



UC MERCED INTRAMURAL SPORTS

A LEAGUE BASKETBALL RULES

All rules not covered by this supplement shall be governed by current NCAA basketball rules.

RULE 1: COURT AND EQUIPMENT

1.1 Basketballs. A 30" ball will be provided by the IM Staff.

RULE 2: OFFICIALS AND SCOREKEEPERS

2.1 Timers/Scorekeepers. Each team must supply one non-playing individual to keep score.

Penalty—Forfeiture of game

2.2 Officials. The Intramural Sports Office will provide officials. The use of abusive or insulting language, physically threatening, pushing, taunting or repeatedly arguing with an official is cause for ejection.

RULE 3: PLAYERS, SUBSTITUTES, AND EQUIPMENT

3.1 Teams. The game shall be played between two teams of five (5) players. A team may start a game with less than five players, but no less than four (4). A game may not continue with less than three players (whether due to injury or foul out). Each player must show a valid Cat Card to the referee before each game.

3.2 Managers. Team managers are responsible for making sure that each player on his/her team complies with all intramural eligibility rules. It is the responsibility of the team manager to control the conduct of his/her team members and spectators (see IM Eligibility Rules & Sign Up Procedures).

3.3 Team Rosters. Each player's first and last name must be written on the team roster. Additions to the team roster can be made any time before March 11th. The maximum number of players allowed on a roster is 8. Each roster may have **no more than two (2) experienced athletes**.

3.4 Participation Restrictions. No player may participate on more than one men's or women's team and one coed team during the course of the season. Each player must show the appropriate identification prior to playing. **RESULT**: Discovery of illegal participation shall result in forfeit of the contest(s) where the illegal player participated.

3.5 Substitutes. Substitutes must be listed on the score sheet prior to playing. Players wishing to substitute must check in with the scorer's table prior to entering the game. A substitute may only enter when the official beckons him/her. **RESULT** – Illegal substitutions result in a technical foul for the player entering illegally.

3.6 Uniforms. All teams must have numbered jerseys. IM Sports staff will provide numbered pennies.

3.7 Player Disqualification. Players may be disqualified for the following reasons:

- A. No valid ID
- B. Five (5) personal fouls **NOTE:** Technical fouls will count toward a player's five (5) personal fouls
- C. Two (2) technical fouls
- D. ANY flagrant personal foul fouls and the number of team fouls.
- E. ANY flagrant technical foul

Any player involved in a fight will automatically be suspended from all IM activities and be referred Student Judicial Affairs. The use of abusive or insulting language, physically threatening, pushing, taunting or repeatedly arguing with an official is cause for ejection.

- 3.8 **Illegal Equipment.** No player will be permitted to wear jewelry or other equipment that may be dangerous to other players. Metal knee braces are permissible if they are covered with a soft padding. Plaster casts are illegal even if they are padded. Hats are prohibited.

RULE 4: DEFINITIONS

4.1 **Back Court**

- A. A ball that travels from the front court to the back court without being touched by a defensive player may not be recovered by the offensive team. If touched by a defensive player, either team may recover the ball.
- B. The ball is in the front court when the ball **and** both feet of the dribbler are completely across the mid-court line.

4.2 **Basket Interference.** Basket interference occurs when a player:

- A. Touches the ball or any part of the basket while the ball is on or within the basket.
- B. Touches the ball while any part of the ball is within the imaginary cylinder, which has the basket ring as its lower base.
- C. Reaches through the basket from below and touches the ball before it enters the cylinder.

4.3 **Blocking, Charging**

- A. **Blocking** is illegal personal contact that impedes the progress of an opponent. To establish a legal guarding position:
 1. The defender must initially have both feet on the floor.
 2. The defender's torso must be facing the opponent.
 3. If the opponent is airborne, the defender must have established position before the opponent left the floor.
 4. If the opponent does not have possession of the ball, the defender must give the opponent time and distance to avoid contact (the distance need not exceed two strides). No time or distance is required if the defender's opponent possesses the ball.

- B. **Charging** is illegal personal contact by pushing or moving into an opponent's torso.
1. 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 in his or her path.
 2. If a defender has obtained a legal guarding position, the player with the ball must get his or her shoulders by or around the torso of the defensive player. If contact occurs on the torso of the defensive player, the dribbler is responsible for the contact.
 3. 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 or her path. If there is less than three feet of space, the dribbler has the greater responsibility for the contact.
 4. The player with the ball may not push the torso of the guard to gain an advantage to pass, shoot, or dribble.

