



# Intramural Sports Basketball

## **FOREWORD**

The Intramural Sports Basketball league/s is organized for the purpose of offering current Santa Clara University students, faculty and staff the opportunity to participate in an atmosphere of mutual respect and good sportsmanship. Captains are expected to familiarize themselves and their teammates with these rules and the policies within the Intramural Sports Handbook. Any disruptive or unsportsmanlike conduct can be cause for suspending an individual and/or team for the program. The program is based upon cooperation and mutual respect among players and student supervisors.

## **GENERAL RULES**

1. Teams consist of 5 players; however a team may start or continue the game with 4 players. **Co-Rec leagues require that a minimum of two males/females be on the court at all times.** Team roster may have a maximum of 12 players.
2. Each team must designate one captain. He/She will speak for the team on all game issues.
3. Coaches, substitutes and spectators are not allowed on the court during the game and must remain on the carpeted seating area.

## **EQUIPMENT**

1. All necessary equipment is provided, including the basketball.
2. Only rubber soled shoes and non-marking closed toe shoes are allowed.
3. **All players must wear the provided jersey, unless all members of the team wear uniform shirts with matching color and differentiated numbers.**

## **SAFETY CONSIDERATIONS AND INSURANCE COVERAGE**

- Each player must have a signed "Release of Liability and Assumption of Risk for Use of Athletic Facilities and Programs" on file with the ACCESS office.
- **Player safety is of foremost concern.** This is enhanced by rule modification, staff training, and facility inspection.
- **Any and all injuries should be reported immediately to an Intramural Sports staff member on-site at the event.**
- All jewelry should be removed prior to play.
- A player is not allowed to wear any equipment that, in the opinion of the Intramural Sports Staff, is unsafe or confusing (i.e. braces, sweatshirts, etc). Intramural Sports Staff will check for illegal or unsafe equipment before every game.
- Each participant is responsible for his/her own medical insurance coverage. **Santa Clara University does not provide insurance to individuals for any injury incurred in Intramural Sports participation.** The university also does not provide any services to prepare or maintain a player's readiness to participate. One must bring their own athletic tape to prepare to play.
- In the case that a participant sustains an injury that causes bleeding:
  - The participant must exit the area of play until the bleeding has been stopped and the wound is bandaged.
  - If blood stains any part of the participant's clothing, he or she may not return to the game until blood is no longer visible on the clothing.

## **STARTING the GAME**

1. **GAME TIME IS FORFEIT TIME.**
2. Both referees and captains should check in at game table at least 10 minutes prior to game.
3. Make sure proper teams and assigned referees are on the correct court.
4. **Each player must show valid ACCESS card prior to every Intramural Sports contest.**
5. Officials and captains should meet at center court 5 minutes prior to starting time, shake hands and review captains' responsibilities. Captains must confirm that only rostered players are being used.
6. Referee will toss ball at the beginning of the game.

## **PLAYING TIME & TIMEOUTS**

1. The score keeper will maintain the official game clock.

2. Game consists of two 20-minute halves of running time.
3. **Time will stop ONLY during the last 2 minutes of the second half.**
4. If a team is ahead by 15 points or more in the last two minutes of the second half, the clock will be running time.
5. Overtime periods are 2 minutes. The clock will stop on dead balls.
6. Each team is permitted two 30-second time outs per game and one time out for each overtime period. Unused time outs do not carry over from regulation to overtime or from overtime to overtime.
7. After time out, the ball is inbounded wherever player called timeout (ie. time out will not advance the ball).

### **SUBSTITUTIONS**

1. Substitute(s) may enter the game only when the ball is dead.
2. Substitute(s) must report to the scorer and be recognized by the official before entering the game.
3. Any injured player whose injury causes an extensive time-out must leave the court and may re-enter the game at the next dead ball.

