SECTION 1. LEAGUE FORMAT

I. League Overview
   A. The league will consist of three (3) regular season games.
   B. Participants will be able to choose which day of the week and what time they play their regular season games via IMLeagues.

II. Playoff Format
   A. Following league play, a single elimination tournament will be played.
   B. Team rankings will be based on season performance and sportsmanship ratings.

III. Location
   A. Games will be played in the CoRec’s Black and Gold Gyms.
   B. Teams will have a designated court assignment.
      i. This assignment can be found online.
      ii. Please contact an Intramural Supervisor if you need assistance locating your playing location.

IV. Rosters
   A. Teams will be allowed to add additional players to their rosters during the season and through the end of the semi-final game in the playoffs.
   B. Teams will be allowed a maximum of 20 players.

V. Basketball Jersey Policy
   A. Teams must arrive in matching colored and numbered uniforms.
      i. Numbers may not be taped on.
   B. Jerseys can be rented from the Equipment Center for $1 per jersey.

VI. Supervision
   A. Officials will be assigned for all scheduled games. They will be responsible for officiating the game and providing sportsmanship ratings.
      i. ALL PARTICIPANTS MUST PRESENT THEIR ID IN ORDER TO PARTICIPATE.
      ii. GAME TIME IS FORFEIT TIME!
         a. All participants must be signed in and “ready to play” with the minimum number of players to avoid a forfeit.
         b. All participants must be registered and on the appropriate team roster in IM Leagues in order to check-in with the Intramural Supervisor.
         c. “Ready to play” includes having the proper game equipment and at the court ready to begin at the scheduled time.
   B. An Intramural Supervisor will be responsible for the check-in procedure and provide oversight and aid with the operations of the sport.
      i. Please alert the Intramural Supervisor if assistance is needed.

VII. Alcohol and Drugs
   A. The Division of Recreational Sports Facility Policy clearly states that:

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i. Alcohol, tobacco products, illegal drugs, firearms, and other weapons are strictly prohibited in DRS facilities.

ii. Use of the facilities under the influence of alcohol or drugs is also prohibited.

B. The Intramural Staff will strictly enforce these policies.

SECTION 2. THE GAME

I. Brief Overview
   A. A regulation game will consist of two (2) 20 minute halves.
      i. The clock will stop during the last 30 seconds of the first half and will stop within the last two (2) minutes of the second half.
   B. Teams will receive three (3) time-outs PER GAME.
   C. Games may be started with a minimum of three (3) players.
   D. When a team is leading/losing by any of the following points at the given times, a game shall be ended.
      i. 20 points with two (2) minutes or less
      ii. 30 points with three (3) minutes or less
      iii. 40 points with four (4) minutes or less
      iv. 50 points with five (5) minutes or less

II. The Court
   A. The playing court will be divided as follows (see Object II.1 for details):
      i. The overall dimensions will be 50’5’’ by 84’’.
      ii. The court is divided into two (2) halves representing each team’s offensive end.
      iii. Free throws will be attempted from the 15 foot free throw line.
         a. The three (3) lane spaces on each side of the free throw lane indicate where players will line up during free throws.
         b. These lane spaces are each three (3) feet wide; no players shall stand on the one (1) foot block preceding the lane spaces.
   B. Backboard and Basket Dimensions
      i. The basket’s rim is ten (10) feet above the floor and 18 inches in diameter.
      ii. The backboard is a rectangle shape with six (6) feet of horizontal surface and four (4) feet of vertical surface.

Object II.1 Taken from the National Federation of High School Sport Rules

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C. Players and fans must remain on the side of the court with the score table.
   i. Substitutes must first check in at the score table before entering play.
   ii. Players shall remain seated on the bench and allow the score table official room to see the entire court.
   iii. Fans may not be seated on the bench.

III. Beginning Play

A. Captains’ Meeting
   i. Prior to the start of play, each team’s captain will be required to meet with the officials.
   ii. Follow the officials’ instructions and ask any desired rule clarifications at this meeting.
   iii. After the captains’ meeting, the officials will signal players when it is time to line up for the jump ball.

