



ASI INTRAMURAL SPORTS

BASKETBALL RULES

GENERAL INTRAMURAL RULES

1. ELIGIBILITY

- a. Only LBSU Students, Faculty, Staff, and Alumni
- b. Participants must present a CSULB Picture I.D. before the start of the game.
- c. Alumni may use Driver's License for picture I.D.
- d. NO EXCEPTIONS! NO I.D., NO PLAY.

2. ROSTERS

- a. The team rosters will be updated every Wednesday & Thursday before the league starts. Players cannot play until they pay their \$15 league fee.
- b. Players MUST BE on the IM Leagues roster in order to play.

3. TRADES

- a. Teams are allowed to add to their roster and trade players between teams up to the first game on the 4th week of games.
 - i. There will be no exceptions for this rule.

4. UNIFORMS

- a. All players must bring a black shirt and a white shirt to every game; unless your team has a uniform.

5. FORFEITS

- a. There is a \$30.00 forfeit fee for not arriving at your scheduled game time with the correct amount of players.
- b. This must be paid within seven days of the forfeit.

- c. If it is not paid by that time, your team will receive another forfeit fee (2 forfeits = \$60.00) and your team will be eliminated from the league.

6. SPORTSMANSHIP

- a. Team must display good sportsmanship throughout the intramural season in order to qualify for playoffs.
- b. Possible Points 1-5
 - i. Points are determined by team's behavior before, during, and after each game.
 - ii. Must maintain a 3.5 average score to qualify for playoffs regardless of winning record.
 - iii. May contact the Coordinator of Recreation Sports and/or Lead Supervisor regarding sportsmanship status or other inquiries.

7. PLAYER CONDUCT

- a. Actions that are potentially dangerous to participants, spectators, game officials or supervisors and/or conduct that is detrimental to the mission of the Intramural Sports Program will not be tolerated.
 - i. No players may physically intimidate or verbally abuse Intramural Sports Staff. Violations of this nature are considered unsportsmanlike conduct and at the discretion of the game official or supervisor may result in an ejection.
 - ii. Acts of aggression or physical violence will not be tolerated. These include but are not limited to throwing a punch, kicking an individual or any other aggressive act. Any player guilty of such an act immediately before, during, or after an Intramural Sports contest shall be expelled from further participation in Intramural Sports.
 - iii. Leaving the Bench Area or Defensive Position to participate in an altercation: A player, coach, or bench personnel shall be ejected if s/he leaves the bench or coaching area to participate in an altercation. In addition, any player who leaves his position to participate in an altercation, regardless of his/her intentions, shall be ejected.
- b. In any case, if you are ejected from the game for any reason, you are OUT for the remainder of the league. Recreation Sports Coordinator has the final say on the matter.

THE GAME

1. START TIME

- a. Game time is start time. If the minimum number of players are not present at game time, there will be a five minute grace period. After five minutes, the game will be forfeited. All players must check in with the ASI Intramural League Supervisor with their student ID card.

2. THE PLAYERS

- a. 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.
- b. If at any time during the game a team has fewer than four eligible players, the game is over.

3. MANAGERS MEETING

a. PRE-GAME MANAGERS MEETING

- i. Prior to the start of the game, a meeting between the two team managers and the official will take place at midfield. They will discuss rules and regulations which the manager must relay back to the team. Managers will play rock, paper, scissors to determine who gets the first possession.

b. HALFTIME MANAGERS MEETING

- i. At 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.

4. TEAM SPOKESPERSON

- a. The team manager is the only person who may address the official and is the spokesperson for the team.

5. THE COURT

- a. Games will take place in the MAC Gym of the Student Recreation and Wellness Center.
 - i. To ensure the safety of 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.
 - ii. Intramural 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.

6. EQUIPMENT/ DRESS CODE

a. UNIFORM

- i. The home team wears white and the away team wears black.
- ii. Players must check their schedules on IM Leagues to know which color shirt to wear. If there is any doubt, bring both colors.
- 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.
- vi. A player with blood anywhere on their uniform will be instructed to leave the game until the uniform has been changed or approved after an evaluation by an ASI Intramural Sports supervisor or an ASI facility supervisor.

b. DRESS CODE

- i. Closed-toe shoes must be worn at all times during play.
- ii. Athletic attire must be worn at all times during play.
- iii. Wearing a hat is not allowed during play.
- iv. Intramural officials can remove a player for improper dress code at their discretion.

7. JEWELRY

- a. Jewelry is not permitted; players must remove all jewelry before the start of a game.
- b. If jewelry is not removed, an administrative technical foul will be assessed.

8. CO-REC RULES

- a. One female must be on the court at all times.