### **SCORING**

1. Free throw = 1 point
2. Field goal = 2 points.
3. Field goal beyond the three point arc = 3 points.
  - a. Black line for Men's and Corec leagues.
  - b. Red line for Women's league.

### **SCORER/TIMER PROCEDURE**

1. During running time (the entire first half and the first 18 minutes of the second half), the clock will only be stopped for:
  - a. Timeout
  - b. Injury
  - c. Referee conference
2. During the final two-minutes of the game and overtime the clock will stop when an official signals a:
  - a. Foul
  - b. Violation
  - c. Timeout
  - d. Injury
  - e. Referee conference
3. After the clock has been stopped, it will be restarted when a player on the court touches the ball.
4. Call out remaining time for the last 2 minutes of each half: 2 min/ 1 min; 30 - 20 - 10 – 5-4-3-2-1seconds

### **JUMP BALL**

1. Jump ball at mid-court will start the game.
2. In the remaining jump ball situations, out-of-bounds possession will be awarded to alternating teams.
3. Jump ball will start overtime period.

### **FOULS AND PENALTIES**

1. **Personal Foul** – An unintentional or non-malicious violation of contact rules.
2. **Intentional foul** - An unsportsmanlike act that is not a legitimate attempt to directly play the ball or a player.
  - a. 2 free throws and ball out-of-bounds.
3. **Technical foul** – A foul that does not involve contact with the opponent, such as: more than five players on the court, a disqualified player participating, or profanity towards an official, or other misconduct.
  - a. 2 free throws, ball out-of-bounds and player disqualified for remainder of the half.
  - b. 2nd Technical foul: 2 free throws, ball out of bounds and **player ejected** for remainder of game.
4. **Flagrant foul** – Involves contact that could cause injury (referee's discretion); two free throws and the ball will be awarded.
5. **Each half, a 1 and 1 free throw on the 7th team foul (“bonus”) and 2 shots on the 10th foul (“double-bonus”) will take place.**
  - a. A charge is considered a team foul, but no free throws are shot.
  - b. Team fouls reset after first half, but carry over from second half to overtime.
6. **After 5 personal fouls, a player is disqualified.**
7. All fouls count toward a player's and a team's total, except a technical foul.

## **TECHNICAL FOULS and FLAGRANT FOULS**

1. **A player who receives a technical foul must sit out for the remainder of the half.**
2. A player who receives a second technical foul is ejected from the game. (see conduct below)
3. A player who receives a flagrant foul is ejected from the game. (see conduct below)
4. A team that has two players ejected or receives four technical fouls in a single game, immediately defaults that game. (see conduct below)
5. A team that accumulates either three ejections or six technical fouls during the season is immediately dropped from the league.
6. Ejected players must leave the Pat Malley Fitness and Recreation Center IMMEDIATELY, are suspended from their next two games, and must meet with the Assistant Director of Recreation and Intramural Sports Student Coordinator to seek reinstatement. (see conduct below)

## **FREE THROW SETUP and VIOLATIONS**

1. On free throw attempts, players may fill the lane spaces, excluding the bottom block in the lane.
2. The violating team starts lining up closest to the basket, and the players alternate thereafter.
3. Players may enter the lane when the ball TOUCHES THE RIM.
4. If the shooter fails to touch the basket rim with the ball on the last awarded free throw, the opposing team is awarded possession.
5. After the referee has handed the ball to the shooter, a player may not enter/exit the lane.
6. No player may come into contact with the area on or over the free throw line or lane boundary, once the shooter has the ball, or else it is considered a violation.
7. **If the shooting team commits a violation, the shot is cancelled.**
8. **If the defending team commits a violation, the shooter receives another shot.**