C. Jump Ball
   i. Two (2) players will meet in court’s center circle in attempt to win first possession.
      a. Each player jumping for their team will line up on the opposite side of the basket they are attacking in the first half.
      b. The official initiating the toss shall attempt to toss the ball upwards in a neutral direction.
      c. The players jumping may not touch the ball before it reaches the highest point.
         i. *Violation – Any such violation results in automatic possession for the opposing team.
      d. Should a ball, touched by both jumpers simultaneously, go out of bounds before any other player touches the ball, a re-jump shall be issued.
   ii. Players not involved in the jump ball shall be anywhere on the court outside of the center circle.
      a. Teammates may not occupy positions directly next to one another if an opposing player desires that position on the court.
      b. Until the jump is completed, players may not:
         i. Attempt to take position of an occupied space.
         ii. Enter the center circle.
         iii. *Violation – Any such violation results in automatic possession for the team that does not commit the violation.
   iii. Whichever team earns the preliminary possession, their opponents will receive the next possession.

SECTION 3. EQUIPMENT

I. Equipment Provided
   A. A regulation men’s basketball will be provided for men’s divisions; a regulation women’s ball will be designated for Co-Rec and women’s divisions.
      i. Players may use their own basketballs if both captains agree prior to play.
      ii. In Co-Rec and women’s divisions, a men’s basketball may only be used if both captains agree prior to play.
   B. Extra basketballs may be checked out from the Equipment Center.

II. Illegal and Required Equipment
   A. Shoes
      i. Players must wear athletic shoes.
      ii. No boots, street shoes or shoes with marking soles are permitted.
B. Attire
   i. It is required that teams wear uniformly colored and uniquely numbered shirts to help distinguish one team from another.
      a. Numbers may not be taped on.
      b. Cut off shirts shall not have a gap of more than a fist below the arm.
   ii. Players must wear athletic shorts or pants and shirts.
   iii. Jeans are not permitted.
   iv. Jerseys may be rented from the Equipment Center for $1 per jersey.

C. No cast or brace with an outermost layer composed of exposed metal, hard and/or sharp plastic or other material will be permitted. These braces and casts must be covered by a standard sleeve or other soft, pliable material in order to be permitted.

D. No jewelry, hats, metal barrettes, wristbands, watches, rings, or anything that would be considered potentially harmful to other participants may be worn.
   i. *Foul – Any such violation results in a technical foul. Technical fouls automatically award the opposing team two (2) points and possession; technical fouls also count as one (1) personal and one (1) team foul.

SECTION 4. PLAYERS

I. Team Composition
   A. Each team will be made up of five (5) players on the court.
   B. *(Co-Rec Modification)* Teams with five (5) players may consist of two (2) males and three (3) females, or vice versa.
   C. *(Co-Rec Modification)* Teams with four (4) players must consist of two (2) males and two (2) females.

II. Minimum Team Requirements
   A. Games may be started with a minimum of three (3) players.
   B. *(Co-Rec Modification)* Teams with three (3) players may consist of two (2) females and one (1) male, or vice versa.
   C. Once the game has started, it may not be continued with fewer than the minimum number of eligible players on either team. If a team has fewer than the minimum number of eligible players due to any reason, including, but not limited to: a player being required to complete documentation due to misconduct, an injured player being attended to or no longer able to continue, the game shall be terminated and a default (results in a loss) shall be declared.

III. Substitutions
   A. Teams may substitute an unlimited number of players during each stoppage in play.
      i. However, players may not re-enter a game until time has come off the clock.
   B. Players may not enter and/or leave the court without checking in with the official at the score table.
      i. Substitutes must also wait to be waved in by an official on the court.
      ii. If multiple free throws are being taken, substitutes will enter play before the last free throw is shot.
   C. Players arriving late must first sign in with the Intramural Supervisor seated at the scorer’s table before entering play.
SECTION 5. TIMING AND TIMED VIOLATIONS

I. Periods
   A. A regulation game will consist of two (2) 20 minute halves.
   i. The clock will stop during the final 30 seconds of the first half and within the last two (2) minutes of the second half.
   B. Halftime will be a maximum of five (5) minutes long and teams will switch sides at the start of the second half.

II. Stoppage Inside 30 seconds of First Half and Two Minutes During the Second Half
   A. The following will cause the game clock to stop and resume once it legally touches a player inbounds:
      i. A foul.
      ii. A held ball.
      iii. A violation.
      iv. A timeout or stoppage of play by the officials.
   B. During (a) free throw attempt(s), the clock will remain stopped.
      i. The clock will resume once it legally touches another player considered inbounds.
      ii. *Violation – Should a free throw not contact the rim, the ball shall be passed in and the clock will start once it touches a player inbounds.

