



Basketball Rules

Updated: 1/24/2022

Each player must present a valid RU I.D. and be on the intramural team's roster. If you cannot present an RU I.D you will not play. All players must have a recreation account to prove that you are a current Rutgers Student and have consented to a waiver form.

Rutgers Intramural Sports will provide referees for each regular season and playoff game and they have absolute authority during the game. Teams are responsible for keeping their spectators under control. Misconduct of participants, coaches or spectators can result in an implementation of an unsportsmanlike penalty, or harsher penalty.

All rules mentioned here are under the discretion and interpretation of Rutgers Intramural Sports and it's Directors, Supervisors, and Referees.

**As of 01/24/2022 all players and spectators must wear a face covering during play or while spectating a game as per the Rutgers University policy. Any player or spectator found to be ignoring or disregarding requests from intramural/recreation staff to follow this policy will be removed from the game/recreation center and the game may be declared a forfeit.*

Team Requirements

1. Registration fee will be \$40 per team. The registration fee can be paid online at www.imleagues.com.
2. Five players constitute a team. A team may start with 4 players, but must finish with at least three. The coed breakdown is 3:2 in either gender combination for 5, 2 male/2 female for 4; and when playing with 3 the breakdown is 2 and 1.
3. A roster may have up to 10 players.
4. Teams should arrive fifteen minutes before the posted start time of their game. Teams will only be given a 5-minute grace period after their posted start time to have the minimum number of players required to begin. After the five minutes, the Supervisor will officially rule the game a forfeit. Call in losses will only be accepted if made by 4:30PM the day of your game. Otherwise, games are expected to be played as scheduled. [Call in losses can be called into 848-445-1981](tel:848-445-1981) or by email to intramurals@echo.rutgers.edu.

Equipment

1. Jerseys will be provided if you do not provide your own. [Shirts must be worn under the jersey](#). Personalized shirts/jerseys will be allowed if each individual player has a different number on their back. Sneakers must be worn at all times. Wearing of hats and jewelry is prohibited. Shirts must be worn under pinnies.

Game Play

1. The game will consist of two 20-minute halves with the clock stopping only during the final two minutes of the second half. Five minutes will be allowed between halves.

2. Each team will be allowed two-time outs per half. Time outs will be one minute in duration and cannot be accumulated and used in the second half. In the event of overtime, one additional time out will be granted along with any remaining time outs accumulated during the second half. Timeouts in excess of the two allowed will be granted but at the cost of a Technical Foul. **Timeouts can only be called by players on the court.**
3. Timeouts may only be granted to a team during dead ball periods or when a member of their team has possession of the ball.
4. Boundaries will be explained to the team representatives prior to the start of each game.
5. Substitutes must report to the scorekeeper before entering and must be signaled in by the official. Failure to comply will result in a technical foul.
6. Five seconds closely guarded will follow the NFHS rules. A player is being closely guarded when they are established in the front court and a defender is facing the ballcarrier within 6 feet. The offensive player can be holding or dribbling the ball.
7. Five personal fouls result in fouling out of the game. A player is also disqualified upon committing his/her second technical foul or one flagrant foul.
8. On the seventh personal foul in each half, the bonus (one and one) situation will be in effect. On the 10th team foul of each half- 2 shots are given. Bonus free throws will not be shot when a team or player control (offensive) foul is committed.
9. When lane spaces are occupied during free throws, players lined up below the free throw line may enter the lane when the free throw shooter releases the ball. All other players (including the free throw shooter) may not enter the lane until the ball touches the rim. Anyone outside of the lane must stay above the free throw line until the ball hits the rim.
10. On the square backboards, the sides, top and bottom are considered in play. If the ball goes over the top of the backboard, it is a violation. Guide wires and basket supports are considered out of bounds.
11. In held ball situations, other than at the start of the game and the start of extra periods, teams will alternate taking the ball out of bounds. The team not obtaining the initial jump will start the alternating process.
12. Dunking is permitted in the game, but not in warmups. Hanging on the rim will result in a technical foul, unless done do to prevent injury.
13. Swinging of elbows results in either a violation or a personal foul, or a flagrant foul depending upon whether or not contact occurred.
14. Low bridging or ducking under an airborne player is considered unsportsmanlike conduct, whether intentional or not. Penalty: Flagrant Foul (game disqualification), 2 free throws and the ball
15. An intentional foul is when an opponent fouls and is not making a play on the ball or there is

excessive contact on the foul (whether intentional or not). An intentional foul results in 2 free throws plus possession of ball at the original site of the infraction. (Referee's judgment.)

