



WILLAMETTE UNIVERSITY
DEPARTMENT OF CAMPUS RECREATION
2008 INTRAMURAL BASKETBALL RULES

POSTINGS

- A. Schedules for the league will be posted on the Campus Rec website:
<http://www.willamette.edu/dept/campusrec>

GENERAL

- A. High School Federation rules shall govern all play, with the exceptions listed in these rule postings.
- B. The Intramural Supervisor Staff shall dictate FINAL interpretations and modifications of the rules.

ELIGIBILITY

- A. Eligibility shall be governed by established Intramural Sport Policies and Procedures. A copy of the Intramural Policies & Procedures can be found online at the above Campus Recreation webpage. Varsity Athletic eligibility is covered in the policies.
- B. Only current Willamette University students, faculty and staff are eligible to participate in the intramural leagues.

EQUIPMENT

- A. Gym shoes must be worn. NO billed hats, NO bandanas and absolutely NO JEWELRY!!! NO EXCEPTIONS! This rule is in place for your safety and that of others. If you wear it you WON'T PLAY! It's your choice. No metal barrettes or bobby pins. Soft scrunches and rubber bands in your hair (not around your wrist/ankle) are legal. Numbered practice vests will be provided and required to be worn by all participants. If your team has matching uniforms, they will be allowed to wear them provided they are matching color and numbered.

PRE-GAME

- A. After receiving game vests, each player is to report to the Scorer/Timer at your assigned court.
- B. Captains are responsible for checking the roster of your team and making sure the respective number of the player is accurate.
- C. The above responsibilities must be completed at a minimum of 5 minutes before game time. Any late arrivals must check in at the score table prior to entering play.
- D. Make sure all illegal equipment is removed before entering the game.
- E. If you are playing in a 6' and Under league, you must request a player's height be checked before the start of the game. If a player arrives after the start of a game, a request for the player's height is valid before he/she enters the game.

GAME TIMING

- A. A game shall consist of two 20-minute halves, with running time. However, the clock shall stop on all whistles in the final two minutes of the **second half**, only if there is less than a 20-point differential.
- B. There shall be a 3-minute half time.
- C. Each team shall be allowed two one-minute timeouts **per half**, which the clock will stop. Timeouts will not carry over from the first half to the second half.
- D. A mercy rule will be in effect if a team is ahead by a minimum of 40 points at half time, 30 points within 10 minutes, or 20 points at the 2-minute mark. It is the losing team's choice to end the game.
- E. Overtime Periods:
 - a. A one-minute break shall be taken prior to the start of the overtime.
 - b. Officials will call captains in and explain the overtime procedures. A jump ball will start the initial overtime period. Successive overtimes will utilize the alternate possession procedure.
 - c. Overtime shall be two-minutes in duration, with clock stoppages occurring in the final minute of overtime.
 - d. No additional timeouts shall be awarded for overtime periods, although any timeouts left from regulation will carry over.
 - e. If the score is tied after the first overtime another overtime period shall occur following the same rules as the first overtime using the alternate possession.

FORFEITS

- A. Players may play for one team only per division (men's, women's or coed). Individuals may be on ONE men's or women's team and ONE coed team, regardless if they are in separate leagues **including coed recreational**. Players playing for more than one team will lose their eligibility and cause forfeitures of both their team's games. Similarly, ineligible players (see IM Policies and Procedures) will lose their eligibility and cause forfeitures of both their team's games. All players on an official roster must play in one league game to be eligible for playoffs.

- B. There will be a five minute grace period used for teams to arrive. If a team consistently takes advantage of this, sanctions may be enforced. A team may start and play with three players. If a team has three players at game time the game will start. Once additional players arrive, they must check in at the score table and may be beckoned in at the next deadball.
- C. Forfeit score will be 40-0 and a sportsmanship rating of 10 for the winning team and 3 for the forfeiting team will be given.

SUBSTITUTIONS

- A. Substitutions are ONLY allowed on dead ball situations. Substitutions must check in with the Supervisor/Scorekeeper. YOU MUST BE BECKONED BY AN OFFICIAL at the score table or it is an illegal substitution. No substitutions on the fly. A player may re-enter as many times as desired unless removed from the game by the officials or if they foul out. No substitutions for free throw shooter.
- B. Illegal Substitution: Result in Technical Foul
- C. Substitutes on the bench must stay within their bench areas and are not permitted enter the court for any reason.