III. Timed Violations
   A. Three (3) Second Lane Violation
      i. Offensive players may not remain in the lane for more than three (3) seconds.
      ii. To negate the three (3) second count, both of the player’s feet must leave the lane or the player must attack the basket with the ball.
      iii. *Violation – Any such violation results in a loss of possession.
   B. Five (5) Second Violation – Closely Guarded
      i. A player in control of the ball is closely guarded when an opponent is in a guarding stance within six (6) feet.
         a. The player with the ball has five (5) seconds to break the count.
         b. Players may break this closely guarded count by shooting, passing, advancing towards the basket, or establishing a dribbling position that is greater than six (6) feet away from the defender.
         c. *Violation – Any such violation results in a loss of possession.
      ii. Should a team switch defenders on the player with the ball, the five (5) second count is restarted.
   C. Five (5) Second Violation – Throw-ins
      i. The player throwing in the ball has five (5) seconds to release the ball.
      ii. *Violation – Any such violation results in a loss of possession.
   D. Ten (10) Second Backcourt Violation
      i. The offensive team has ten (10) seconds to advance the ball into the offensive half of the court.
      ii. *Violation – Any such violation results in a loss of possession.

IV. Time-outs
   A. Teams will receive three (3) time-outs PER GAME.
      i. Only two (2) time-outs may be used in the second half.
         a. Thus, if a team does not use a timeout in the first half, it will lose one (1) of its time-outs.
         b. Teams may use all three (3) time-outs in the first half.
   B. Injury time outs may be determined only by the officials and/or Intramural Supervisor.

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C. Each team is granted one (1) timeout per overtime period in the playoffs.
   i. No time-outs may carry over from the first two (2) halves into an overtime period.

V. Overtime
   A. During league play, there are no overtime periods, and games will result in a tie.
   B. During the playoffs, a two (2) minute overtime period will be played.
      i. A jump ball starts the overtime period (see Section 2.III).
      ii. During the overtime period, the clock will run continuously for the first minute but stop during the last one (1) minute of play.
      iii. Should an overtime period result in a tie, another overtime period will be played until a winner is determined.

VI. Official Game
   A. If a game has reached halftime and inclement weather stops play, the game will be over and its score will be considered official.
   B. If a game has not yet reached halftime and inclement weather stops play, the game will be considered cancelled.
      i. Cancelled games will not count toward playoff qualification.
      ii. Cancelled games will only be made up if time and space permits.

SECTION 6. SCORING

I. Scoring Points
   A. Teams are given one (1) point on made free throw attempts.
   B. Teams are given two (2) points on made shot attempts inside the three (3) point arch (See Object II.1).
   C. Teams are given three (3) points on made shot attempts outside the three (3) point arch.

II. Goaltending and Basket Interference
   A. Offensive and defensive players may not interfere with a shot attempt once the ball:
      i. Is above the rim and starts its downward flight.
      ii. Has contacted the backboard.
      iii. Is in or above the basket’s rim.
   B. *Offensive Violation – Any such violation results a negated shot attempt. Possession goes to the defense.
   C. *Defensive Violation – Depending on the shot location, any such violation results in two (2) or three (3) points for the offense. The defense receives the ball.

III. Mercy Rule
   A. When a team is leading/losing by any of the following points at the given times, a game shall be ended.
      i. 20 points with two (2) minutes or less
      ii. 30 points with three (3) minutes or less
      iii. 40 points with four (4) minutes or less
      iv. 50 points with five (5) minutes or less

IV. Forfeit Score
   A. In the event of a forfeit, a score of one (1) will be given to the winning team and zero (0) to the losing team.
SECTION 7. FREE THROWS

I. Free Throw Administration
   A. In each half, free throws are awarded during shot attempts for each personal foul (except player control fouls) committed.
      i. If the player is fouled inside of the three (3) point arch, two (2) free throws are awarded.
      ii. If the player is fouled outside of the three (3) point arch, three (3) free throws are awarded.
      iii. If the player makes the basket during the foul, the basket will count and one (1) additional free throw is awarded.
   B. After the seventh team foul in a half, a one-and-one free throw situation will occur.
      i. If the player makes the first free throw, a second free throw may be taken.
      ii. If the player misses the first free throw, the ball is live once it hits the rim.
      iii. After the tenth team foul in a half, two (2) free throws will be awarded.

II. Free Throw Positioning
   A. The player shooting the free throw(s) may not cross the free throw line until their shot makes contact with the rim.
   B. The players who are not shooting may fill the three (3) free throw lane spaces on each side of the free throw lane or remain outside of the three (3) point arch (see Section 2.II).
      i. Players on marked lane spaces are permitted to leave the free throw lane line after the release of the free throw shot.
      ii. No players shall stand on or below the one (1) foot block preceding the lane spaces.
      iii. Defensive players are entitled to the first and third free throw lane spaces on each side of the free throw lane.
      iv. Offensive players are entitled to the second free throw lane spaces on each side of the free throw lane.
      v. Should a lane space be unoccupied by the correct player, the opposing team MAY NOT occupy that spot.
      vi. The players remaining outside of the three (3) point arch must remain outside the arch until the free throw attempt contacts the rim.

