1. A player shall not cause contact by setting a screen outside the visual field of a stationary opponent that does not allow this opponent a normal step to move.
2. A screener shall not make contact with the opponent when setting a screen within the visual field of that opponent.
3. A screener shall not take a position so close to a moving opponent that this opponent cannot avoid contact by stopping or changing direction.
4. No player, while moving, shall set a screen that causes contact or delays an opponent from reaching a desired position.
5. When both opponents are moving in exactly the same path and direction and the screener slows down or stops and contact results, the trailing player shall be responsible for such contact.
6. No player shall use arm(s), hand(s), hip(s) or shoulder(s) to force through a screen or to hold or push the screener.
7. Screeners shall not line up next to each other within 6 feet of a boundary line and parallel to it so that contact occurs.
8. Screeners shall be permitted to line up parallel to a boundary line and next to each other without locking arms or grasping each other, provided that the screen is set at least 6 feet from that boundary line.

Any rules not covered here can be reviewed at the NCAA Publications Website under 2016-2017 Men's Basketball Rules and Interpretations.



U.S. Futsal Rules with MUSC Modifications

I. The Playing Court-



II. Equipment:

The Ball – Size 4 meeting USFF specifications

Usual Equipment: Numbered shirts, shorts, socks, protective shin-guards (optional) and footwear with rubber soles

It is strongly encouraged not to wear objects which may cause injury to other players or themselves such as jewelry (exception to this would be a wedding ring or medical alert bracelet).

III. Player Information:

Persons eligible to play are MUSC students and their spouses, MUSC employees, and Wellness Center members.

The format is 5 on 5 with NO Goalkeeper. Games may start with 4 players. Players may play in one league only:

Competitive or Co-Rec. Teams may be single sex or co-ed in both leagues; however the Co-Rec league requires at least 2 females to be on the court at all times.

Substitutions – all players can enter and leave as they please but must enter from the substitution zone

IV. Referee:

THE REFEREE HAS COMPLETE AUTHORITY OVER THE GAME

The captain is the representative of the team, and should a conflict arise be the only one to address an official on matters of interpretation or to obtain essential information, when it is done in a courteous manner.

Referee Duties: Enforce the laws, be the official time-keeper, apply the advantage rule, caution or expel players guilty of misconduct, violent conduct or other unsportsmanlike behavior, allow no others to enter the court, stop game to have injured players removed, signal for game to be restarted after stoppage.

V. Duration of the Game:

Two equal periods of 20 minutes; clock will only be stopped for timeouts within last two minutes of second half

1-min Time-outs: 1 per team per half

Half-time: 10 minutes

VI. Start of Play:

Procedure: Coin toss followed by kickoff; opposing team waits outside center circle

Ball deemed in play once it has been touched and moves

The kicker shall not touch ball again before someone else touches it

Ensuing kick-offs taken after goals scored and at start of second half

VII. Ball in and out of Play:

The ball is out of play:

- When it has wholly crossed the goal line or touchline
- When the game has been stopped by a referee
- When the ball hits the ceiling or raised basketball goals (restart: opposing team kicks-in at the place closest to where the ball touched the ceiling or goals)
- When the ball flies onto the second floor of the gym

Touchlines and goal lines are considered inside the playing area. The wall opposite to the team benches is in play.

VIII. Method of Scoring:

When the whole of the ball has passed over the goal line, between the goal posts and under the crossbar (except by illegal means).

IX. Fouls and Misconduct:

Direct free kick awarded when a player intentionally commits any of the following 11 offenses (penalty kick awarded when infringement takes place in penalty area)

- Kicking or attempting to kick an opponent
- Tripping an opponent
- Jumping at an opponent
- Charging an opponent in a violent or dangerous manner
- Charging an opponent from behind
- Striking, attempting to strike, or spitting at an opponent
- Holding an opponent
- Pushing an opponent
- Charging an opponent with shoulder (i.e., shoulder charge)
- Sliding at an opponent (i.e., sliding tackle)
- Handling the ball (unintentional arm touches will be referee's call)

Players shall be cautioned (i.e., shown yellow card) when:

- A substituting player enters the court from an incorrect position or before the player he is substituting has entirely left the court
- He/She persistently infringes the Laws of the Game
- He/She shows dissent with any decision of the referee
- He/She is guilty of unsportsmanlike conduct

These 4 yellow-card offenses are punishable by a direct free kick taken from the point of infringement (or penalty kick when in the penalty area)

Players shall be sent off (i.e., shown red card) for:

- Serious foul play
- Violent conduct
- Foul or abusive language
- Second instance of cautionable offense (i.e., second yellow card)
- Intentionally impeding a clear goal opportunity (e.g. through a "professional foul")
- Intentionally impeding a clear goal opportunity in the penalty area by handling the ball
- Direct free kicks (or penalty kicks when in the penalty area) accompany the expulsion

X. Rules of Expulsion:

The player sent off (shown a red card) is out for the rest of the game and is not even permitted to sit on the reserves' bench. The team of the player sent off can substitute for that player after 2 minutes of playing time or after the opposing team scores -- which ever comes first. The 2-minute punishment shall be checked by the timekeeper (or by the intramural coordinator). The substitute in this instance cannot come on until the ball is out of play and he has a referee's consent.

XI. Free Kick:

All free kicks shall be direct (no indirect free kicks)

Ball in Play: After it has traveled the distance of its own circumference

Time Limit: Kick must be taken within 5 seconds

Restriction: Kicker cannot touch the ball again until it has been touched by another player

XII. Penalty Kick:

To be taken from the penalty mark on the halfway line

The kicker must be the person fouled

All players must be behind the kicker

If the penalty kick is missed, the opposing team takes a goal kick

XIII. Kick-In:

To be taken in place of the throw-in in the event the ball crosses the touchline

The ball is placed on the touch line before kicking.

The kicker's foot not kicking the ball must be outside or at least in the touchline; if it crosses the touchline all of the way onto the court, the kick-in is given to the opposing team.

The kick-in must be taken within 5 seconds; if not the kick-in is given to the opposing team

The kicker cannot play the ball a second time until it has been played by another player; infringement of this rule entail a direct free kick to the opposing team from the point of infringement.

Players on opposing team must be at least 5 m away from point of kick-in.

Cannot score directly from a kick-in.

XIV. Goal Kick:

Taken from the goal line inside the penalty area, any player on the team defending the goal may take the goal kick

Players can score directly from a goal kick

Players on opposing team must be at least 5 m away from point of goal kick

Restriction: Kicker cannot touch the ball again until it has been touched by another player

XV. Corner Kick:

Ball placed on the corner (no corner-kick arc). If corner kick is to be taken from the side where the wall is in play, the corner kick will be taken from the marked area on the goal line

Must be taken within 5 seconds; failure to do so entails direct free kick to the opposing team from the corner mark
direct free kick to the opposing team from the point of infringement.

Players on opposing team must be at least 5 m away from point of the corner kick

Players can score a goal directly from a corner kick.

The kicker cannot play the ball a second time until it has been played by another player



Summer Basketball

NCAA Men's Basketball Rules will be used with MUSC Intramural Modifications

I. Participants

- A. MUSC students and their spouses, faculty and staff, and Wellness Center Members are eligible to participate in intramural summer 5-on-5 basketball.

II. Players' Uniforms and Equipment

- A. Game jerseys shall be of the same single color.
- B. The color, style and design of all teammates' game jerseys shall be alike.
- C. The referee shall not permit any player to wear equipment that in his or her judgment is dangerous to other players. It is strongly encouraged to not wear objects which may cause injury to a player such as jewelry or hats.
- D. Equipment that could cut or cause an injury to another player shall be prohibited, without respect to whether the equipment is hard.
- E. Equipment used shall be appropriate for basketball. Basketball knee braces may be worn if they are covered properly. A protector for a broken nose, even though made of hard material, shall be permissible when it does not endanger other players. Eyeglass protectors are appropriate equipment when they meet the qualifications outlined in this rule.

III. The Team

- A. At the start of the game, each team shall consist of five players, one of whom shall be the captain or acting captain. Four "rostered" players must be present to begin play.
- B. Each team may continue to play with fewer than five players when all other squad members are not eligible or able to play.

IV. The Captain

The captain is the representative of the team and may address an official on matters of interpretation or to obtain essential information, when it is done in a courteous manner.

V. Lineup

Before the start of the game, each team shall supply the scorers with the names and uniform numbers of squad members who may participate, and those of the five starting players.

VI. Substitutions

- A. Each substitute who desires to enter the game shall give the scorers his or her uniform number.
- B. Substitutions between halves shall be reported to the official scorer by the substitute(s) or a team representative before the signal that ends the intermission rather than after the warning signal.

VII. The Game

- A. Basketball is played by two teams of five players each. The objective is for each team to throw or tap the ball into its own basket and to prevent the other team from scoring.
- B. The winning team shall be the team that has accumulated the greater number of points when the game ends
- C. The ball may be thrown, batted, rolled or dribbled in any direction, subject to the restrictions that follow.