## **DEFINITIONS**

1. **Traveling** – A player moves their established pivot foot. Once you have picked up your dribble you may not dribble again. It is also traveling if a player with the ball: A) falls down or B) tries to get up from the floor.
2. **Three Seconds** – A player stays in the key area for at least three seconds when their team is control of the ball. The opposing team gains possession.
3. **Kicking** – The ball is awarded to the other team if a player intentional kicks the ball.
4. **Screen** – A player may screen the ball by: 1) taking position no closer than a normal step from the offensive player 2) not initializing contact when he assumes a position at the side or in front of a stationary opponent 3) not moving once he/she has established his screening position, unless he/she moves in the same direction as the dribbler.
5. **Over and back** – Once the dribbler has crossed the half court line he/she may not re-cross half court, unless the defender has knocked the ball away.
6. **Player Control** – The dribbler must not charge into a defensive player who has established an initial guarding position, which includes facing the dribbler with both feet on the floor.
7. **Backboards** – A ball that hits the side of the backboard is still in play. A ball that hits the top is in play. If the ball hits the rim and bounces over the backboard, then it is awarded to the other team.
8. **Throw-Ins** – After a successful basket, the opposing team can pass the ball in-bounds anywhere underneath the basket. When the referee hands the player the ball to throw in, the player has 5 seconds to inbound the ball and must not move from their position.
9. **Bonus** – After a team commits 7 team fouls in one half, the other team will shoot 1 and 1 on fouls that are non-shooting.
10. **Double Bonus** - After a team commits 10 team fouls in one half, the other team will shoot 2 shots on every following foul.

## **COMMON PERSONAL FOULS**

1. **Illegal Use of Hands** – Contact by the defender that illegally impedes the offensive player's dribbling or shot (i.e. slapping the arm)
2. **Holding** – Contact which attempts to interfere with a player's freedom of movement by physically grabbing the opponent
3. **Pushing** – Contact which attempts to displace an opponent.
4. **Illegal Use of the Elbow** – Contact in which the player moves his elbow outside his area of movement in attempt to gain a better position, causing an opposing player to be disadvantaged.
5. **Charging/Blocking** – **Charging** is defined as illegal contact by pushing or moving into another player's torso. **Blocking** is illegal contact which impedes the progress of an opponent. Rules to discern whether a block or charge: The foul is a charge if the defender 1) was still, or moving sideways or backwards but not forwards, when contact

occurred, 2) took a legal guarding position before the contact, that is, one with both feet on the floor, 3) was hit on the torso (as opposed to the arm or leg), and 4) respected the elements of time and distance.

## **CONDUCT**

- The value of Intramural Sports is in playing, not in winning - so you, your team, and your fans are expected to **behave in a sportsmanlike manner at all times, both on and off the field.**
- Profanity, intimidation, abusive language, threats, fighting or other physical contact is not tolerated and will result in disciplinary action as defined below.
- Possession or consumption of alcohol or illegal substances is not allowed. Any individual suspected of being “under the influence” will be asked to leave the facility immediately. Bellomy Field, the Malley Center and Stanton Field are facilities where no alcoholic beverages are permitted.
- Officials are fellow SCU students and must be treated with respect at all times.
- All students participating in Intramural Sports will be held to the Student Conduct Code in the SCU Student Handbook for more detailed info please visit the Office of Student Life website at <http://www.scu.edu/governance/student/index.cfm>

### ***Disciplinary action includes but is not limited to:***

- Immediate participant ejection (must leave the facility within two minutes or game is forfeited)
- Ejected participant must meet with the Assistant Director of Recreation and/or Intramural Sports Coordinator staff.
- Two ejections within the intramural season (academic year) results in an automatic suspension from the program for that academic year. For example, if a participant is ejected from a flag football game & then a basketball game they may be suspended from all future play in the Intramural Sports program.
- Suspensions are a minimum two games (participant may not attend team’s games during the suspension).
- Possible referral to Office of Student Life and/or Campus Safety.

### ***Appealing disciplinary action includes:***

- A written request for reinstatement and a meeting with Assistant Director of Recreation and/or Intramural Sports Coordinators needs to be requested within 5 business days of the decision.