III. Fouls NOT Resulting in Free Throws
   A. Free throws will not be shot for the following fouls:
      i. Intentional Fouls – automatic two (2) points
      ii. Flagrant Fouls – automatic two (2) points
      iii. Technical Fouls – automatic two (2) points
      iv. Player Control Fouls
   B. For more information on foul types, see Section 11.

SECTION 8. OUT OF BOUNDS AND THROW-INS

I. Out of Bounds
   A. Should the ball contact or cross over any part of the court boundary lines, contact a person who is out of bounds, contact the ceiling, or contact any of the backboard supports, a throw-in will be awarded to the team who did not touch the ball last.
   B. If a ball has gone out of bounds, the throw-in is taken as near to that spot as possible.
II. Throw-In Location
   A. Throw-ins occur after:
      i. A ball goes out of bounds.
      ii. A violation is committed.
      iii. A foul that does not award free throws occurs.
   B. The official(s) will designate the throw-in location before handing the player the ball.
   C. The player throwing in the ball is restricted by a three (3) foot wide area; the player may, however, be as deep or as shallow to the court as they desire.
      i. *Violation – Any such violation results in a loss of possession.

III. Legal and Illegal Throw-Ins
   A. Legal Throw-Ins
      i. A player may dribble during the throw-in.
      ii. A player cannot be called for traveling during a throw-in.
   B. Illegal Throw-ins
      i. A player may not step over the court boundary line at any time during a throw-in.
      ii. A player may not make a basket directly from a throw-in.
      iii. The ball may not touch the outside boundary line on the floor.
      iv. *Violation – Any such violation results in a loss of possession.

IV. Defensive Positioning
   A. Defenders must give the offensive player a minimum of three (3) feet of space from the court boundary line and cannot cross over that imaginary plane.
   B. *Foul – Should the defensive player intentionally cross over the plane after initial warnings from the official, a technical foul results. Technical fouls automatically award the opposing team two (2) points and possession; technical fouls also count as one (1) personal and one (1) team foul.

SECTION 9. LEGAL AND ILLEGAL DRIBBLES

I. Traveling
   A. Once established, a pivot foot must remain on the floor, but the non-pivot foot may move freely.
      i. Upon receiving the ball, a pivot foot is or may be established as follows:
         a. If both feet are off the floor and the player lands:
            i. Simultaneously on both feet then either foot may be used to pivot.
            ii. On one (1) foot, followed by the other then the first foot is the pivot foot.
            iii. On one (1) foot and jumps off of that foot to land on two (2) feet then neither foot may be used to pivot.
         b. If one (1) foot is on the floor:
            i. It is the pivot foot when the other foot touches in step.
            ii. The player may jump off of that foot and land on two (2) feet then neither foot may be used to pivot.
         ii. If the player is attempting to dribble, the dribble must be released to the ground before the pivot foot is lifted.
         iii. Should the player leave the ground to shoot or pass, the ball must be released before the pivot foot returns to the ground.
   B. A player may not fall to the ground while in possession of the ball.
   C. *Violation – Any such violation results in a loss of possession.
II. Double Dribble
   A. Once a player’s dribble ends, they may not dribble a second time, unless control is lost:
      i. During a shot attempt.
      ii. After a touch by an opponent.
      iii. After a pass or fumble – accidental loss of player control when the ball unintentionally drops or
           slips from a player’s hands – contacts another player.
   B. *Violation – Any such violation results in a loss of possession.

III. Carrying/Palming the Basketball
   A. A player dribbling the ball may not place the dribbling hand underneath the ball thus momentarily
      holding or carrying the ball while dribbling.
   B. *Violation – Any such violation results in a loss of possession.

IV. Backcourt Violation
   A. Once the offense establishes team control in the frontcourt (both feet must cross with possession of the
      ball), the offense may not contact the ball in the backcourt unless the last touch came from a defensive
      player.
   B. *Violation – Any such violation results in a loss of possession.

SECTION 10. POSSESSION ARROW

I. Initial Possession
   A. Once a successful jump ball establishes the initial possession of the game, the opposing team will receive
      the possession arrow in their favor.
   B. Should an unsuccessful jump ball occur, the jump will be retried until the game’s initial possession is
      established.