VIII. Scoring

- A. A goal from the field other than from beyond the three-point line shall count two points for the team into whose basket the ball is thrown, tapped or directed.
- B. A successful try from beyond the three-point line shall count three points for the team into whose basket the ball is thrown or directed.
- C. When a player scores a field goal in the opponent's basket, it shall count two points for the opponent regardless of the location on the playing court from where it was released.
- D. A goal from a free throw shall be credited to the free-thrower and shall count one point for the free-thrower's team.
- E. The only infractions for which points are awarded are goaltending by the defense or basket interference at the opponent's basket.

IX. Forfeit

- A. GAME TIME IS FORFEIT TIME! Any team that is not present at the game site when their game is scheduled to begin will forfeit that contest. It is strongly recommended that your team arrive 15 minutes early in order to be ready to play at your assigned time.
- B. Byes
 - 1. Team Captains may request a bye for a particular weekend by calling Student Programs or an Intramural Coordinator no later than 3 p.m., the Tuesday before the weekend that the bye is needed.
 - 2. A team may request one bye. However, depending upon the number of teams participating; teams may receive more than one bye per season.
 - 3. If a scheduling conflict arises, the team contact or representative must contact the Intramural Coordinator before 5 p.m. on the Thursday prior to the game date. The team that is forfeiting will not receive a loss if notice is given in proper time frame. The opposing team will automatically receive a win. If forfeiting team does not contact coordinator in time, they will automatically receive a loss. Conflicts will be handled on a case by case basis.
- C. A team will be eliminated from competition after two forfeits.

X. Length of Periods

Playing time for varsity games shall consist of two halves of 20 minutes each with a halftime of 5 minutes. Extra periods shall be five minutes each in length with a one-minute intermission before each.

XI. Beginning and End of Period

- A. Each period shall begin when the ball becomes live.
- B. Each period shall end when time expires except that:
 - 1. When the ball is in flight during a try, the period shall end when the try ends.
 - 2. When a held ball or violation occurs so near the expiration of time that the game clock is not stopped before time expires, the period shall end with the held ball or violation.
 - 3. When a foul occurs so near the expiration of time that the official timer cannot stop the game clock before time expires or when the foul occurs after time expires but while the ball is in flight during a try, the period shall end when the free throw(s) and all related activity have been completed.

XII. Extra Period

- A. When the score is tied at the end of the second half, play shall continue without change of baskets for one or more extra period(s) with a one minute intermission before each extra period. The game shall end when, at the end of any extra period, the score is not tied.
- B. The length of each extra period shall be five minutes. As many such periods as are necessary to break the tie shall be played.
- C. Each extra period is an extension of the second half.

XIII. Stopping Game Clocks

With the exception of the last 2 minutes in the game, the game clock shall be stopped only when an official stops play because of an injury or for any emergency.

XIV. Timeouts

- A. Each team will be given 2 time-outs per half such request being granted only when the player's team is in possession of the ball (this includes that team's throw-ins and its free throws) or when the ball is dead.
- B. The game clock shall be stopped for a timeout when: A player requests a timeout in the last two 2 minutes of the game

XV. Dead Ball

The ball shall become dead or remain dead when:

- A. Any goal is made.
- B. It is apparent that the free throw will not be successful on a free throw for a technical foul or a false double foul or a free throw that is to be followed by another free throw.
- C. A held ball occurs or the ball lodges on a basket support.
- D. An official blows the whistle.
- E. Time expires for a half or extra period.

XVI. Ball Does Not Become Dead

- A. A live ball shall not become dead until the try in flight ends when:
 - 1. An official's whistle is blown.
 - 2. Time expires for a half or extra period.

3. A foul occurs.
- B. A live ball shall not become dead when a foul is committed by an opponent of a player who starts a try for goal before a foul occurs, provided that time does not expire before the ball is in flight.
 - C. A live ball shall not become dead when the ball is in flight on a try for field goal or during a free throw when an opponent swings his or her arms or elbows excessively without making contact. When the shooter, tapper or his or her teammates commit this infraction, the ball shall become dead immediately.
 - D. While a free throw is in flight, the ball shall not become dead when:
 1. An official blows the whistle
 2. A foul occurs.