9. FOULS AND PENALTIES

a. SPECTATORS

- i. Spectators who interfere with the court or play are subject to ejection from the Student Wellness and Recreation Center.
- 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. Alcohol and drugs are not 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 ASI 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. An administrative technical foul will be given if:

1. A team has more than five players on the court during play.
2. A substitute enters the court without reporting to the scorer or without being called to the court by an official (unless between halves or after a charged timeout).
3. A player fails to check in or is not on the roster.
4. A player is wearing any jewelry during play.
5. A player is wearing a grey or yellow shirt.
6. A player participates while disqualified.
7. 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.
- 8. A player dunks or attempts to dunk a dead ball before or during the game or during any intermission.**
9. Delay of Game
 - a. When at the official's discretion, a player or team intentionally attempts to stall the game, the official may stop the clock and issue a delay of game warning to the offending team.
 - b. The official has the right to correct the game clock if they deem necessary.
 - c. 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 for disqualification, but count to a team's administrative technical foul total. If a team receives three administrative technical fouls, the team manager will be immediately disqualified for the remainder of the game.

d. UNSPORTSMANLIKE TECHNICAL FOUL

- i. Unsportsmanlike conduct technical fouls will be given for:
 1. Disrespectfully addressing or contacting an official.
 2. Using profanity or vulgarity.
 3. Taunting, baiting, or ridiculing another player.
 4. Pointing a finger at or making an obscene gesture toward another player.
- ii. Penalty: The offended team shall receive two free throws and possession of the ball.
- iii. A player who receives an unsportsmanlike technical foul will sit out for 10 minutes of game clock.

- iv. An unsportsmanlike technical foul will count toward a player's five fouls for disqualification.

e. FLAGRANT FOUL

- i. A personal foul that is deemed excessive in nature and/or unnecessary. Causes of a flagrant foul include:
 - 1. Causing excessive or unnecessary contact with an opponent.
 - 2. Pushing or holding a player from behind to prevent a score.
 - 3. Illegal contact caused by the swinging of an elbow that is deemed excessive or unnecessary.
- ii. Penalty: The offended team shall receive two free throws and possession of the ball.
- iii. A player who receives a flagrant foul will either sit out for 10 minutes of game clock or be ejected from the Recreation Center, per the official's discretion.
- iv. A flagrant foul will count toward a player's five fouls for disqualification.

f. INTENTIONAL FOULS

- i. Intentional Fouls will be given for:
 - 1. Contact that is not a legitimate attempt to play the ball or player.
- ii. Penalty: The offended team shall receive two free throws and possession of the ball.
- iii. An intentional foul will count toward a player's five fouls for disqualification and count toward a team's total foul count.

g. PERSONAL FOULS

- i. One, two, or three free throws for a foul against a player in the act of shooting.
 - 1. If a player is fouled in the act of shooting and makes the basket, they will be awarded one free throw.
 - 2. If a player is fouled in the act of shooting a two-pointer and does not make the basket, they will be awarded two free throws.
 - 3. If a player is fouled in the act of shooting a three pointer and does not make the basket, they will be awarded three free throws.
- 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 10 or more team respective fouls in the half.

10. TECHNICAL FOUL SUMMARY TABLE

Type of Technical Foul	Free Throws	Possession	Team Fouls	Player Sits Out	Player Disqualification
Administrative technical foul	2	No change	None	No	No
Unsportsmanlike technical foul	2	Change	1	10 minutes of game clock for first offense	Second foul results in disqualification
Flagrant foul	2	Change	1	Official's discretion	Official's discretion
Intentional foul	2	Change	1	No	No

11. PERSONAL FOUL TABLE SUMMARY

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)

BASKETBALL RULES

1. GAME LENGTH

- b. Playing time shall be two halves of 20 minutes each. Halftime shall be three minutes. Extra period shall be two minutes each.
- c. 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.
- d. 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.
 - i. 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 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.
- e. 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 ASI 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.

2. **SCORING**

- a. 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.
- b. A goal shall be awarded two points. Three points are awarded if the goal is scored from behind the three-point line. A free throw is awarded one point.

3. **SUBSTITUTIONS**

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

4. **OUT OF BOUNDS**

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

5. **TIMEOUTS**

- a. Timeouts must be called by a player on the court or may be called by a designated manager on the bench.
- b. Timeouts do not advance the ball to half court.
 - i. The ball is put in play where the timeout is called.
- c. Unused timeouts do not accumulate and may not be carried over to extra periods.
- d. Each team shall be entitled two charged 60-second timeouts during a regulation game and one 30-second timeout during each extra period.
- e. After a timeout, the clock shall start once a player inbounds has touched the ball in play.

6. TRAVELING

- a. 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.
- b. 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 court permits.

7. FREE THROWS

- a. The lowest block will be kept clear per NCAA rules.
- b. Players within the free throw lane play the release, while players at the free throw line and beyond play the rim.

8. TIME VIOLATIONS

- a. There will be a 10-second count in the backcourt for all leagues.
- b. There will be a five-second count in the front court when closely guarded.
- c. Shot clocks are not used.