STARTING THE GAME

- A. Jump balls will start the game. Team losing the tip will have possession arrow in their favor.
- B. Possession arrow alternates with jump balls and double fouls.
- C. 2nd half begins with team with possession arrow in their favor at the end of 1st half.

JUMP BALLS

- A. To start the game, the two jumpers are not designated, anyone can jump.
- B. Neither jumper may touch the ball more than twice.
- C. When the official is ready to toss the ball and until the ball is tossed, non-jumpers shall not move onto the center circle.
- D. Neither jumper shall move outside the center circle until the ball has been tipped.

FOULS

- A. Five personal fouls per player maximum per game. A technical foul does count as a personal foul.
- B. The only fouls followed by free throws are personal fouls in the act of shooting and technical fouls. If a shot is missed then two or three (depending on the shot) free throws are awarded. If the shot is made, one free throw is awarded.
- C. Fouls should be called with the referees hand vertically placed above the head with a closed fist. All violations should be called with an open fist.
- D. We will specifically be watching/calling all of the following:
 - a. Hand checks (foul)
 - b. Offensive displacement (foul)
 - c. Defensive displacement (foul)
 - d. Cutters

- e. Screeners
- f. Zone infractions (violation)
- g. Charges (foul)
- h. Blocks (foul)
- i. 3 seconds (lane) – offensive only (violation)
- j. 5 seconds (closely guarded) (violation)
- k. 10 seconds (backcourt/free throw) (violation)
- l. Carrying the ball (violation)
- m. Traveling (violation)
- n. Double dribble (violation)
- o. Kicked ball (violation)
- p. Over and back (violation)
- q. Ball over backboard
- r. Ball hits supports
- s. Plane violation
- t. Goaltending (violation)
- u. Basket Interference (violation)
- v. 3-foot designated spot on inbounds (not after made basket) (violation)

E. Principle of Verticality

- a. Verticality applies to a legal position. The basic components of verticality are:
 - i. From a legal guarding position, the defender may arise or jump vertically and occupy the space within his/her vertical plane
 - ii. The hands and arms of the defender may be raised within his/her vertical plane while on the floor or in the air
 - iii. The defender should not be penalized for leaving the floor vertically or having his/her hands and arms extended within his/her vertical plane
 - iv. The offensive player whether on the floor or airborne, may not “clear out” or cause contact within the defender’s vertical plane
 - v. The defender may not “belly up” or use the lower part of the body or arms to cause contact outside his/her vertical plane
 - vi. The player with the ball is to be given no more protection or consideration than the defender in judging which player has violated rules
 - vii. Note that the defender must be stationary or jump from a stationary position to be in a legal guarding position. If the offensive player is airborne the legal position must be established before the offensive player becomes airborne. Defenders cannot jump vertically when they are moving laterally.

F. Block/Charge

- a. Blocking is illegal personal contact which impedes the progress of an opponent.
- b. Charging is illegal personal contact caused by pushing or moving into an opponent’s torso.

- i. A player who is moving with the ball is required to stop or change direction to avoid contact if a defensive player has gained legal guarding position in his or her path.
 - ii. The player with the ball may not push the torso of the opponent to gain an advantage to pass, shoot or dribble.
- G. Screens – A player who screens shall not:
 - a. When he/she is outside the visual field of an opponent, take a position closer than a normal step from the opponent.
 - b. When he/she assumes a position at the side or in front of a stationary opponent, make contact with that opponent. If the screen is set within the visual field of a stationary opponent, the screener may be as close to the opponent as the screener desires, short of contact.
 - c. Take a position so close to a moving opponent that this opponent cannot avoid contact by stopping or changing direction. The speed of the player to be screened will determine where the screener may take his/her stationary position. This position will vary and may be one or two normal steps or strides from the opponent.
 - d. After assuming his/her legal screening position, move to maintain it, unless he or she moves in the same direction and path of the opponent. When both opponents are moving in exactly the same path and same direction, the defense is responsible if contact is made because the offense slows up or stops and the defense overruns his/her opponent.
- H. Flagrant foul - 2 points, and possible disqualification of the offending player, plus offended team's possession at mid-court.
- I. Swearing at an official = Minimum - ejection from contest and suspension from next contest.
- J. Technical foul - 2 points, plus offended team's possession at mid-court.
- K. Two Technical fouls in 1 game by the same player = Automatic Ejection from contest.
- L. Ejection –Automatic 1 game suspension (includes the game that you are ejected from and the next scheduled game)
- M. All other fouls are thrown in from out of bounds nearest the point of foul by the offended team.
- N. On the team's 5th foul the bonus comes into affect. Player fouled shoots 1 and 1. After 10 fouls, player fouled shoots 2 shots.
- O. On free throws, a ball does not become live until it contacts the rim. All players may not enter the lane until the ball contacts the rim.

