

# Intramural Basketball

*NFHS Basketball Rules will apply unless otherwise noted*

**Mandatory Captain's Meeting, BSC 123 (BSAC) on 2/12 @ 5 pm**

All players must appear on their team's imleagues.com roster before being eligible for participation. The game will not be delayed to add additional players.

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**Registration:** Team registration is free, however, if a team forfeits a game they will be required to pay a forfeit fee to remain in the league. For Intramural Basketball, because teams may play on back-to-back nights, a team that forfeits will have 2-business days to make a payment for their forfeit at Hornet Central. The payment form will be emailed to the captain following a forfeit.

- 1st team forfeit = \$20 to remain in the league
- 2nd team forfeit = \$30 to remain in the league
- 3rd team forfeit = Team removed from the league

\*If a team has multiple games in one night and forfeits more than one, only one forfeit fee will be charged to remain in the league.

\*\*If a team fails to have representation at the **Mandatory Captain's Meeting on 2/12 @ 5 pm**, they must pay the forfeit fee no later than **Thursday, 2/13 @ 4 pm** to remain in the league.

If a team notifies the Campus Recreation & Wellness Department 48-hours in advance of a game, they will not be charged a forfeit. To do so, email [recsports@su.edu](mailto:recsports@su.edu)

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## Rule Highlights for Intramural Basketball:

- All games will be played at the Wilkins Athletics & Events Center (WAEC)
- Players are only permitted to play on one team total, regardless of league
- Games are played 5 v 5 - must have 4 players to start a game
- Only rostered individuals will be permitted on a team's bench - all others must remain in the stands
- Non-marking athletic shoes must be worn by all individuals on the court and bench area
- **All jewelry is prohibited. This includes but is not limited to, earrings, necklaces, bracelets, fitness bands, and rings that protrude**
- **Dunking is only permitted during the game, any dunking before the game, or at halftime, will result in a technical foul. Dunking after the game may also result in an administrative technical foul.**
- No shot clock will be used, however, 10-second backcourt violations will still be enforced as will the 5-second closely guarded rule
- Teams will be allowed 3 timeouts per half (they will not carry over)
- Point penalties for being late:
  - 1-2 minutes late = 3 points
  - 3-4 minutes late = 6 points
  - 5 - minutes late = **8 points and the game is over and the score will be recorded as 8-0**

- Teams will have the opportunity to register as Competitive or Recreational teams. Please register for the league that is truly the best fit for your team.
  - The Campus Recreation & Wellness Department reserves the right to move teams during the season or before the postseason as the “Competition Committee” deems necessary to ensure a level playing field for everyone involved.

**Official Game:**

- All games will consist of two 15-minute halves (running clock)
  - Halftime will be no longer than 3-minutes (referee discretion)
  - The game clock only stops for dead balls in the last two minutes of the game
  - **NEW Spring 2025: If a team obtains a 40-point lead at any time during the 2nd half, the game will end.**
  - If one team obtains a lead of 15 points or more at any point under two minutes in the second half, the clock will continue to run
    - If the deficit is reduced to less than 15-points, the clock will stop accordingly
  - Intramural Sports will provide game balls for each contest

**Forfeit/Default:**

- Teams must have four players present to avoid default/forfeit. If a team does not have the required minimum number of players present at game time, the point penalties for being late that are listed in the *“Rule Highlights for Intramural Basketball”* on page 1, will be enforced.

**Overtime:**

- If regulation ends in a tie, a 3-minute overtime period will be played with the following criteria:
  - A jump ball will determine the possession
  - Team and player fouls will carry over into overtime
  - The clock will stop during the last 1-minute only
  - Teams will get one timeout for each overtime period, they will not carry over
  - In the regular season, if the score remains tied after one overtime period, the game will end in a tie
  - During the postseason, if overtime ends in a tie, additional 3-minute periods are played until there is a winner

**Timeouts:**

- Each team has three, 30-second timeouts per half.
- A team may call timeouts only when they have possession, or before the ball being inbounded after a made basket.

