



INTRAMURAL BASKETBALL RULES

1. The Game:

- a. Game time is forfeit time. If the minimum amount of players is not present at game time, the entire match will be forfeited. All players should be checked in with the Intramural Sports Supervisor or officials with current POLYID by game time. Please refer to the Intramural Sports Handbook for the forfeit policy description.
- b. The Players
 - i. The game shall be played by two teams of five players. Four (4) players are required at the start of game time to avoid a forfeit.
 - ii. If, at any time during the game, a team has fewer than four (4) eligible players, the game is over at that point.
- c. Manager Meeting
 - i. Prior to the start of the match, a meeting between the two team captains and the official will take place. They will discuss rules and regulations which the captain must relay back to the team.
- d. Team Spokesman
 - i. The team manager is the only person who may address the official and is the spokesperson for the team.
- e. The Court
 - i. Games will take place in the Main Gym at the Recreation Center.
 - ii. In order to ensure the safety of intramural participants and staff, teams may be limited on the number of participants they may have in the Main and South Gyms of the Recreation Center.
 - iii. The maximum capacity for each team, including spectators, is 15 people. This means that, at any given time, teams may not have more than five players on the court and ten players sitting or standing by their team bench. Only during playoffs may this number be exceeded at the discretion of the Intramural Sports Supervisor.
 - iv. ASI Recreational Sports staff reserves the right to stop a game if any team exceeds this capacity. If a team fails to comply with the posted capacity, they will be assessed an unsportsmanlike technical foul.
- f. Player Restrictions
 - i. Participants may only play on one team per gender league (i.e. one men's/women's league and one co-rec league). If a gender league folds due to an insufficient amount of teams or is not offered, the participant will be allowed to play on two co-rec teams in separate divisions. This is the only time a player may play in multiple divisions within a sport (i.e. Men's D2 and Men's D3, or Co-Rec D2 and Co-Rec D3).
 - ii. If an IFC Division is offered, men may play in either the IFC or men's division, but not both. If a PanHellenic league is offered, women may play in either the PanHellenic or women's division, but not both.
 - iii. Club sport players are only allowed to play in Division 1, unless the highest division offered is Division 2. There may only be two club players on the court at a time, but there is no limit to the number of club players on a team.
 - iv. Intercollegiate athletes may not participate in an Intramural Sport similar to their Cal Poly sport until a minimum of three academic quarters (not

including summer) after they have been on their Cal Poly sport's active roster. They are, however, eligible to play an Intramural Sport dissimilar to the sport they play for Cal Poly.

2. Equipment/Dress Code

a. Uniform

- i. Players must check their schedules to know which color shirt to wear. If there is any doubt, bring both colors.
- ii. The home team wears white and the away team wears dark.
- iii. No grey or yellow shirts may be worn. If these colors are worn, a technical foul will be given.
- iv. If every member of the team has the same uniform they will be allowed to play at the discretion of the supervisor.
- v. All players are required to have a **permanent** number clearly visible on their shirt.
 - I. The number may be written with a marker, ironed-on, printed, screened, or otherwise permanently written on the shirt. The shirt may not have any tape on it.
 - II. Numbers may be written with permanent marker on the players' forearms. It must be written largely and clearly on both forearms and be clearly visible to the official.
- vi. A player with blood anywhere on the uniform will be instructed to leave the game until the uniform has been evaluated by an Intramural Sports Supervisor or an ASI Facility Supervisor, or has been changed.

b. Dress Code

- i. Closed-toed shoes must be worn at all times during play.
- ii. Athletic attire must be worn at all times during play.

c. Jewelry

- i. No jewelry is allowed. If a player has jewelry on during the game it is a technical foul.

3. Co-Rec Rules

- a. The number of players on the court must follow the N+1 Intramural rule. At no time may there be two more women than men, or two more men than women on the court. Only one more member of a gender than the other is allowed on the court. A co-rec team which does not have at least two players of each gender ready at game time will forfeit the game.