TECHNICAL FOULS

- A. The following situations may result in a technical foul:
 - a. Illegal substitution; subbing without reporting into game.
 - b. Swearing, delay of game, show of temper/attitude, challenging the officials, and dissent.
 - i. Swearing: The use of profane language is not necessary and will not be permitted during Intramural Sports activities at Willamette University. Excessive profanity is unacceptable and will be

penalized. **If the swearing is loud enough for the official to hear, it will be called a technical**

- ii. Interference or verbal abuse from the team bench.
- iii. Trash talking, intimidation or any other form of poor sportsmanship.
- iv. Illegal equipment (Jewelry).
- v. Basket Interference

Technical fouls are not limited to just these situations

EXTREME SITUATIONS

- A. Player receives 2 Technical Fouls in one game- player ejected.
- B. Player receives 3 technical fouls in the season/league (including playoffs) - player will be **SUSPENDED FROM THE REMAINDER OF THAT SEASON!**
- C. Team receives 3 technical fouls in the same game (including playoffs) - game will be automatically **FORFEITED!**
- D. Player Ejected - Automatic one game suspension and player must petition in writing (via email) in order to be reinstated to the Intramural Sports Program. (Player **MUST** petition for reinstatement before any further participation is allowed in the Intramural Sports Program)
- E. Fighting - Player(s) ejected, face University Conduct Board, Intramural participation for the remainder of the year will be determined by the IM Staff
- F. Fighting with Official – players ejected, face University Judicial Board and legal action may be taken.
- G. Official Threatened/Abuse by Spectators – team that spectators are identified with will be ejected, face University Judicial Officer and legal action may be taken.
- H. 2 Players on a Team Ejected – Team forfeits game.
- I. Person asked to leave gym and doesn't or returns to gym – team forfeits game.
- J. Person plays for more than one team in the same division (men's, women's or coed) – player will lose their eligibility and cause forfeitures of both their team's games.
- K. Flagrant Foul – player may be ejected, must petition in writing for reinstatement.
- L. Double fouls – ball should be thrown in at the division line opposite the score table using the alternate possession procedure.

SPORTSMANSHIP RATING

- A. How the Willamette University Sportsmanship system works:
 - a. The sportsmanship rating system is to ensure that sporting behavior is rewarded and unsporting behavior is recognized and controlled. The rating is used to expose and give feedback to students and ultimately raise the level of sportsmanship on campus. It is important that participants are aware of the guidelines of sportsmanship and how it will be assessed.
 - b. Teams will be rated on a 10-point scale. A rating of ten is considered having excellent sportsmanship and a rating of zero being extremely poor. The intramural staff will rate teams at the end of the game or match for their overall conduct and attitude during that game. All sportsmanship ratings will be posted online at the Campus Recreation website.

- c. If a team forfeits, they receive a sportsmanship rating of a 3 for that game. If a team wins via forfeit, that team receives a rating of a 10 for that game.
- d. Teams must maintain an overall sportsmanship rating of 6.5 to qualify for the post-season. Any team whose sportsmanship rating falls below a 6.0 after the second game of the season, due to unsportsmanlike conduct without having forfeited a game/match, will be placed on probation by the IM student supervisors, and will be required to meet with the IM student supervisory staff.

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INTRAMURAL BASKETBALL COED RULES

****THERE ARE NO COED MODIFICATIONS****

COED RULES

- A. At no time shall there be more than 3 members of the same gender playing on the court for a team.
- B. You need at a minimum three to start the game. Both genders must be represented within the three.