4.4 Closely Guarded. A player is closely guarded when while in possession of the ball, while being guarded within 6 feet and in the front court.

4.5 Court Areas.

- A. The front court consists of that part of the court between its end line and the nearer edge of the division line, including its basket and the inbound part of the backboard.
- B. The backcourt consists of the rest of the court, including the entire division line and the opponent's basket and inbound part of the opponent's backboard.

4.6 Fouls.

- A. Personal Foul. A player foul that involves illegal contact with an opponent while the ball is live. Examples of personal fouls are blocking, charging, pushing, and illegal use of hands.
- B. Technical Foul. A technical foul is a foul by a non-player, or a player foul that does not involve contact with an opponent, or a player foul that involves intentional or flagrant contact with an opponent while the ball is dead. Examples of technical fouls include:
1. Grasping or hanging on the rim. Dunking is legal during the game only. Dunking during warm-ups will also result in a technical foul.
 2. Slapping the backboard, causing the backboard to vibrate or touching the backboard while the ball is in flight or in the cylinder above the basket.
 3. More than 5 players on the court while the ball is alive or illegal substitution.
 4. Profanity or unsportsmanlike conduct.
 5. Trash talking or taunting.
 6. Fouling a player who is out of bounds attempting a throw-in.
 7. Throwing elbows.

NOTE: Technical fouls will count toward a player's four (4) personal fouls for disqualification and will count toward the team total needed to reach the bonus situations.

- C. Common Foul. A personal foul that is not flagrant, intentional, or committed against a player not attempting a shot.
- D. Flagrant Foul. A flagrant foul may be a personal or a technical foul of a violent nature, or a technical non-contact foul, which displays vulgar or abusive conduct. **RESULT:** Two points and the ball. Under two minutes, two foul shots and the ball. Flagrant fouls will always result in the offending player being ejected.
- E. Intentional Foul. Any foul that appears to be premeditated or is not a legitimate attempt to directly play the ball. **RESULT:** Two points and the ball. Under two minutes, two foul shots and the ball. If severe, the player may be ejected upon referee discretion.

4.7 Goaltending.

- A. Goaltending occurs when a player touches the ball during a field goal try or tap while:
 - 1. The ball is in downward flight.
 - 2. The entire ball is above the level of the basket ring.
 - 3. The ball has a possibility of entering the basket in flight.
 - 4. The ball is not touching an imaginary cylinder, which has the basket ring as its lower base.
- B. It is also goaltending during a free throw attempt when a player touches the ball while it is outside the imaginary cylinder.

4.8 Kicking the ball is intentionally striking it with any part of the leg or foot.

4.9 Screens. A screen is legal action by a player who, without causing contact, delays or prevents an opponent from reaching a desired position.

- A. To establish a legal screening position:
 - 1. The screener may face any direction.
 - 2. Time and distance are relevant.
 - 3. The screener must be stationary, except when both the defender and the screener are moving in the same path and the same direction.
- B. When screening a stationary opponent from the front or side, the screener may be anywhere short of contact.
- C. When screening a stationary opponent from behind, the screener must allow the opponent one normal step backward without contact.
- D. When screening a moving opponent, the screener must allow the

opponent time and distance to avoid contact. The distance need not be more than two strides.

- E. When screening an opponent who is moving in the same path and direction as the screener is moving, the opponent is responsible for contact if the screener slows up or stops.