**Players:**

- Games are played with 5-players on the court per team
- The game will start if four players are present at game time
  - If one team only has 4-players, the other team may still play with 5
- A team can play with three players only if others have been injured or have fouled out
  - Ejections that reduce a team to three players result in a forfeit

### **Substitutions:**

- Substitutions are allowed only on a dead ball
- **All subs must report to the score table before entering the game**
  - Officials will signal subs into the game
- If a referee stops a game due to “injury,” that player must be substituted for, or a team must use a timeout for them to remain on the court. If able, they may return on the next stoppage of play

### **Rosters:**

- The maximum number of players per team is 15
- Players may only be added to a roster until a team’s final regular-season game
- No students listed on a 2024-2025 NCAA basketball roster are permitted to participate
- All roster additions must be made using [IMLeagues.com](http://IMLeagues.com)
  - Once a player participates in a **Regular Season Game** with a team, that is the only team they are eligible to play with for the duration of the season
- **All players in the team area must be on the roster; otherwise, they are considered spectators and must be in the stands on the opposite side of the gym**
  - *If a team wishes to have a coach, they must have a roster spot for that individual*

### **Fouls:**

- Players receiving five fouls are out of the game
- Offensive fouls will count toward player fouls, but not team fouls

### **Free-Throws:**

- On a shooting foul, the fouled player will be awarded a free throw for each point the shot was worth
  - If the initial shot was made, there will be 1 free throw awarded

### **Bonus:**

- On the seventh personal team foul, each subsequent foul will result in a 1-and-1 free throw sequence
- On the tenth personal foul double bonus, free throws will be in effect

### **Types of Fouls:**

- **Personal Foul:** *An infraction that violates the written rules of the game*
- **Technical Foul:** *Any infraction of the rules penalized as a foul that does not involve physical contact during the course of play between opposing players on the court, or is a foul by a non-player*
- **Flagrant Foul:** *Is violent in nature or a noncontact play demonstrating unacceptable or uncivil behavior. The penalty for a Flagrant Foul is immediate ejection*
- **Intentional Foul:** *A foul deliberately committed by a defensive player to stop play. This does not include fouls to stop the clock at the end of a half. These typically occur on breakaways*
- A technical, flagrant, or intentional foul results in awarding the other team two free throws and possession
  - This will take place with no other players on the shooter's half of the court
  - All fouls will result in a personal foul as well

### Player Conduct:

- A player who receives two technical fouls in one game will be ejected
  - That player must leave the facility and not return for the duration of that evening
  - Any player ejected from a game must meet with the Director of Campus Recreation & Wellness before being eligible for any future Intramural Contests
- Campus Recreation & Wellness reserves the right to contact DCS and/or to submit a “Student of Concern” report to properly document a situation with the university
- Any player who receives three conduct-related technical fouls during a season may not play for the remainder of the season
- A team receiving three conduct-related technical fouls in one game will forfeit the game
- Campus Recreation & Wellness staff will not tolerate poor sportsmanship from bench personnel. If any “coaches” demonstrate continued sportsmanship problems, they may be suspended or removed from the team’s roster removing them from a team’s bench for the remainder of the season.

### Uniforms:

- Teams will be required to wear shirts with visible numbers on them
  - The Intramural Sports Department will have pinnies available if needed
  - Numbers written in Sharpie will be permitted, however, taped numbers will not
    - It is preferred that numbers only include the numbers; 0, 1, 2, 3, 4, & 5
    - Double-digit numbers will be permitted
  - **All jewelry is prohibited. This includes but is not limited to, earrings, necklaces, bracelets, fitness bands, and rings that protrude**
  - Team Captains should remind their players to remove all jewelry before a game

### Spectators:

- All non-rostered individuals must be in the stands
- Spectators will be held to the same sportsmanship and [conduct](#) standards as participants and may be ejected for violating sportsmanship rules

### Women’s League:

- All participants must identify as female
- If there are not enough teams to run this league, teams will be added to the Recreational League unless other requests are made
- A 28.5 ball will be used for this league only
- All other rules will be the same as outlined in this document