



Campus Recreation INTRAMURAL SPORTS/LEAGUES RULES: BASKETBALL

TEAM REQUIREMENTS:

- A team will consist of a maximum of 5 players on the court at one time.
- A minimum of 4 players are required to start a game.
- Coed teams must have 2 females minimum on the court at all times.

EQUIPMENT

- Athletic shoes must be worn at all times
- Shirts must be worn at all times, even when wearing Campus Recreation mesh jerseys.
- No jewelry is allowed, with the exception of Medic Alert jewelry, which must be taped down.
- **No SMC Student ID = NO PLAY.** All players must present their valid Saint Mary's Student ID when checking in with the Intramural Scores tables before each contest in order to participate.
- Participants can wear their own shirts. They can either:
 - 1) Bring a white or blue colored shirt with a number on it
 - 2) Bring a white or blue colored shirt with no number on it. That player will be taped with the number 0 on their back.
- Hats cannot be worn
- Bandanas cannot be worn
- Five-Toe Shoes cannot be worn

START OF GAME

- If one team is not ready to play (with at least 4 players on the court, properly equipped) by 10 minutes after the scheduled game time, the team that is ready will win by default if there are 1-3 opposing players present. It will be a forfeit if no opposing players are present.
- The offending team cannot call time-outs until they have checked in a legal minimum lineup.
- The start of the game will begin with a jump ball at the center of the court.

GAME RULES

- **Timing:** A game will consist of two 20-minute, running-clock halves. With the last 2 minutes of the second half being stop-clock if the teams are within 10 points from each other. During

the last 2 minutes of play, the clock will stop on all violations, fouls, held balls, and time-outs. The clock does stop after a made basket.

- **Timeouts:** Each team shall be allowed 1 full-length (60 seconds) timeout per half, 2 per game. Clock will be stopped during time outs.
- **Overtime:** If the score is tied when the game clock expires, 3-minute overtime periods will be played until one team is ahead when the clock expires. Regular clock will be used in overtime. The last minute of overtime will be stop clock. Unused timeouts **do not** carry over into overtime, and each team will receive 1 timeout per overtime period. All overtime periods will begin with a jump ball.
- **Free Throws and Fouls:** A player has 10 seconds to shoot a free throw after the official gives them the ball. All fouls will be called by the officials.
 - **Fouling Out:** Players will foul out of the game on their 5th foul.
 - **1 and 1 Bonus:** On the 7th, 8th, and 9th team foul of a half, the offended player will receive 1 free throw. If successful, a second free throw will be attempted.
 - **Double Bonus:** On the 10th half and all the subsequent team fouls of a half, the offended player will receive 2 free throws.
 - **Free Throw Substitution:** During multiple free throws, substitutions may be made only before the final free throw is attempted. If the player is shooting a 1 and 1, players will substitute in before the first free throw.
 - *Exception:* When a player is required by rule to be replaced (i.e. fouled out) prior to a free throw, all other substitutes may then enter the game.
- **Entering the Lane:** During a free throw, all players are lined up along the lane lines and behind the three-point line. Free throw line extended shall not enter the lane area until the ball has touched any part of the rim or backboard. Players may enter the lane on release. (Penalty = Free Throw Violation)
- **Player and Team Control Fouls:** No free throws will be awarded for player and team control fouls. Points cannot be awarded on player control fouls.
- **Technical Fouls:** All technical fouls will result in 2 free throws and ball at half court to the offended team. An official may call a technical foul for any reason in his/her judgment where s/he feels the situation or play merits calling a technical foul. Examples are, but not limited to: unnecessary roughness, dirty play, foul language, abusive language from players, coaches, or crowd, non-players running onto the court during play, fighting, taunting, intentionally slapping the backboard, hanging on the rim for a reason other than safety, requesting a time out without any remaining, etc.
 - A player receiving 2 technical fouls during a game will be ejected from that game, and will be suspended for a minimum of that team's next scheduled game.
 - A team receiving 3 unsporting technical fouls during a game will result in the game being forfeited.
- **Ejections**
 - Any official, supervisor, or Campus Recreation Staff member has the authority to eject, from the game and/or the gym, a player(s), coach, or spectator at any time if in his/her judgment s/he deems such action is necessary in order to maintain a sportsmanlike atmosphere.
 - Any player who is ejected will be suspended for a minimum of that team's next scheduled game and must talk with Andrew DeMaria and Phil DeTonnancourt.

- No profanity. Players who use profanity on the court will have an immediate ejection from the game. No exceptions. Must talk with Andrew DeMaria and Phil DeTonnancourt.
- **Jump Balls:** In held ball situations, the two players holding the ball will be brought to the nearest circle and the possession will be decided by which team wins the jump ball.
- **Substitutes:** Teams must check in at the scorer's table and will be allowed to enter the game when an official beckons them onto the court. No "on the fly" substitutions will be permitted.

RULES AND REGULATIONS ARE SUBJECT TO CHANGE AT ANY POINT DURING THE SEASON AT THE DISCRETION OF CAMPUS RECREATION