



INTRAMURAL SPORTS/RECREATION BASKETBALL RULES



Game time is now forfeit time. Student IDs need to be turned in prior to the scheduled starting time.

GENERAL

* Individuals may only play for one men's or women's team and for one co-ed team during the entire season and playoffs. The first team that an individual plays for is the team that he/she is committed for the duration of the season and playoffs.

1. All players must present a current YSU ID at all contests.
2. Each team will consist of five players. At least four players must be present to play the game or the team in question will forfeit the contest. Two players are needed to finish the contest.
3. For co-rec play only: The forfeit rule still applies. The co-rec team has to have a minimum of 5 players ready to start when it's 10 minutes after the start time and they still have to have a minimum of 2 females included in the 5 players needed to start the game.
4. Individuals may only play for one men's or women's team and for one co-ed team during the entire season and playoffs. The first team that an individual plays for is the team that he/she is committed for the duration of the season and playoffs.
5. IDs have to be collected by the team's captain and given to the referee at least 10 minutes before the start of the game. If a player comes late, the ID has to be given to the referee and then written down before that player is allowed to play.
6. Only the captain from each team is allowed to talk to the referees during play or at halftime. If a player other than the captain complains to the referees, a warning will be given to that team's captain. If it happens a second time during the same game, then that player will be ejected from the game.
7. In the case of an ejection, the player not only must leave the premises, but also needs to meet with the Assistant Director of Intramural Sports before she/he may participate in the next activity.

8. All teams must be dressed in appropriate basketball attire.
 - a. Any clothing that expresses degrading language or inappropriate dress will be asked to remove or pull shorts up.
if asked a second time, a technical (team foul) will be called for each time official needs to address the incident
9. **THE INTRAMURAL STAFF HAS THE RIGHT TO STOP A CONTEST IF THEY DEEM IT NECESSARY.**
10. Any rules not covered in this rule sheet will be subject to interpretation by the Assistant Director for Intramural sports.

TIME PERIOD

1. A player may not participate unless she/he is recorded on the score sheet/roster. If a player comes late, the ID has to be given to the referee and then written down before that player is allowed to play. Late players may be added to the score sheet/roster at any time, although a new player may have to wait for a dead ball or time out situation.
2. All player additions to your team roster must be made by Friday, 6 pm in the Andrews Recreational and Wellness Center administrative offices.

THE GAME

1. The game will consist of two eighteen minutes halves. Three minutes rest between halves.
2. The clock will run continuously until the last two minutes of the game unless a timeout is called and/or the Mercy Rule is in effect: (fifteen points or more, clock does not stop). When a team is 20 points ahead by the final two minutes of the game; the game ends.
3. Each team will be allowed 2 timeouts per half, one minute in length. Only unused 2nd–half timeouts can be carried into overtime periods. A maximum of two timeouts can be used back to back. If a team has no timeouts and calls for one, a two-shot technical foul will be

assessed, plus possession of the ball to the non-violating team at the division line. Timeouts may be called on any dead ball situation.

4. **OVERTIME:** Period will begin with a jump ball, the time will be three (3) minutes using a regular basketball clock. Each team will receive **ONE ADDITIONAL TIME-OUT PER OVERTIME PERIOD.**

5. The scorekeeper's record is official. Scorekeepers will be responsible for keeping the time, score and possession arrow. Players must check in with the scorekeeper before subbing into the game.

6. Teams are not allowed to use their own basketballs for play, and the official intramural ball will be used.

7. Teams should wear contrasting color jerseys during the game. If a team has all same color shirts with numbers on the front or back, they will not be required to wear intramural jerseys. The intramural department will provide jerseys.

8. Each team's basket for practice before the game and for the first half shall be the one farther from its team bench.

PLAYING RULES

1. No dunking the ball or grabbing the rim before or after the game at any time. Penalty: Technical Foul (automatic 2 points, plus possession), which is assessed as a team foul and a personal foul.

2. The closely guarded rule is in effect. A closely guarded situation occurs when a player in control of the ball in his or her team's front court is guarded by an opponent who is within a distance of 6 feet of the player who is holding or dribbling the ball. The offensive player has 5 seconds to pass the ball before a closely guarded call is ruled.

3. The alternate possession rule will be used.

4. Fouls occur when a play attempts to gain an advantage offensively or defensively.
a. Illegal use of hands, arms, legs, feet and/or torso.

b. Pushing, holding, grabbing and/or hooking an opponent.