XVII. Out of Bounds—Player, Ball

- A. A player shall be out of bounds when he or she touches the floor or any object other than a player on or outside a boundary line. An airborne player's status shall be where he or she was last in contact with the floor.
- B. The ball shall be out of bounds when it touches a player who is out of bounds; any other person, the floor, or any object on or outside a boundary; the supports or back of the backboard; or the ceiling, overhead equipment or supports.
- C. The ball shall be out of bounds when it passes over the backboard from any direction.
- D. Ball Caused to Go Out of Bounds:
 1. The ball shall be caused to go out of bounds by the last player to touch or to be touched by the ball before the ball goes out, provided that the ball is out of bounds because of touching something other than a player who is out of bounds.
 2. When the ball is out of bounds because of touching or being touched by a player who is on or outside a boundary, such player shall have caused the ball to go out of bounds.

XVIII. Throw-in

- A. The throw-in shall start and the throw-in team shall have team control when the ball is placed at the disposal of a player entitled to the throw-in.
- B. The throw-in count shall end when the ball is released by the thrower-in so that the ball goes directly onto the playing court.
- C. The thrower-in shall release the ball within five seconds so that the pass goes directly into the playing court.
- D. When the throw-in spot is adjacent to a front-court boundary line, the throw-in team may cause the ball to go into the back court.
- E. Until the throw-in ball crosses the plane of the sideline or end line:
 1. The thrower-in shall not leave a designated spot;
 2. No opponent of the thrower-in shall have any part of his or her person over the inside plane of the sideline or end line;

XIX. Free Throw

- A. Free Throw
 1. The try shall be attempted from within the free-throw semicircle and behind the free-throw line.
 2. After the ball is placed at the disposal of a free-thrower:
 - a. The free-thrower shall release the try within 10 seconds and in such a way that the ball enters the basket or touches the ring or flange before the free throw ends.
 - b. The free-thrower shall not purposely fake a try nor shall the free thrower's teammates nor opponents purposely fake a violation.
 - c. The free-thrower shall not break the vertical plane of the free-throw line with either foot until the ball strikes the ring, flange or backboard or until the free throw ends.
 - d. The free-thrower shall not enter the semicircle. The free-thrower shall not leave the semicircle before releasing

the free throw.

- e. No player shall enter or leave a marked lane space.
- f. No opponent shall disconcert (e.g., taunt, bait, gesture or delay) the free-thrower.
- g. Players not in a legal marked lane space shall remain behind the free-throw line extended and behind the three-point field-goal line until the ball strikes the ring, flange or backboard, or until the free throw ends.
- h. Players occupying any of the legal marked lane spaces on each side of the lane may break the vertical plane of a lane-space boundary once the free-thrower has released the ball.

XX. Travel, Kick, Fist, Through Basket from Below

- A. A player shall not travel or run with the ball, intentionally kick it, strike it with the fist or cause it to enter and pass through the basket from below.

XXI. Double Dribble

A player shall not dribble a second time after the player's first dribble has ended, unless the player subsequently loses control because of:

- 1. A try for field goal.
- 2. A bat by an opponent.
- 3. A pass or fumble that has then touched or been touched by another player.

XXII. Three-Second Rule

- A. A player shall not be permitted to have any part of his or her body remain in the three-second lane for more than three consecutive seconds while the ball is in control of that player's team in his or her front court.
- B. A team in control of the ball for a throw-in adjacent to a front-court boundary line may not be called for a three-second violation.
- C. Allowance shall be made for a player who, having been in the three-second lane for less than three seconds, dribbles or moves in to try for field goal.

XXIII. 10-Second Violation

An inbounds player (and his team) shall not be in continuous control of a ball that is in his back court for 10 consecutive seconds.

XXIV. Ball in Back Court

- A. A player shall not be the first to touch the ball in his or her back court when the ball came from the front court while the player's team was in team control and the player or a teammate caused the ball to go into the back court.
- B. A pass in the front court that is deflected by a defensive player so that the ball goes into the back court may be recovered by either team.
- C. When the throw-in spot is located adjacent to a front-court boundary line, the throw-in team may cause the ball to go into the back court.
- D. A defensive player shall be permitted to secure control of the ball while both feet are off the playing court and land with one or both feet in the back court.
- E. A player shall be permitted to be the first to secure control of the ball after a jump ball or throw-in while both feet are off the playing court and the player lands with one or both feet in the back court.

XXV. Elbow(s)

- A. A player shall not excessively swing his or her arm(s) or elbow(s), even without contacting an opponent.
- B. A player may extend arm(s) or elbow(s) to hold the ball under the chin or against the body.
- C. Action of arm(s) and elbow(s) resulting from total body movement as in pivoting or movement of the ball incidental

to feinting with it, releasing it, or moving it to prevent a held ball or loss of control shall not be considered excessive.