4. Fouls and Penalties

a. Spectators

- i. Spectators and members of both teams must stay off the court at all times.
- ii. Teams are responsible for their spectators. Poor spectator behavior may cause a team to receive a "minus" behavior rating.

b. Zero Tolerance Policy

- i. There is no alcohol or drugs allowed at ASI Intramural Sports games. If a player or fan is under the influence, they will be ejected immediately and disciplinary action may follow. If an Intramural Sports Supervisor feels that there is a threat to participant safety or suspects that a team might be under the influence, they are required to stop the game immediately. If there is no proof of substance use, the game will be rescheduled for another time.

c. Technical Fouls

- i. A technical foul will be given if:

- I. A team has more than five players on the court during play.
 - II. A substitute enters the court without reporting to the scorer or without being beckoned on to the court by an official (unless between halves or after a charged timeout).
 - III. A player is wearing any jewelry during play. Jewelry that cannot be removed must be taped. ASI Recreational Sports is not responsible for providing tape.
 - IV. A player is wearing a grey or yellow shirt.
 - V. A player participates while disqualified.
 - VI. A player grasps either basket. Exception: A player may grasp the basket if, in the judgment of the official, the player is trying to prevent an obvious injury to themselves or another player.
 - VII. A player dunks or attempts to dunk a dead ball before or during the game or during any intermission.
 - ii. Penalty: The offended team shall receive one free throw and possession does not change.
 - iii. These fouls do not count toward a player's five fouls for disqualification or the team foul total.
- d. Unsportsmanlike Conduct/Flagrant Technical Fouls:
- i. Unsportsmanlike conduct technical fouls will be given for:
 - I. Disrespectfully addressing or contacting an official.
 - II. Using profanity or vulgarity.
 - III. Taunting, baiting, or ridiculing another player.
 - IV. Pointing a finger at or making an obscene gesture toward another player.
 - ii. Flagrant technical fouls will be given for:
 - I. Disrespectfully addressing or contacting an official.
 - II. Fouls that involve extreme, persistent, vulgar, or abusive conduct.
 - III. Note: All flagrant technical fouls are unsportsmanlike conduct fouls.
 - iii. Penalties for unsportsmanlike conduct technical fouls and flagrant technical fouls:
 - I. The offended team shall receive two free throws and possession of the ball at half-court.
 - II. Unsportsmanlike conduct technical fouls and flagrant technical fouls count toward a player's five fouls for disqualification and the team foul total.
 - III. A player who commits a flagrant technical foul shall be disqualified and shall leave the gym for the remainder of the game.
 - IV. Any player who commits an unsportsmanlike conduct technical foul shall be disqualified for ten minutes.
 - V. A player who commits two unsportsmanlike conduct technical fouls or a combination of any three technical fouls is disqualified for the remainder of the game. That person must also sit out the team's next game.
 - VI. A team which commits three unsportsmanlike conduct technical fouls in a game shall forfeit that game.
- e. Flagrant Personal Fouls

- i. An intentional foul is a foul that, on the observation of the act, is not a legitimate attempt to directly play the ball or a player.
- ii. A foul shall also be ruled flagrant, if while playing the ball, a player causes excessive contact with an opponent.
- iii. Penalties include:
 - I. One, two, or three free throws for a foul against a player in the act of shooting.
 - II. Ball is marked out-of-bounds at the spot nearest the foul for player-control fouls against a non-shooter with six or less team fouls in the half.
 - III. Bonus (one-on-one) for a foul against a non-shooter when there are between seven and nine respective team fouls in the half.
 - IV. Two free throws for a foul against a non-shooter when there are ten or more team respective fouls in the half.
 - V. Two free throws (or three if in the act of shooting a three-point shot) plus the ball is marked out-of-bounds at the nearest spot for a flagrant personal foul.

