

California State University, Northridge
SRC INTRAMURAL SPORTS



SRC INTRAMURAL BASKETBALL RULES

1. General Rules:

- a. All participants are required to purchase an Intramural (IM) Pass for either \$5 for currently enrolled Students or \$10 for Faculty and Staff at the Student Recreation Center before they play their first game.
 - b. Each participant must bring their CSUN ID card (or a government issued photo id), with their receipt for proof of purchase of an IM pass, to all games in order to participate.
 - c. Those participants that want to play in that day's game must have their name on the printed roster that comes from the IM Office through IMLeagues.com.
 - d. If you wish to add a player to your team's roster, please make sure that the player is added prior to roster and approved by the team's captain on IMLeagues.com by noon on the day of the game.
 - e. Team representatives including players, spectators, team managers, and coaches are **ALL** subject to the SRC Intramural rules and regulations.
2. **The Game:** A game will consist of two 20-minute halves. Each team will be entitled to two, 60-second time-outs per half. A team that requests a time-out after using all of their allotted time-outs will be charged with a team technical foul. (If a game goes into overtime each team will receive one extra full-length time-out during each overtime period. Timeouts from regulation do not carry over into the overtime period.)
3. **Overtime:** If the score is tied at the end of any official playing period during regular season play, the game will end in a tie. During postseason play, overtime will begin with the ball put into play with a center jump. The first overtime period shall be three minutes in length, and if necessary, a final "sudden death" overtime period will be played. The first team to score during the second overtime will be the winner.
4. **Game Clock:** The game clock runs continuously throughout the game, except during the final 2 minutes of the second half, when it will be stopped for dead ball situations. Dead ball situations include all fouls, held balls, out of bounds, violations and time-outs. This includes injuries, conferences with scorekeepers, etc. During overtime periods, the clock will stop in all dead ball situations.
5. **Mercy Rule:** If a team is ahead by 20 points or more at the 2 minute mark of the 2nd half, the game will be stopped and that will be the final score of the game. If at any time the point difference reaches 20 points within the last two minutes of the 2nd half, the game will also be stopped and that will be the final score of the game.

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6. Free Throw and Fouls:

- A. **Personal Shooting Fouls** – Fouls against a shooter in the act of shooting – two free throws will be attempted if the player's try was not successful, one free throw if the shot was made.
- B. **Common Fouls** – Ball awarded out of bounds until the 7th team foul.
- C. **1-and-1 Bonus** – 1 free throw will be awarded to the offended player on the 7th, 8th, and 9th team foul of each half. If successful, a second free throw will be attempted.
- D. **Double Bonus** – 2 free throws will be awarded to the offended player on the 10th team foul and all subsequent team fouls of each half.
- E. **Free Throw Substitution** – During multiple personal foul free throws, substitutions may be made only before the final attempt in the sequence and after the final attempt has been converted. EXCEPTION: When a player is required by rule to be replaced prior to administering the free throw(s), all other substitutes who have legally reported may then also enter the game.
- F. **Player/Team-Control Fouls** – The official shall award to the offended team at a place out of bounds nearest to the point where the foul occurred. No free throws are awarded, nor can any points be scored on player-control fouls.
- G. **Technical Fouls** – All technical fouls will result in two free throws for the offended team. The offended team then gets possession of the ball at mid-court after the two free throws. Anyone of the opposing team may shoot the free throws. An official may call a technical foul for any reason in his/her judgment where he/she 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, managers, or crowd, coaches running on court during play, intentional tripping, fighting intentional delay of game other than by regular play, intentionally slapping the backboard, requesting a time-out without a time-out remaining, etc. Any official has the authority to eject, from the game and the gym, a player, players, coach, IM manager, or fan any time in his judgment he deems such action is necessary in order to maintain a wholesome playing situation for the other participants in the game.
- H. **Substitutions** – Players may substitute only during dead balls AND after they have checked in with the scorekeeper. No “on-the-fly” substituting will be allowed. If a player enters the game illegally, a team technical foul will be assessed. The offended team will shoot two free throws and be awarded a throw-in at half-court.
- I. **Entering the Lane** – On a free throw, the shooter, all players lined up along the lane lines, and all players behind the three-point line and free throw line extended shall not enter the lane area until the ball has touched any part of the rim or backboard. (Penalty: Free throw violation.)
- J. **Lane Space Occupants During Free Throws** – Lining up for free throws will consist of a maximum number of 7 people in the lane. The defensive team is required to have 2 players in the second block and an additional 2 players, if they choose, in the blocks on the top of the lane. The offensive team may choose to have 2 players lined up on the middle blocks, as well as the shooter. The remaining players from each team must remain behind the three-point arc until the ball makes contact with the rim.

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7. **Jump Balls:** The game will begin with a jump ball at the center circle. All subsequent jump balls will be awarded on an alternating possession basis. All overtime periods will begin with a jump ball.
8. **Out-of-Bounds:** If the ball passes over the top plane of the backboard, it is considered out-of-bounds. In a throw-in situation from the baseline, the dotted baseline will be used to account for the overhead of the running track. As soon as the ball is touched in bounds, the line will revert to the original baseline.
9. **Official Score:** The official score will be kept by the intramural assistants.
10. **Fouling Out:** A player must leave the game after he/she has received five (5) fouls (personal or technical). A second unsportsmanlike technical is considered flagrant and the offender is automatically disqualified. Any ejected player will also be suspended for the next scheduled game. Failure to leave may result in a team forfeit. Before participating in any further intramural activities, the player is expected to meet with the Intramural Coordinator in the intramural sports office.
11. **Game Ball:** Both teams' captains must agree on a ball to be used in the game. If captains cannot agree, a ball provided by the Student Recreation Center will be used.
12. **Team Composition:** A minimum of four players must be present to start an official game. If less than four eligible players are present, the game will be declared a forfeit. A team may play with less than four players if they foul out or become injured during the game. However, a team cannot continue the game with less than two players unless the officials believe that team has a legitimate chance to win.
13. **Jewelry:** No jewelry will be allowed on the court. This includes, but is not limited to, earrings, wedding rings or bands, other rings, necklaces, bracelets, rubber bands, and metal barrettes. The only exception to this rule is a medic alert bracelet or necklace. In that case it must be taped down. If you refuse to remove your jewelry you will not be allowed to participate. Any player in the game found wearing illegal jewelry must immediately be replaced by a substitute. The player may not re-enter the game until all jewelry has been removed. If there is no substitute available, the offending player cannot re-enter the game until the first substitution opportunity after the clock has properly started. Continual violation of the jewelry rule can result in a technical foul charged to the player.
14. **Headgear:** Players may wear the following styles of headgear: Bandannas are permitted. Players may wear a headband made of non-abrasive, elastic, fiber, soft leather, or rubber. Baseball caps or any headgear with a bill or a hard outer surface are not permitted.
15. **Violations and Penalties:**
 - A. Grabbing and hanging from the rim will be prohibited and penalized with a technical foul. If it happens twice involving the same player, it will result in ejection from the

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game. **Exception:** *Grasping the rim to prevent injury is not a violation. This call is based on the judgment of the officials.*

- B. Swearing and abusive remarks directed toward opponents, officials, or supervisors shall result in the offending player receiving a technical foul and possible ejection from the game.
- C. The third technical foul for misconduct called in one game against one team will cause the game to end with opposing team receiving the win. The team that was forced to forfeit must also meet with the Intramural Coordinator before participating in any other intramural activities.
- D. Fighting directly or indirectly, or abusing opponents, officials, or supervisors in any way is prohibited. Failure to comply with this rule will result in a suspension or complete dismissal from play.