



Campus Recreation Intramural Basketball Rules

NO ID, NO PLAY, NO EXCEPTIONS!

* All final decisions will be made on the discretion of the Intramural Sports Assistant *

Players and Substitutions

- Teams will consist of **five** players. A **minimum of four** players is required to start play. A team with less than four players will automatically forfeit the game.
- For Co-Rec basketball, a minimum of 2 players of each gender must be represented to play with 5. A team may have one participant of each gender to play but they must play with 4.
- The names of all players must be on the scorebook with the appropriate number for the player.
- Substitutions may only be made when there is a dead ball situation. Substitutes must notify the scorekeepers and check in at the table when they want to enter a game.
- Players are responsible for turning in their ID cards to the scorer's table prior to participating in each game. Only the captain will speak for the team in all dealings with the officials.

Equipment

- Shirts must be worn by all participants, even under jerseys provided by the Recreation program. If a team decides to provide their own jerseys, each team member must have one. The jerseys must be the same color and have a single or double digit number on at least one side. There may not be any duplicate numbers on the same team.
- Players must wear appropriate court shoes.
- All game balls will be provided by the Recreation program and will be used for all games. Teams may provide game balls if both teams AND the officials agree to it. The officials and Intramural Sports Assistants reserve the right to deny the usage of any equipment.
- Jewelry must be off or taped. It is the participant's responsibility to provide the tape for jewelry that cannot come off for religious or other reasons.

Game Rules

- There will be no 5 minute grace period for forfeits. Each team must have their players **READY TO PLAY** at the 5 minute mark. The Intramural Sports Assistants watch will have the official time. Their decision is final.
- All games will be played under NFHS rules with the following the exceptions that are noted below.
- Games are played with two 20-minute halves. It will be running time except for the last two minutes of the second half when the clock will be stopped for all dead balls. Officials may stop the clock at their own discretion.
- The clock will stay running in the last two minutes of the game if the differential in the score is 20 points or more.
- If the margin reaches 40 points or more in the last 2 minutes of the game it will be

terminated immediately.

- Halftime will be five minutes.
- Each team will get two 60-second timeouts per half. Timeouts do not carry over to overtime!

Overtime Games

- All regular season games tied at the end of regulation will play one, two (2) minute overtime period. If the game is still tied after the overtime period, it will end as a tie.
- In the event that a game ends in a tie during playoffs, there will be unlimited, multiple, overtime periods lasting two (2) minutes, as needed, to determine a winner of the game. The clock will stop on all dead balls. All overtime periods will be two (2) minutes.
- Overtime periods will begin with a jump ball. Alternating possessions will be used after the tip.
 - All fouls committed in the second half will carry over to the overtime periods.
- Only **one** 30-second timeout may be called in each overtime period per team. Timeouts WILL NOT carry over to overtime from regulation or from one OT period to the next.
- To be eligible for the playoffs, a player must have played in at least one regular season game for the team(s) he or she intends to represent. The player's name MUST appear on the scorecard with a number for the game(s) played.

Personal Fouls-

- A player will be allowed five fouls. After receiving the fifth foul, the player will be removed from the game by the officials.
- Technical fouls will count as personal fouls. Two technical fouls will result in an automatic ejection. Player may be asked to leave the gym by an official and/or Intramural Sports Assistant. The offending player will be reviewed by the Recreation Specialist before being allowed to participate in future games.

Team Fouls

When a team commits its seventh personal foul in a half, the opposing team will be in the bonus situation. The result of this will be the awarding of a one and one free throw for each foul committed, excluding shooting fouls (two shots) and offensive fouls. Once a team commits their 10th team foul, this will be the double bonus where all common fouls will be result in two shots being awarded to the opponent.

Flagrant Fouls

Any attempt to deliberately hurt or injure another player will result in an immediate ejection and removal from the facility. The offending player(s) will be suspended for at least two league games but could be more depending on the severity of the foul.

Basic Playing Rules

- No offensive player may remain in the foul lane for more than 3-seconds. The 3 second count restarts after a shot, the player leaves the paint, a dead ball, or loss of possession. The count is interrupted and restarts if the player in the paint makes a move to the basket. Three seconds cannot be called when the ball is still in the backcourt.
- The offense has 10 seconds to possess the ball in the front court. The count restarts after any change of possession or dead ball.
- There are 5 second closely guarded counts. A defender must be closer than 6 feet to activate the count. The ball handler can hold the ball for 5 seconds before they have to

pass, dribble, or shoot. If they continue with a dribble, they have 5 seconds to pick up their dribble, pass, or shoot. If they pick up their dribble, they have 5 seconds to pass or shoot. The count is terminated when the following occurs:

- Dribbler has their head and shoulders past the torso of the defender
 - Defender becomes more than 6 feet from the dribbler
 - Dribbler passes or shoots
 - The ball becomes dead
- Dunking will be allowed in intramural games but any attempt to hang on the rim will result in an automatic technical foul. It will also count towards the player and team foul total.
 - Any players protesting an official's call in a disrespectful manner could be subject to a technical foul.

Rosters

No more than 12 players per a team.

Teams may not remove players from their roster once they have participated in a regular season game -including forfeits.

Players may not, at any point, change teams once they have participated in a regular season game.

Teams may add players throughout the regular season until the 2nd game if an open roster spot is available.

Rosters may not exceed the maximum number allowed.

Intramural Eligibility

All students registered at Stanislaus State University are eligible to participate in the Campus Recreation Intramural Sports program. Extension courses do not qualify an individual for intramural competition.

In order to participate in any intramural contest, all students, faculty and staff must present a valid Stanislaus State University ID.

All alumni participants must present any type of photo ID.

Stanislaus State faculty, staff and alumni are eligible to compete in intramural sports.

Intercollegiate student-athletes are ineligible for participation in that sport or its related sport if they remain on such a team during or after the first contest in that sport season. In addition, persons who have previously competed in intercollegiate athletics at the NCAA Division I, II or III levels are ineligible to participate in that sport or its related sport until one complete semester (fall or spring) has passed since their last season of competition.

Examples: Intercollegiate Basketball players cannot participate in Intramural Basketball.

A person may only be on one Co-Rec and one roster of their gender for each intramural league.

If a team forfeits in advance, the opposing team gets treated as if all their players arrived and

played.

A team will forfeit any contest in which an ineligible player has competed.

Alcohol/Controlled Substances

Alcohol and other controlled substances are not allowed at any Recreation event. Any player found to be under the influence of alcohol, or other controlled substance, will be automatically ejected from the league.

Judgment calls by an official may not be protested. Protests are restricted to matters of rules interpretations and player eligibility. Protests must be made in writing and submitted to the Campus Recreation Student Fitness Center by 4pm the following working day after the contest. All final decisions are made by the Recreation Specialist.

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