II. Reasons for Alternating the Possession Arrow
   A. Prior to any change in the direction of the possession arrow, the team in favor of the current possession
      arrow will receive possession during any of the following situations:
      i. A simultaneous held ball by one (1) player from both the offense and defense.
      ii. At the start of the second half.
      iii. The ball becomes lodged between the backboard and the rim.
      iv. Officials are unable to determine possession on a ball that is simultaneously contacted by each
          team and goes out of bounds.
   B. After the team receives possession, the possession arrow then changes in favor of the opposition.

SECTION 11. FOULS

I. Foul Enforcement
   A. An official’s whistle signals the stop of play during a foul.
   B. Players must wait for the officials report to the score table before play may resume.
   C. Listen to the officials’ commands when enforcing throw-in spots and free throw lane positions.

II. Personal Foul
   A. *Foul – A personal foul is a player foul which involves illegal contact with an opponent while the ball is
      live, which hinders an opponent from performing normal offensive or defensive movements.
   B. Personal fouls also apply during any contact by or on an airborne shooter when the ball is dead.
   C. The following acts will constitute a foul when committed against a ball handler/dribbler:
i. Placing two hands on the player.
ii. Placing an extended arm bar on the player.
iii. Placing and keeping a hand on the player.
iv. Contacting the player more than once with the same hand or alternating hands.

III. Player-Control Fouls
A. *Foul – Should a player in possession of the ball commit a foul, a player-control foul results. Any such foul results in a loss of possession but never results in foul shots.
B. Players with the ball may not charge into a defender who has established a legal guarding position.

IV. Team-Control Fouls
A. *Foul – Should a player without the ball from the team in possession commit a foul, a team control foul results. Any such foul results in a loss of possession but never results in foul shots.
B. Players who set an improper screen receive team-control fouls.

V. Double Fouls
A. *Foul – A double foul occurs when two (2) players on opposing teams commit personal fouls against each other simultaneously. In any such situation, possession will remain with the team who had control prior to the point of interruption.
B. Double technical fouls may also be given.

VI. Intentional Fouls
A. *Foul – Should a player use contact to neutralize an opponent’s advantageous position without attempting to make a play on the ball, an intentional foul results. Intentional fouls automatically award the opposing team two (2) points and possession; intentional fouls also count as one (1) personal and one (1) team foul.
B. Intentional fouls may or may not be premeditated.
C. In severe cases, intentional fouls may also be deemed technical fouls.

VII. Flagrant Fouls
A. *Foul – A flagrant foul may be a personal or technical foul that is violent or savage in nature. Actions warranting a flagrant foul include but are not limited to: striking, kicking, and kneeing. Flagrant fouls automatically award the opposing team two (2) points and possession.
B. Flagrant fouls may occur during live or dead ball situations.

VIII. Technical Fouls
A. *Foul – Technical fouls automatically award the opposing team two (2) points and possession; technical fouls also count as one (1) personal and one (1) team foul. Technical fouls will be given for the following reasons:
   i. Any disrespectful, inappropriate, or abusive comments/actions towards another player or official.
   ii. A foul by a nonplayer.
   iii. An intentional or flagrant foul during a dead ball period.
   iv. An administrative violation.
      a. This includes illegal equipment and failure to sign in on the scorecard.
   iv. Dunking or grasping the rim during pregame warm-ups.
B. Should a player receive two (2) technical fouls over the course of a game, that player will be ejected.
C. Excessive player or team technical fouls over the course of the season will result in temporary suspension until a meeting with the intramural staff occurs.
   i. Should a player receive three (3) total technical fouls, they will be temporarily suspended.
   ii. Should a team receive four (4) total technical fouls, they will be temporarily suspended.

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SECTION 12. SPORTSMANSHIP

I. Minimum Rating
   A. Teams must receive an average of 2.75 sportsmanship rating during league play to be eligible for the playoffs.
   B. Sportsmanship ratings will range between 0-4 with detailed explanations available in the Participant Handbook Article 9: Sportsmanship and Player Conduct

II. Officials
   A. The game’s officials will determine sportsmanship ratings for each of the game’s teams.

SECTION 13. PROTESTS

I. Eligibility Protests
   A. If a player is believed to be ineligible (please see our Policies Information for more details), the game may be played under protest.
   B. Please contact the Intramural Supervisor to file a protest form.

II. Rule Interpretation Protests
   A. Rule interpretation questions must be declared immediately after the play in question.
   B. Rulings involving judgment MAY NOT be protested.
   C. Team captains must announce this protest to the Intramural Supervisor and both captains will be required to fill out information on the protest form.