



## **West Chester University Department of Campus Recreation Intramural 5 on 5 Basketball Rules**

West Chester University Intramural Basketball will follow the current rules of NFHS (National Federation of State High School Associations) and PIAA (Pennsylvania Interscholastic Athletic Association). Those who are subject to the rules are team representatives (players, substitutes, coaches and spectators) and other persons affiliated with the team are subject to the rules of the game and shall be governed by the decisions of the Intramural Staff assigned to the game.

### **Player Eligibility**

1. Participation is limited to all currently enrolled, fee-paying WCU undergraduate or graduate students. Faculty, staff and alumni are not eligible to participate and no exceptions will be made.
2. In order to be eligible to participate, each eligible player MUST present his/her current, valid RAMCard. Check-in takes place at designated sign-in locations at the facility, field or court (usually at the Scorekeeper's table). Individuals who are unable to provide a current, valid RAMCard will not be permitted to participate. No other forms of identification will be accepted (email, class schedule, Driver's License, etc).
3. For additional information regarding player eligibility, team rosters and participant check-in refer to the WCU Intramural Handbook available online at the WCU Intramural Sports website and in the Intramural Sports office in the Student Recreation Center.

### **Team Composition and Substitutions**

1. Players can compete on only one team regardless of league classification. In addition, a player may compete for one Co-Rec team during the same season.
2. A minimum of five (5) players are required to register a team. (2) Females and (2) males for co-rec. All players must show their current, valid WCU RAMCard at the game site in order to be eligible to participate.
3. A team must have four (4) players to start a game. (2) males and (2) females for co-rec games. Players who arrive late must check-in with the scorekeeper/s and must wait for a dead-ball situation in order to enter the game.
4. Substitute players reporting into the game should move along the sideline of the court to the scorer's table. Substitutions are not to be made until acknowledged by one of the officials during a dead ball. Subs must wait by the scorer's table until summoned to come on the floor.
5. Team rosters will be formed based on the players who compete in the team's first regular season game and every subsequent regular season game. No new player's can be added after a team's last regular season game. In order for a player to be eligible for playoffs, he/she must participate in at least one regular season game for that team. \*No player may participate on more than one team\*

## **Equipment and Playing Field**

1. Basketballs are available for check-out at the Student Recreation Center. The Campus Recreation Staff will provide game balls only; teams must furnish their own practice basketballs.
2. Teams are encouraged to wear their own like-colored jerseys. Scrimmage vests (pinnies) are available for checkout at the courts.
3. Individual Player Equipment must meet the following requirements:
  - a. Shirts: Shirts must be worn throughout the game. Shirts must not have arm openings that are larger than four inches. Referees will measure the arm openings with their fist. Shirts that have been altered and are missing more than the length of the sleeve will not be permitted.
  - b. Pants: Players may not wear pants or shorts that have belt loops, metal, cargo pockets or exposed drawstrings. Players may not wear towels that hang from the waist.
  - c. Headgear: Baseball caps or other rigid headwear is not permitted. Players may wear rubber or cloth elastic headbands that are used to control hair. Bandanas with knots are prohibited.
  - d. Pads or Braces: No pads or braces may be worn above the waist. Leg and knee braces made of hard, unyielding material must be covered on both sides and all edges with slow-recovery padding.
  - e. Shoes: All players must wear shoes. Athletic/Tennis shoes are permitted. Any other type of shoe that the official deem unsafe is prohibited.
4. Jewelry is NOT allowed to be worn by any participant during the game. Jewelry consists of visible rings (wedding bands), watches, necklaces, earrings, studs (including tongue or lip rings), bracelets (metal or cloth) and any other such similar jewelry. Medical alert bracelets must be taped to the body or secured under clothing such as a sock to be worn during play. Taping of any other forms of jewelry, other than a medical bracelet, is prohibited. Players are subject to ejection for failure to remove jewelry.
5. Students must wear a t-shirt or capped sleeve...rec center new policy. If a player is caught with a sleeveless shirt, they will be asked to leave.

## **Game Timing**

1. Game time is forfeit time. Any team that forfeits a game can jeopardize any playoff potential due to a low sportsmanship rating. Teams who forfeit more than once will be dropped from the league.
2. Games will consist of two 18-minutes halves with a 3-minute halftime. No shot clock will be used. Teams will switch sides after each half.
3. During the game there will be a running clock which means the clock will not stop during play, except for timeouts. The clock continues to run on fouls, violations, free throws, and out-of-bounds situations. After a timeout, the clock will start when the ball is touched inbounds, or becomes alive on a free throw attempt (passed to the free throw shooter). The clock will stop and start during the last two minutes of the game (2nd half only). The clock continues to run after a made basket.
  - a. If a team is ahead by 20 points or more during the last two minutes of a game, the game will be ruled a mercy rule.
4. Teams will receive (2) 30-second time-out each game. The officials will not recognize any timeouts called from the bench by players or coaches.
5. Regular season games can end in a tie. Overtime will only occur during the playoffs. The rules for overtime are as follows:
  - a. Overtime will consist of a five minute period with the clock only stopping on fouls and violations during the last minute.