XXVI. Basket Interference and Goaltending

- A. A player shall commit neither basket interference nor goaltending.
- B. The ball shall be considered to be within the basket when any part of the ball is below the cylinder and the level of the ring.
- C. A player may have a hand legally in contact with the ball, when this contact continues after the ball enters the cylinder or when, in such action, the player touches the basket.
- D. Basket-Interference and Goaltending Penalties
 - 1. When the violation is at the basket of the opponent of the offending player, the offended team shall be awarded:
 - a) One point for basket interference or one point and an indirect technical foul for goaltending when, during a free throw, the ball is on its upward or downward flight.
 - b) Two points when during a two-point field-goal try.
 - c) Three points when during a three-point field-goal try.
 - 2. The crediting of the score and subsequent procedure shall be the same as when the awarded score results from the ball going through the basket, except that the official shall hand/bounce the ball to a player of the team entitled to the throw-in.
 - 3. When the violation is at a team's own basket, no points shall be scored and the ball shall be awarded to the offended team at a designated spot nearest to where the violation occurred.
 - 4. When the violation results from touching the ball while it is in the basket after entering from below, no points shall be scored and the ball shall be awarded to the opponent at a designated spot nearest to where the violation occurred.
 - 5. When there is a violation by both teams, play shall be resumed by awarding the ball to the team entitled to the alternating-possession throw-in at a designated spot nearest to where the violation occurred.

XXVII. Personal Fouls

A. By Players

- 1. A player shall not hold, push, charge, trip or impede the progress of an opponent by extending arm(s), shoulder(s), hip(s) or knee(s) or by bending his or her own body into other than a normal position; nor use any unreasonably rough tactics.
- 2. A player shall not contact an opponent with his or her hand unless such contact is only with the opponent's hand while it is on the ball and is incidental to an attempt to play the ball.
- 3. A player shall not use his or her hand(s) on an opponent to inhibit the freedom of movement of the opponent in any way or to aid an opponent in starting or stopping.
- 4. A player shall not extend the arm(s) fully or partially other than vertically so that freedom of movement of an opponent is hindered when contact with the arm(s) occurs.
- 5. A player shall not use the forearm and hand to prevent an opponent from attacking the ball during a dribble or when trying for goal.
- 6. A player may hold his or her hand(s) and arm(s) in front of his or her own face or body for protection and to absorb force from an imminent charge by an opponent.
- 7. Contact caused by a defensive player approaching the player with the ball from behind is pushing; contact caused by the momentum of a player who has tried for goal is charging.

B. By Dribbler

- 1. A dribbler shall neither charge into nor contact an opponent in the dribbler's path nor attempt to dribble between two opponents or between an opponent and a boundary, unless the space is sufficient to provide a reasonable chance for the dribbler to pass through without contact.
- 2. When a dribbler, without contact, passes an opponent sufficiently to have head and shoulders beyond the front of the opponent's torso, the greater responsibility for subsequent contact shall be that of the opponent.
- 3. When a dribbler has obtained a straight-line path, the dribbler may not be crowded out of that path; when an

opponent is able to legally obtain a defensive position in that path, the dribbler shall avoid contact by changing direction or ending the dribble.

4. The player intending to become the dribbler shall not be permitted additional rights to start a dribble or in executing a jump try for goal, pivot or feint.

C. By Screener

1. A player shall not cause contact by setting a screen outside the visual field of a stationary opponent that does not allow this opponent a normal step to move.
2. A screener shall not make contact with the opponent when setting a screen within the visual field of that opponent.
3. A screener shall not take a position so close to a moving opponent that this opponent cannot avoid contact by stopping or changing direction.
4. No player, while moving, shall set a screen that causes contact or delays an opponent from reaching a desired position.
5. When both opponents are moving in exactly the same path and direction and the screener slows down or stops and contact results, the trailing player shall be responsible for such contact.
6. No player shall use arm(s), hand(s), hip(s) or shoulder(s) to force through a screen or to hold or push the screener.
7. Screeners shall not line up next to each other within 6 feet of a boundary line and parallel to it so that contact occurs.
8. Screeners shall be permitted to line up parallel to a boundary line and next to each other without locking arms or grasping each other, provided that the screen is set at least 6 feet from that boundary line.

Any rules not covered here can be reviewed at the NCAA Publications Website under 2016-2017 Men's Basketball Rules and Interpretations.

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