



## IM Basketball Rules and Information

All rules not listed will be governed by the National High School Federation Rule Book

### I. GENERAL RULES

1. The supervisor on duty reserves the right to remove any player from competition who has violated any Emory University Intramural Policy or Rule and/or endangered any player or IM staff member. Ejected players must leave the facility immediately. Any player or team that exhibits a pattern of troublesome behavior will be removed from intramural sports. Supervisors also have the authority to end a game.

2. Three (3) Unsportsmanlike Penalties will result in a team disqualification regardless of the score. Two (2) Personal Unsportsmanlike Penalties will result in the player leaving the game. Only a team's designated Captain is allowed to confer with the officials. There is a **ZERO TOLERANCE** policy for any unsportsmanlike behavior directed towards players, officials, and staff.

3. Participants are not allowed to play in a manner that is potentially dangerous or reckless. Safety for all our participants is our number one priority. Any action(s) that is deemed dangerous and/or reckless by the game's official or the Intramural Sport Supervisor will result in either an unsportsmanlike penalty or an ejection depending on the severity of the action. Intramural managers and players should consider this rule their warning not to play in a dangerous or reckless manner.

### II. PLAYER ELIGIBILITY

1. Participation is limited to currently-enrolled, fee-paying students, Emory University faculty/staff members, spouses, and Alumni.

2. All players must have an Emory University ID or Government Issued photo ID (i.e. Driver's License) at each game to sign-in. **ID Cards will be checked EVERY GAME.**

3. All players **MUST** be listed on the printed scoresheets and cannot be written in at gametime.

4. **Varsity & Club Athletes:** Varsity players are not eligible to participate in similar intramural sports. Each team can have up to two club players in a similar sport. Teams who violate this policy will receive a forfeit loss for each game the violation has taken place and will be ineligible for the playoffs.

### III. TEAM COMPOSITION & SUBSTITUTIONS

1. **GAME TIME IS FORFEIT TIME.** You must have the required number of players at game time in order to avoid a forfeit.

2. Players can compete on only one men's or one women's team, regardless of division.

3. Five (5) players constitute a team in all basketball leagues. Co-Rec: 3 men and 2 women or 3 women and 2 men.

4. At least four (4) players to start a game. Two (2) women are required to be on the court for Co-Rec.
5. Substitutions shall be permitted during the game at all dead balls. **Substitutes MUST report to the scorekeeper and may ONLY enter the game at the official's signal.** In a multiple free throw situation, a substitute may only enter immediately before or after the last free throw attempt. Failure to properly report will result in a technical foul being assessed to that player.

#### **IV. EQUIPMENT & PLAYING AREA**

1. All players must wear athletic non-marking shoes. No street shoes, bare feet, sandals, metal or posted cleats will be allowed.
2. No player may wear jewelry including, but not limited to watches, bracelets, necklaces, earrings, and various body rings. Jewelry worn for medical and/or religious reasons must be taped down.
3. Baseball caps, hats, bandanas, and any other headwear that has a brim or knot are not permitted. Knit stocking caps and mesh head bands are allowed.
4. Basketballs will be available for checkout from the equipment room. Game balls will be provided.

#### **V. MATCH TIME, LENGTH, & SCORING**

1. **Game Length:** Games shall consist of two (2) twenty (20) minute halves, with a three (3) minute halftime. The clock will run continuously the entire first half and only stop for team and officials timeouts. The clock will be stopped on all dead-ball situations during the last two (2) minutes of the game.
2. **Overtime:** In case of a tie game, there will be a three (3) minute overtime with the team ahead at the end of play declared the winner. The clock will be stopped on all dead-ball situations during the last two (2) minutes of overtime. Each team is allowed one (1) time-out per overtime period.
3. **Time Outs:** Each team will be permitted three (3) time-outs per game. Each time-out will last no longer than one (1) minute. Timeouts DO NOT carry from regulation to overtime or from overtime to overtime.
4. **Scoring:** All field goals in front of the 3-point line are worth two (2) points. All field goals behind the blue three (3) point line are worth three points. Free-Throws are worth one (1) point. Co-Rec Exception: Women's baskets count double: FT = 2, FG = 4, 3PT = 6.
5. **Mercy Rule:** If a team is winning by any of the following margins the mercy rule will come into effect and the game will end:
  - 40 points at any point in the second half
  - 30 points with 5 minutes left in the second half
  - 20 points with 2 minutes left in the second half

#### **VI. RULES OF PLAY**

1. **Jump Balls:** To start the game or overtime period, a jump ball will be administered at midcourt. Alternating possession will be in effect once control is obtained. The alternating possession arrow will determine possession of the ball at the start of the second half.
2. **Jerseys:** Each team is required to wear numbered shirts/jerseys of one distinguishable color. Numbers must be clearly legible on the front and/or -back of each jersey. No taped numbers will be allowed.

