

Intramural Sports Basketball Rules

Please [email IM Basketball Sports Supervisors¹](#) for any basketball related questions

Reschedules: Requests for reschedules must be submitted to the IM Basketball Sport Supervisor 72 hours in ADVANCE of the scheduled game.

¹ Email IM Basketball Sports Supervisors – imbasketball@calpoly.edu
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INTRAMURAL BASKETBALL RULES

1. The Game
 - a. Start Time
 - i. Game time is forfeit time. If the minimum amount of players is not present at game time, the game will be forfeited. All players should be checked in with the Intramural Sports Supervisor or Intramural Officials with current PolyCard ID 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 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 eligible players, the game is over.
 - c. Managers Meeting
 - i. Prior to the start of the game, a meeting between the two team managers and the officials will take place at the half court circle. They will discuss rules and regulations which the captain must relay back to the team.
 - d. Halftime Managers Meeting
 - i. During halftime, a meeting between the team managers and the officials will take place. They will discuss the flow of the game and any changes to the style of officiating for the second half.
 - e. Team Spokesman
 - i. The team manager is the only person who may address the official and is the spokesperson for the team.
 - f. The Court
 - i. Games will take place in the Main Gym and the South Gym at the Cal Poly Recreation Center.
 - ii. To ensure the safety of intramural participants and staff, the maximum capacity for each team, including spectators, is 15 people. Only during playoffs may this number be exceeded at the discretion of the Intramural Sports Supervisor.
 - iii. 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 administrative technical foul.
 - g. 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 is not offered or if it folds due to an insufficient amount of teams, 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 for a minimum of three academic quarters (not including summer) after they have been removed from 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, an administrative 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 or forearm.
 - i. Players must be prepared to notify the official of their number, if requested by 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.
 - iii. Hats are not allowed to be worn during play.
 - iv. Intramural Officials have discretion on removing a player for improper dress code.

- c. Jewelry
 - i. Players must remove all jewelry before the start of a game.
 - ii. If jewelry is not removed, an administrative technical foul will be assessed.
- 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 who interfere with the court or play are subject to earn their team an administrative technical foul.
 - 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. Administrative technical fouls 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 fails to check in or is not on the roster.
 - IV. A player is wearing any jewelry during play.
 - V. A player is wearing a grey or yellow shirt.
 - VI. A player participates while disqualified.
 - VII. A player hangs on the basket. Exception: A player may hang on the basket if, in the judgment of the official, the player is trying to prevent an obvious injury to themselves or another player.
 - VIII. A player dunks or attempts to dunk a dead ball before or during the game or during any intermission.
 - IX. A player or team, at the official’s discretion, intentionally attempts to stall or delay the game; the official may stop the clock and issue a “Delay of Game” warning to the offending team. The official has the right to correct the game clock if they deem necessary. The second “Delay of Game” called will result in an administrative technical foul.
 - ii. Penalty: The offended team shall receive two free throws and possession does not change.
 - iii. These fouls do not count toward a player’s five fouls, but do count toward a team’s administrative technical foul total. If a team receives three administrative technical fouls, the team manager will be immediately disqualified and must leave the gym.
 - d. Unsportsmanlike Technical Fouls
 - i. Unsportsmanlike 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.
 - e. Flagrant Fouls
 - i. A personal foul that is deemed excessive in nature and/or unnecessary; it can be severe or extreme. Causes of a flagrant foul include:
 - I. Causing excessive or unnecessary contact with an opponent.
 - II. Contact that is not a legitimate attempt to play the ball or player.
 - III. Pushing or holding a player from behind to prevent a score.
 - IV. Illegal contact caused by swinging of an elbow that is deemed excessive or unnecessary.
 - ii. A player who receives a flagrant foul will either sit out for ten minutes of game clock or be ejected. The official will take into consideration the following to determine punishment:
 - I. The severity of the contact.
 - II. Whether a player is making a legitimate effort to block a shot. Note that a player may still be assessed a flagrant foul on an attempted blocked shot when there are other factors such as hard contact to the head or the defender winding up or emphatically following through with the contact.
 - III. The potential for injury resulting from the contact (e.g., a blow to the head or a foul committed while the player was in a vulnerable position).

- IV. Any contact by the offending player to the groin area of an opponent which is not clearly accidental. Note: The above acts represent examples of potential flagrant fouls that require ejection. Other acts may also qualify, if they meet the criteria of being not only excessive but also severe or extreme.
- iii. Penalties for Fouls:
 - 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 respective team 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/Personal Fouls	Player Sits Out	Player Disqualification
Administrative Technical Foul	2	No change	0/0	No	No
Unsportsmanlike Technical Foul	2	Change	1/1	10 minutes of game clock for first offense	Second Technical Foul results in immediate disqualification
Flagrant Foul	2	Change	1/1	10 minutes of game clock OR immediate disqualification	10 minutes of game clock OR immediate disqualification
Intentional Foul	2	Change	1/1	No	No

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 7 team fouls: ball out of bounds 7-9 team fouls: bonus (1 and 1) 10 or more team fouls- double bonus (2 shots)

7. Basketball Rules

a. Game Length

- i. Playing time shall be two halves of 20 minutes each. Halftime shall be two minutes. Overtime 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 overtime periods with a one-minute intermission before each overtime period. If the game is tied after two overtime periods, the third overtime period will be sudden death; the first to score wins (free throws count). Overtime periods will not continue beyond the end of the hour. All personal and team fouls carry over from the second half to the overtime periods.
- iii. If at the two minute mark in the second half, the point differential is 15 points or more, the clock will run for the remainder of the game. If at the two minute mark in the second half or overtime period, the point differential is less than 15 points, the clock shall stop at all whistles for the remainder of the game.
 - I. The point differential at exactly the two minute mark determines if the clock runs for the remainder of the game.

- iv. At the one minute mark in the second half or overtime period, the clock will stop after a made basket if the point differential is less than 15 points.
- v. 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 field goal shall be awarded two points. Three points are awarded if the goal is scored from behind the three point 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 supports of the backboard are out-of-bounds, while the sides, top and bottom are in play.
 - I. If the ball is going in the direction of the baseline and crosses the imaginary plane above the backboard, the ball is out of bounds.
- 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.
 - I. The ball is put in play where the timeout is called.
 - iii. Unused timeouts do not accumulate and may not be carried over to overtime periods.
 - iv. Each team shall be entitled two charged 60-second timeouts during a regulation game and one 30-second timeout during each overtime period.
 - v. After a timeout, the clock shall start once a player inbounds has touched the ball in play.
- 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. Traveling will be called when a player moves while inbounding the ball, unless the inbounding play comes after a made basket by the opposing team.
 - I. On a stationary inbound, a player is entitled to three feet of space left or right; and is allowed to move directly back as far as the gym permits.
 - iii. If a legit shot attempt is made and the shooting player is the first to touch their own air ball, traveling will not be called.
- g. Free throws
 - i. The lowest block will be kept clear as following the NCAA rules.
 - ii. Three players from each team are allowed inside the three-point line, including the shooter.
 - iii. Players within the free throw lane play the release, while players at the free throw line and beyond play the rim.
- h. Time Violations
 - i. There will be a ten second count in the backcourt for all divisions.
 - ii. There will be a five second count in the front court for Men's, Women's and Co-Rec when closely guarded and the ball is being held.
 - iii. Shot clocks are not used in Intramural Basketball.