- b. A jump ball at center court will be used to start each overtime period. Teams will continue to shoot at the same basket as in the second half.
- c. All player fouls will carry over from the game and team fouls will carry over from the second half and each overtime period.
- d. Each team will have ONE timeout for the first overtime period. Timeouts do NOT carry over from the game
- e. If second or subsequent overtimes are necessary, the overtimes will consist of three minute periods with NO additional timeouts.

### **Scoring**

- 1. Baskets made from inside the arc shall count as 2-point field goals. Baskets made from beyond the arc shall count as 3-point field goals.
- 2. All free throws shall count as 1-point.
- 3. Technical Foul shots shall count as 1-point.
- 4. (Mercy Rule) If a team is leading by 30 points or more with (10) minutes remaining OR if a team is leading by 20 points or more with (2) minutes remaining, the game will be whistled dead.

### **Playing Rules**

- 1. A jump ball will occur only at the beginning of the game and any overtime periods. The team not gaining possession on the initial jump ball will be awarded the ball when the next held ball situation arises. Thereafter on held balls and to begin the 2nd half, teams will alternate possession.
- 2. Dunking **PROHIBITED** at all times.
  - a. Dunking shall be defined as any shot in which the shooter touches the rim with his/her hand or arm.
  - b. Any attempt by a participant to dunk pre-game, during game time or after the game will result in a technical foul for that player. The player could potentially be ejected from the game.
- 3. Substitutes must report to the scorer's table and notify the scorekeeper that he/she wishes to enter the game. The substitute may not enter the game until the official beckons him/her into play. Substituting with failure to notify the scorekeeper or officials may result in a Technical Foul.

### **Violations and Throw-ins**

- 1. Violations include traveling, double dribble, carrying/palming the ball, intentionally kicking the ball with the leg, excessive elbow swinging (without contact), five-second close guard in the frontcourt, ten seconds in the backcourt, three seconds in the lane, basket interference, and goaltending.
- 2. After any violation, the ball is awarded out of bounds for a throw-in at the spot nearest to where the violation occurred. Two or three points are also awarded on goaltending depending on the position of the shooter at the time of the shot.
- 3. After any called time-out, the ball is awarded out of bounds for a throw-in at the spot nearest where the ball was on the court at the time the time-out was called.
- 4. The throw-in count ends when the ball is released by the thrower. It is a violation if the thrower does not release the ball within 5 seconds.

5. If a player is ejected during the game, they cannot play in overtime. The team with the ejected player must still play with a player down as that follows the ejection rules.

### **Common Fouls and Penalties**

1. A personal foul is a player foul which involves illegal contact with an opponent while the ball is live, which hinders the opponent from performing normal offensive or defensive movements. A personal foul also includes contact by or on an airborne shooter when the ball is dead. Illegal use of the hands, holding, illegal blocking, illegal screening, pushing, and charging are examples of personal fouls.
  - a. Hand checking is not permitted in intramural basketball. The penalty is a personal foul (illegal use of the hands or arms).
2. A player control foul occurs when a personal foul is committed by a player in possession of the ball or while in flight as an airborne shooter. There are no free throws for the offended team following a player control foul. Additionally, no basket will be scored when an airborne shooter is charged with a player control foul.
3. After a non-shooting foul (common foul before the bonus or any player control foul), the ball is awarded out of bounds for a throw-in at the spot nearest where the foul occurred.
  - a. Simultaneous personal fouls, double fouls, and double technical fouls against opposing players (1 against a player from each team) result in no free throws for either team and a spot throw-in for the team in possession at the time of the fouls. If neither team is in possession (after a missed shot), alternating possession will determine the team to throw-in the ball.
4. Fouls against the shooter will be shot throughout the game. Except in the final two minutes of the 2nd half and last minute during overtime, the clock will not stop during free throw attempts.
  - a. An airborne shooter who is fouled by an opponent while in the air, but after the ball is released on a try, is considered to be in the act of shooting until both of the airborne shooter's feet return to the floor.
5. Bonus free throws are awarded to the offended team following common non-shooting personal fouls on and after the 7th team foul of the half. Team control does not affect the awarding of bonus free throws. No bonus free throws are shot following a player control foul.
  - a. For 7<sup>th</sup> thru 9th team fouls committed in the half, the shooter will shoot the bonus (1-and-1).
  - b. For team fouls 10 and above, two shots will be awarded to the shooter for any common, non-player control foul.
6. During free throw attempts, a maximum of six (6) players are permitted to line up along the lane for rebounding.
  - a. The bottom spaces (below the block) will remain vacant at all times.
  - b. The defense must occupy the first space on each side above the block. Players may NOT position themselves on the block separating the lane spaces.
  - c. The offense has the option to occupy the next lane space on each side. In the event that the offense does not wish to occupy these lane spaces, the spaces will remain empty. The defense may NOT occupy the second space on either side.
  - d. The defense has the option to occupy the top lane space (closest to the shooter) on each side. In the event that the defense does not wish to occupy these lane spaces, the spaces will remain empty.
  - e. Thus, 2-4 members of the defense will line up along the lane while 0-2 members of the shooting team will take a lane space (not including the shooter).
  - f. The free throw shooter and players positioned outside of the 3-point arc MUST wait until the ball hits the rim on a free throw. All players lined up along the lane, may enter the lane when the free throw attempt is released from the shooter's hands.
  - g. The ball becomes live when it is placed at the disposal of the free thrower.