RULE 5: SCORING AND TIMING REGULATIONS

- 5.1 Playing Time. Playing time shall be two halves of 20 minutes (running time) with a 3 minute intermission between halves.
- 5.2 Stopped Time. The clock will stop during the last 2 minutes of the second half if there is less than a 20-point lead, and during overtime periods. The clock will not stop in the last 2 minutes if one team has a lead of 20 points or more at any point in time within the last 2 minutes. An official's timeout shall be called in case of an emergency or serious injury.
- 5.3 Overtime. Overtime periods shall be 2 minutes (stopped time) with a one minute intermission proceeding each overtime period.
- 5.4 Timeouts. Each team will be allowed two 30-second timeouts per game and one 30second timeout per overtime period. Unused timeouts accumulate and may be used at any time. A team may be granted a timeout when the ball is dead or when the team requesting the timeout is in control of the ball. Only a player ON THE COURT may call a timeout.
- 5.5 Forfeits. A forfeit constitutes (1) non-appearance, (2) less than 4 players on the court at game time, (3) arriving 5 minutes after game time, (4) Use of an ineligible player. **A forfeit by a team will result in the assessment of a \$20.00 fine.** A single forfeit will not necessarily eliminate a team from playoffs. **A second forfeit may eliminate a team from further competition in that sport and a second fine of \$20.00 will be assessed.** Team managers will be held responsible for payment of the fine.
- 5.6 Scoring. (See Coed Rules 11.2 for Coed scoring)
 - A. 2 points ... shot anywhere on or within the three-point line.
 - B. 3 points... shot from beyond the three point arc
 - C. 1 point ... shot from the free throw line.

RULE 6: LIVE BALL AND DEAD BALL

- 6.1 Game – How Started. A coin toss between the captains prior to the game will determine who receives possession of the ball to start the game. The ball will be put into play by a throw in at mid court. The possession arrow will be used to determine possession in held ball situations.
- 6.2 Second Half – How Started. The team who has the possession arrow at the end of the first half will begin the second half with a throw-in from mid-court. Teams shall switch baskets for the second half.
- 6.3 Overtime – How Started. Should a game end in a tie, the overtime period shall be

started in the same manner as the game was started, with a jump ball. Teams shall continue to shoot at the same basket they did during the second half.

6.4 Live Ball. The ball becomes live when:

- A. On a throw-in, the ball touches or is touched by an inbound player.
- B. On a free throw, the ball is placed at the disposal of the free thrower.

6.5 Dead Ball. The ball becomes dead or remains dead when:

- A. A goal is made.
- B. A held ball occurs.
- C. Ball is lodged in basket supports.
- D. Time expires.
- E. A foul or violation occurs.
- F. Official's whistle is blown.

RULE 7: OUT OF BOUNDS AND THROW-IN

- 7.1 Player out of Bounds. If a player touches the floor or any object on or outside the boundary line, he/she is considered out of bounds.
- 7.2 Ball out of Bounds. A ball is out of bounds if it touches a player, an official, or any equipment or person out of bounds. A ball striking the edges of the backboard is live. A ball passing over the backboard or striking the basket supports shall be out of bounds. The top and backsides of the backboard are also out of bounds.
- 7.3 Simultaneous Touch. If the ball goes out of bounds and was last touched simultaneously by two opponents, the ball shall be given to the team entitled to possession in the alternating process.
- 7.4 Throw-In. The throw-in starts when the ball is at the disposal of the player entitled to the throw-in. The ball must be released within 5 seconds. The clock shall start when the ball is first touched inbound.
- 7.5 3-Foot Restriction. On a throw-in where there is not 3 feet of space out of bounds, no player shall stand closer than 3 feet away from the boundary line.

RULE 8: FREE THROWS

- 8.1 Free throws will only be shot during the last 2 minutes of the second half and during overtime periods.
- 8.2 A player must be entirely within a marked 3-foot lane space or behind the free throw line extended and beyond the 3-point line.
- 8.3 Entering the lane. The free throw shooter or anyone beyond the 3-point line may not enter the lane until the ball touches the backboard or the rim; all others may enter as soon as the ball is released.

RULE 9: VIOLATIONS AND PENALTIES

9.1 Free Throw Violations:

- A. Ball fails to touch the rim.

- B. 10-second violation by the shooter.
- C. Fake try for a goal.
- D. Distracting the shooter.
- E. Player entering or leaving a marked lane space after the ball has been handed to the shooter and before the shot is released.
- F. Shooter steps on or across the free throw line before the ball touches the backboard or the rim.
- G. Player not occupying a marked lane space steps in front of the free throw line extended before the ball touches the backboard or rim.

PENALTY – If the violation is by the shooter or the shooter’s teammate, no point shall be scored on that throw. If the violation occurs on the shooter’s last shot, the ball shall also be awarded to the opposing team for a throw-in. If the violation is by the shooter’s opponent and the basket was made, the violation is disregarded; if the basket was not made, the shooter shall be awarded a substitute shot.