5. Technical Foul Summary Table

Type of Technical Foul	Free Throws	Possession	Team Fouls	Player Sits Out	Player Disqualification
Non-unsportsmanlike technical foul	1	No change	None	No	No
Unsportsmanlike technical foul	2	Change	1	10 minutes for first offense	Second foul results in disqualification
Flagrant technical foul	2	Change	1	Immediate disqualification	Immediate disqualification

6. Personal Foul Summary Table

Type of Personal Foul	Personal Foul Penalties
Personal foul against a player in the act of shooting	1, 2 or 3 shots
Personal foul against a player who is not in the act of shooting	Less than seven team fouls: ball out of bounds 7-9 team fouls: bonus (1 and 1) 10 or more team fouls-2 shots
Player-control foul	No shots regardless of team fouls. Counts as a team foul. Ball out of bounds.

7. Basketball Rules

a. Game Length

- i. Playing time shall be two halves of 20 minutes each. Halftime shall be three minutes. Extra period shall be two minutes each.
- ii. If the score is tied at the end of the second half, play shall continue for one or more extra periods with a one-minute intermission before each extra period. If the game is tied after two extra periods, the third extra period will

be sudden death; the first to score wins. Extra periods will not continue beyond the end of the hour. All personal and team fouls carry over from the second half to the extra periods.

- iii. During the last two minutes of the second half and during any extra period, the clock shall also stop when an official signals a foul, held ball, or a violation. However, if the difference in score between the two teams ever reaches or exceeds 15 points during this time, the clock will only stop for situations in listed in the following section for the remainder of the game, even if the score goes below 15 at any point inside of two minutes.
- iv. The clock shall be stopped during the game when an official stops play:
 - I. Because of an injury. Note: When a player incurs a head injury or a wound that causes bleeding, the official must stop the game at the earliest possible moment and instruct the player to leave the game for treatment by an Intramural Sports Supervisor or ASI Facility Supervisor.
 - II. To confer with the scorer, timer, or another official.
 - III. Because of an unusual delay in a dead ball being made live.
 - IV. For an emergency.
 - V. To grant a charged timeout.

b. Scoring

- i. A goal is made when a live ball enters the basket from above and remains in or passes through the basket, except on a throw-in.
- ii. A goal shall be awarded two points. Three points are awarded if the goal is scored from behind the 19.9' arc. A free throw is awarded one point.

c. Substitutions

- i. Substitutes who desire to enter the game must report to the scorer's table.
- ii. The substitute must wait for the official to signal the substitute into the game.
- iii. While waiting for the official to signal a substitute on to the court, the substitute must take a knee so as not to obstruct the view of the official operating the scoreboard.

d. Out-of-Bounds

- i. The top of the backboard and supports are out-of-bounds, while the sides and bottom are in play.

e. Timeouts

- i. Timeouts must be called by a player on the court or may be called by a designated manager on the bench.
- ii. Do not advance the ball to half-court.
- iii. Unused timeouts do not accumulate and may not be carried over to extra periods.
- iv. Each team shall be entitled two charged 60-second timeouts during a regulation game and one 30-second timeout during each extra period.

f. Traveling

- i. When a player is on the ground, every part of the body that is touching is considered a pivot, and if one of them lifts off the ground, it is a travel.
- ii. Travelling will be called when a player moves while inbounding the ball, unless the inbounding play comes after a made basket by the opposing team.

g. Free throws

- i. The lowest block will be kept clear as following the NCAA rules.
- ii. The bottom player may stand in/on the block.
- iii. Three players from each team are allowed inside the three-point line, including the shooter.
- iv. Players on blocks play the release, while players at the free throw line and beyond play the rim.
- v. There will be a ten-second count in the backcourt for Men's leagues, but no count for Women's and Co-Rec leagues.
- vi. There will be a five-second count in the front court for Men's, Women's, and Co-Rec when closely guarded.
- vii. Shot clocks are not used in Intramural Basketball.