## **Intentional, Flagrant and Unsportsmanlike Fouls**

1. An intentional foul at any time during the game results in two free throws and possession of the ball out-of-bounds at the spot nearest to where the foul occurred. Two free throws are awarded regardless of if a basket is scored on the play.
2. A technical foul at any time during the game results in two free throws and loss of possession. The opposing team will receive a throw-in at mid-court. Upon the 2nd technical foul charged to a player, that person is ejected from the game. If at any point a player receives a third technical foul, he/she will be suspended for the rest of the season immediately.
  - a. Simultaneous technical fouls against opposing players (1 against a player from each team) result in no free throws for either team or a throw-in at midcourt for the team to be awarded the next alternating possession.
  - b. Unrelated technical fouls against opposing teams (1 against a player from each team not in the same incident) result in penalties assessed in order of occurrence with free throws shot for each foul.
3. Any profanity or degrading of the officials will result in a technical foul. Continued verbal harassment will result in a 2nd technical foul and expulsion from the game.

**\*\*Profanity does not have to be directed at a player or an official in order to merit a technical foul. Any inappropriate language or comments heard will be penalized accordingly. The Intramural Officials will have full discretion determining language that is appropriate or inappropriate.\*\***

4. Anyone who directs any form of verbal threat at either Intramural Staff or other participants will be charged with a flagrant technical foul and expelled from the game. Furthermore, West Chester University Public Safety will be notified of the incident and possible referral to University Judicial Affairs.
5. Altercations involving two or more players will result in flagrant technical fouls.
  - a. The offending players will be ejected from the game.
  - b. They must meet with the appropriate Intramural staff member before they may participate again.
  - c. Outright fighting will result in ejection and suspension from further Intramural participation for one year and charges may be filed with University Judicial Affairs and Public Safety.
6. All unsporting and contact technical fouls count toward a player's five fouls for disqualification and toward team fouls in reaching bonus free-throw situations.
7. Ejected players must leave the Student Recreation Center courts and may not return for the remainder of the night. Players may remain in the SRC to work out.

## **Sportsmanship**

1. The Sportsmanship Rating System is intended to be an objective scale by which teams' attitude and behavior can be assessed throughout the intramural sports league and playoff seasons. Behavior before, during, and after an intramural sports contest is included in the rating. The team captain is responsible for educating and informing all players and spectators affiliated with his/her team about the system.
2. A team is responsible for the actions of the individual team members and spectators related to it. Additionally, WCU Intramural Sports does not recognize the use of coaches. Only the team captain shall speak to the officials regarding administrative matters (ejections, disqualifications, etc). Furthermore, the team captain's efforts in

assisting Intramural Staff to calm difficult situations and to restrain troubled teammates are key to controlling team conduct.

3. Sportsmanship is vital to the conduct of every Intramural contest. In order to encourage proper conduct during games, officials, administrative personnel, and supervisors shall make decisions on whether to warn, penalize or eject players or teams for poor sportsmanship. These decisions are final. The Intramural Sports administrative staff will rule on further penalties as a result of unsportsmanlike conduct.
4. Each participant should choose his or her team members carefully, as all team members will suffer the consequences of any disciplinary action taken by the Intramural Sports staff against that team for violation of the intramural rules and sportsmanship guidelines. Protests or appeals of sportsmanship ratings will not be recognized. The Intramural Sports administrative staff reserves the right to review any rating given to a team.
5. Additional information regarding team and participant sportsmanship including the rating method, factors, and scale is available in the Intramural Sports Handbook, available online at the WCU Campus Recreation web site.