### ***Sportsmanship Rating:***

To ensure the conduct guidelines listed above, sportsmanship ratings will be assigned by the Intramural Student Coordinators and/or Officials and/or IM Supervisors on site at the conclusion of each IM competition. The sportsmanship rating for each team will be listed on the score sheet of each competition and will not be posted online. The intent of this new system is to allow Intramural Student Coordinators to resolve sportsmanship conduct concerns to prevent potential disciplinary action. Intramural Student Coordinators will address sportsmanship rating concerns with team captains as they arise. You may request your team’s sportsmanship ratings by emailing [intramurals@scu.edu](mailto:intramurals@scu.edu).

Team sportsmanship is rated according to the following scale and criteria;

#### ***4 points: Excellent Sportsmanship***

Respect shown to the game and staff by participants and spectators at all times. Participants speak to staff members appropriately in all situations. Players cooperate fully with the officials about rule interpretations and calls. The captain also has full control of his/her teammates and calmly converses with officials about rule interpretations and calls.

Teams that win by forfeit will receive a “4.”

#### ***3 points: Acceptable Sportsmanship/Good Conduct***

Team members and spectators are respectful of opponents and officials except for one or two minor incidents which may or may not merit a warning from officials or other IM Staff members. Participants question an official’s judgment/rule interpretation in a disrespectful manner. Minor incidents such as trash talk, cursing in any manner, or mocking the skill level of an opponent might occur such that an official is prompted to provide 1-2 verbal warnings and might also include a yellow card (soccer), unsportsmanlike flag (flag football), technical foul (basketball) or something of the like. Teams that receive 1 yellow card, an unsportsmanlike flag or technical foul (or the equivalent) will receive no higher than a “3” rating.

Teams that default will receive a “3.”

#### ***2 points: Sportsmanship Needs Improvement***

Team members repeatedly question the judgment of or an official’s abilities. They, and/or spectators are disrespectful of opponents and/or officials on a number of occasions which may or may not warrant various sport specific penalties. Captain exhibits minor control over his/her teammates and spectators. Teams having a player ejected for an unsportsmanlike act will receive no higher than a "C" rating, including ejections for use of an invalid ID/ineligible player.

Teams that forfeit without providing proper courtesy notice will receive a “2.”

***1 point: Unacceptable Sportsmanship***

Teams constantly comment to the officials and/or opposing teams from the field and/or sidelines. Majority of individuals on this team are disrespectful of opponents or officials on a regular basis. The team captain exhibits no control over teammates or himself/herself. Teams focus more on bickering with officials than playing the game.

Multiple unsportsmanlike calls and/or technical occur.

See Disciplinary Action listing above for possible sanctions applied. Intramural Staff working the competition will be required to submit an Incident Report for any teams receiving a D rating.

The team captain will be required to meet with the Assistant Director of Recreation and/or Intramural Sports Coordinator staff prior to their next scheduled competition and the team will not be eligible to return to participate until approved by the Assistant Director of Recreation and/or Intramural Sports Coordinator staff.

***0 points: Season Ending Rating***

The following actions can result in an “0 point” sportsmanship rating:

Team is completely uncooperative and out of control before, during, or after intramural sports contest(s).

Team captain (spokesperson) exhibits loss of control over self, the team, and/or the spectators.

Multiple ejections or blatant unsportsmanlike conduct that endangered participants, fans, officials, or supervisors.

Fighting or contest ended due to extenuating conduct circumstances: Includes threatening an employee. If involved in a fight your team could be removed from the league for the remainder of the season.

Instances include multiple players being ejected for sportsmanship reasons;

A team accumulating 4 sportsmanship technicals/penalties in the game;

Physical contact, threats, and/or attempts to injure other participants or intramural staff. All players on the team roster will be suspended from intramural sports program for an unspecified period of time.

The incident will be referred to the Office of Student Life and/or Campus Safety