### 3. Free Throws:

- One free throw will be awarded for a player fouled in the act of shooting and the two or three-point try is successful.
- Two free throws will be awarded for a player fouled in the act of shooting whose two-point try is unsuccessful, and three free throws will be awarded for an unsuccessful attempt beyond the three-point line.
- On all one-shot and one-and-one free throw attempts, offensive and defensive players may enter the lane when the free throw attempt has contacted the rim or the backboard.
- During a free throw, marked lane spaces may be occupied by a maximum of four (4) defensive and two (2) offensive players. The bottom spaces below the blocks shall not be occupied. Any player who does not occupy a marked lane space must be behind the free-throw line extended and behind the three-point line.
- No free throws will be awarded for the following:
  - a. Each common foul before the bonus rule is in effect
  - b. A double foul
  - c. A double technical foul
  - d. A player control foul
  - e. A team control foul

**4. Personal Fouls:** A player will be disqualified (foul out) when he/she has accumulated five (5) fouls (any combination of personal or technical).

**5. Technical Fouls:** A technical foul will be given to offending players for unsportsmanlike conduct that does not involve physical contact. Profane or intimidating language directed toward an official or opposing player will result in an immediate technical foul.

The penalty for a technical foul is two shots, plus the ball put into play at half court.

**6. Intentional Fouls:** An intentional foul will be given to offending players that, in the official's judgment, do not make a play on the ball when contacting the opposing player.

The penalty for an intentional foul is two (2) free-throws (three free-throws if a three-point attempt) plus possession of the ball nearest the spot of the foul. For a successful two (2) or three (3) point try, the basketball will be counted and two (2) free throws and the ball will be awarded.

**7. Flagrant Fouls:** A flagrant foul involves unsportsmanlike conduct that is extreme in nature or excessive or severe contact during a dead ball. Fighting/throwing a punch is also considered a flagrant foul.

The penalty for a flagrant foul is immediate ejection of the offending player, plus two free-throws and a possession for the opposing team.

The throw-in spot is at the out-of-bounds spot nearest the foul.

**\*\*Teams receiving a flagrant or technical foul will not receive higher than a "2" sportsmanship rating\*\***

8. **Dunking:** There will be no dunking in any dead-ball situation (before, during or after the game). The penalty for dunking is a technical foul. Dunking is allowed in live play, however, hanging on the rim (except to prevent injury) will result in that player receiving a technical foul.

9. **Inadvertent Whistles:** In the case of an inadvertent whistle, the team in possession of the ball will in-bound the ball nearest the spot where the whistle was blown.

10. **Bench Clearing Rule:** All players leaving the bench to go on the floor during an unsportsmanlike confrontation will receive an automatic Technical foul and will be ejected. These are two-shot technical fouls. If this happens to two or more players or coaches, the officials will determine whether the game is safe to continue, and may be forfeited. It is the decision of the officials/supervisors whether the team will forfeit the game on the bench clearing because of the 3 technical foul rule. However, if at the discretion of the officials and/or the supervisor, team(s) making a mockery of the game, unsafe unsportsmanlike condition could forfeit the game with no warning no matter how many technical fouls they have.

## **VI. PLAYOFF RULES**

1. Each team needs at least a C sportsmanship rating in each playoff game to advance to the next round, or win the championship.
2. Regular season overtime rules are used during the playoffs.

## **VII. CO-REC RULES**

1. Teams consist of 3 men and 2 women or vice versa (must have at least 4 players to start game, with 2 being women).
2. Women's baskets count double: FT = 2, FG = 4 and 3PT Shot = 6.
3. Men cannot jump to block a woman's shot and must have their hands & arms completely vertical during a woman's shot attempt or goal tending is called.