9.2 Miscellaneous Violations:

- A. Traveling (moving the pivot foot before the ball is released for a pass, shot, or dribble).
- B. Kicking the ball (*intentionally* striking the ball with any part of the leg or foot).
- C. Double dribble.
- D. Back court violation.
- E. 3 seconds in the key.
- F. 10-second violation
- G. 5-second closely guarded violation.
- H. Taking in excess of 5 seconds to release an inbound pass.
- I. Offensive basket interference.
- J. Playing within 3 feet of the boundary line on a throw-in.
- K. Reaching over the boundary line to guard against a throw-in.
- L. Full court press (if pressing team has 20-point lead or greater in the second half).

PENALTY – Ball is awarded to the offended team for a throw-in from the point out of bounds nearest the violation. Repeated violations of (J), (K), and (L) above will result in a technical foul.

9.3 Jump Ball. Jump ball situations will be handled by alternating possession procedure at the spot nearest to where the jump ball situation occurs.

9.4 Basket Interference or Goal Tending – (see Rules 4.2 and 4.7 for definitions)

PENALTY – Offended team is awarded 2 free throws if during a 2-point field goal attempt and 3 free throws during a three-point field goal attempt.

RULE 10: FOULS AND PENALTIES

10.1 Fouls & Penalties – General. Unless stated otherwise, when a penalty for a foul includes the ball being awarded for a throw-in, the throw-in spot shall be the spot

out of bounds nearest to where the foul occurred.

10.2 Fouls & Penalties – Running Time

A. Non-Shooting Fouls – Running Time

1. Common Foul

- a. Before the 7th team foul, the offended team receives the ball for a throw-in.
- b. Beginning with the 7th team foul, the offended team receives one-point and the ball awarded at the division line.
- c. Beginning with the 10^h team foul, the offended team receives 2 points. The offending team receives the ball.

2. Technical Foul

- a. Offended team receives 2 points and the ball at the division line.

3. Intentional or Flagrant Foul

- a. Offended team receives 2 points and the ball. If flagrant (*intent to injure or dangerous*), offending player is disqualified.

B. Shooting Fouls – Running Time

1. Personal Foul

- a. Shot Made: Offended team receives the point value of the shot plus one point for the foul. The offending team receives the ball.
- b. Shot Missed: Offended team receives 2 points for the foul (3 points if shooter is beyond 3-point line). The offending team receives the ball.

2. Intentional or Flagrant Foul

- a. Shot Made: Offended team receives the point value of the shot plus two points for the foul and the ball at mid-court.
- b. Shot Missed: Offended team receives 2 points for the foul (3 points if shooter is beyond 3-point line) and the ball at mid-court.
- c. If Flagrant: Same as (a) or (b) above with the offending player being disqualified.

10.3 Fouls & Penalties – Stopped Time

A. Non-Shooting Fouls – Stopped Time

1. **Common Foul**

- a. Before 7th team foul, the offended team receives the ball for a throw-in.
- b. Beginning with the 7th team foul, the offended player shall shoot a one-and-one free throw.
- c. Beginning with the 10th team foul, the offended player shall shoot 2 free throws.

2. **Technical Foul:** The offended team shall be awarded 2 free throws and the ball at the division line.

3. **Intentional or Flagrant Foul:** Offended player shall be awarded 2 free throws and the ball awarded to the offended team. If flagrant, offending player is disqualified.

B. Shooting Fouls – Stopped Time

1. **Personal Foul**

- a. Shot Made: The basket counts and the offended player shall shoot one free throw.
- b. Shot Missed: The offended player shall shoot 2 free throws (3 free throws if shooter is beyond 3-point line).

2. **Intentional or Flagrant Foul**

- a. Shot Made: The basket counts and the offended player shall shoot 2 free throws and the offended team receives the ball at the division line.
- b. Shot Missed: The offended player shall shoot two free throws and the offended team shall receive the ball at the division line.
- c. If Flagrant: Same as (a) or (b) above with the offending player being disqualified.

10.4 Other Fouls

A. **Double Foul:** Ball shall be awarded to the team entitled to possession in the alternating process (no points or free throws are awarded for double fouls). Offending players will each receive a personal foul.

B. **Player Control Foul:** Offended player's team shall receive the ball. (No points or free throws are awarded for offensive fouls.)