5. A player must leave the game upon her/his fifth personal foul. Technical and player control fouls will be counted as personal fouls and team fouls. Team fouls will reset to zero after halftime. Team fouls are carried from the second half into overtime.

- a. One-and-one begins on the fifth team foul.
- b. Two shot fouls will begin on the seventh foul.
- c. No foul shots for player control fouls.

6. FREE THROWS: Players may step into the lane upon the release of the ball, not when the ball touches the rim.

7. Flagrant and intentional fouls will result in an automatic 2 foul shots for the non-violating team, plus possession. Technical and flagrant fouls may carry an ejection.

8. LOOSE BALL CONTACT: It is true that contact between opponents may be violent and yet be legal. A key to judging whether or not contact on a loose ball play is a legal hinge, on when players get to the loose ball. When two opponents reach a spot on the floor at the same time, contact should be ruled as incidental. When one player is making an attempt to reach or actually reaches the loose ball, and then an opponent dislodges or displaces the first players, a foul has occurred. Failure to call a foul when one player “piles” on top of the opponent will create retaliatory fouls. “Going for the loose ball” is not a license for illegal contact.

9. A ball which touches the front face or edges of the backboard is treated the same as touching the floor inbounds, except when the ball touches the thrower’s backboard, it does not constitute a part of a dribble.

10. INBOUNDS/OUT OF BOUNDS: Concerning whether a player may be the last person to touch the ball before stepping out of bounds and then be the first to touch the ball after returning inbounds:

- a. It is legal, except when there is player control. A player, who is dribbling (player control) and steps out of bounds during the dribble, even though he/she is not touching the ball at the time, as violated. A player who is holding the ball and steps out of bounds has obviously violated.

FOULS AND THEIR ENFORCEMENT

1. **BLOCK/CHARGE RULING:** Blocking is illegal personal contact, which impedes the progress of an opponent.

- a. A player who is moving with the ball is required to stop or change direction to avoid contact if a defensive player has obtained a legal guarding position.
- b. If a guard has obtained a legal guarding position, the player with the ball must get his/her head and shoulders past the front of the torso of the defensive player. If contact occurs on the front of the torso of the defensive player, the dribbler is responsible for the contact.
- c. There must be reasonable space between two defensive players or a defensive player and a boundary line to allow the dribbler to continue in his/her path. If there is less than 3 feet of space, the dribbler has the greater responsibility for the contact.
- d. The player with the ball may not push the torso of the guard to gain an advantage to pass, shoot or dribble. Over the back to obtain or maintain legal rebounding position, a player may not:
 - i. Displace, charge or push an opponent.
 - ii. Extend shoulders, hips and knees or extend the arms or elbows fully or partially in a position other than vertical so that the freedom of movement of an opponent is hindered when contact with the arms or elbows occurs.
 - iii. Bend his/her body in an abnormal position to hold or displace an opponent.
 - iv. Violate the principle of verticality.

2. **PERSONAL FOUL:** A player foul, which involves illegal contact with an opponent while the ball is live or committed by or on an airborne shooter when the ball is dead.

3. **INTENTIONAL FOUL:** A personal or technical foul designed to stop or keep the clock from starting to neutralize an opponent's obvious advantageous position; contact away from the ball or when not playing the ball; and excessive contact with an opponent while playing the ball.

4. **FRAGRANT FOUL:** A personal or technical foul of a violent or savage nature, or a technical non-contact foul which displays unacceptable conduct such as: extreme or persistent, vulgar, or abusive conduct. If personal, it involves violent contact such as striking, kicking, kneeling, etc. Fighting is a flagrant act.

5. **PLAYER CONTROL FOUL:** A common foul committed by a player while he or she is in control of the ball, or by an airborne shooter.

- a. Missed basket: 2 shots awarded
- b. Made basket: 1 shot awarded

- c. Before 5th team foul: award possession of the ball.
- d. On or after 5th team foul: bonus 1 plus 1 award
- e. On or after 7th team foul: 2 foul shots

CO-ED RULE ADJUSTMENTS

1. Teams shall consist of three women/two men. Team can play with one less player but there must be at least two women on the court. Two women must be present to begin the game.

2. SCORING: Each three pointer, field goal and free throw will count three, two and one respectively, regardless of who scores.