16. Unsportsmanlike taunting and trash talking will not be tolerated.
 - a. 1st occurrence- player technical
 - b. 2nd occurrence- player technical
 - c. Further occurrence- game forfeiture
15. All technical fouls will result in the awarding of two free throws and possession of ball to the offended team at the midline.
16. An accumulation of 2 technical fouls in a game will result in an ejection and a suspension. The ejected player must meet with the professional staff member prior to being able to play again. Any game suspension will not start until after meeting with the appropriate professional staff member.
17. Any rules not specified will be governed by the NFHS basketball rule book.
18. **Mercy Rule:** If, at 5 minutes or less remaining in the game with a team leading by 35 or more the game will be terminated, with two minutes or less remaining in the game, and a team leading by 25 points or more the game will be terminated.

Playoffs

1. Seeds will be decided based on a points system. Defaulting a game results -1 point in the standings however forfeiting a game will result in your team losing points. Any combination of 2 defaults or forfeits will result in your team being removed from the league.
2. **Players must participate in a minimum of 1 regular season game in order to play in the playoff tournament.**

CoRec Rules

1. On every change of possession (including a shot at the basket), a female must possess the ball in order for a shot to be attempted. Penalty: Violation
2. In CoRec play, anyone can sub in at any time as long as the proper ratio is maintained.
3. In **CoRec "B"** games, a basket by a female will count as 1 more point than male baskets from the same spot on the court.
 - a. A female fouled in the act of shooting will receive 3 shots or 4 shots depending on their location on the floor
 - b. A female shooting in the bonus situation will receive 1 + 1 + 1.
 - c. In any situation if a female is fouled in the act of shooting she gets 1 extra free throw.

Overtime Rules (Post-Season Only)

1. If the game ends in a tie, overtime periods of three minutes in duration will be played until a winner emerges. Each team will be given 1 extra timeout for each overtime played. These timeouts will carry over. The clock stops on all whistles during the last minute of any overtime period. The team captain

is the only player permitted to talk with the officials and only if done so courteously. Any unsportsmanlike conduct, or flagrant foul, will result in game ejection and ejection from the gymnasium. Failure to comply will result in game forfeiture.

Rutgers University Intramural Sports Policies

1. Any disputed discussions based on rules (not judgment) will be ruled on by the Supervisor on duty.
2. Badgering Officials will result in immediate game disqualification. **A WARNING IS NOT NECESSARY.**
3. While the game of basketball is a non-contact sport, injuries (mostly minor) do occur. Players should participate with this understanding. Also, participation in the intramural sports program is completely voluntary. Rutgers University is not responsible for injuries incurred during intramural play. It is strongly recommended that participants have satisfactory health status and accident insurance to cover any injury that may occur.
4. Alcohol/drugs are not to be brought to any Rutgers Recreation Facility. Players coming to their game under the influence, risk forfeiture of the game, suspension from intramural play, and referral to the Dean of Students.
5. In leagues where you are allowed to play on more than one team (different Divisions, i.e. Men's, Coed), in order to maintain the integrity of the leagues, a player must play in the same Skill level in both leagues (i.e. "A" Men's and "A" Coed). A player may not play on an "A" team and a "B" team in the same sport.
6. There will be a Sportsmanship Rating System in place for all teams. At the conclusion of every game, the officials and intramural supervisors, will rate each team based on their sportsmanship towards their opposing teams and the officials. The rating can range from 4.0- 0. Teams that forfeit will receive a 1. Teams must have at least a **2.5** rating average in order to be eligible for the playoffs. Teams must have at least **2.0** rating for each game in the playoffs in order to advance to the next round. Any team that receives a **0.0** in a playoff game will be disqualified from that playoff tournament and suspended from all IM events for a period of time to be determined by the professional staff. The sportsmanship ratings are based on:
 - a. **4 (Excellent)**- given to a team which demonstrates good sportsmanship and maintains an excellent attitude of complete cooperation. Full and complete support of the officials.
 - b. **3 (Above Average)**- given to a team when there is no incident of poor sportsmanship. Respect shown for opponents and officials.
 - c. **2 (Average)**- given to a team when unsportsmanlike conduct is not present in the game except for rare minor infractions. Poor behavior limited to individual/s, not to the entire team.
 - d. **1 (Below Average)**- given to a team if players, other than the captain, persist in questioning officials' decisions; and/or they repeatedly argue with the officials. For frequent use of profane or vulgar language. If spectators, clearly related to the team, fail to cooperate with the officials and the team is not supportive of the officials' efforts.
 - e. **0 (Poor)**- given to a team when a player is ejected and the team does not assist the officials in removing the player from the area. If players disregard warning of unnecessary roughness, unsportsmanlike conduct, abusive language or action, etc. If the team refuses to attempt to control their fans after a request to do so from the IM Supervisor.