



Basketball Rules

Men's and Women's Rules

1. All rules in the Intramural Policies and Procedures Handbook shall supercede the following rules should a conflict between the two arise. The Intramural Program Advisor will make the final determination on all rule interpretations. Campus Recreation reserves the right to add, delete, and revise rules periodically to insure fair play for all involved.
2. The officials' and supervisors' authority and jurisdiction will be in effect in and around the field of play.
3. **Eligibility:** All participants are required to bring a valid WVU identification card to all contests. If a player does not have a WVU identification card, play will be allowed if they have a valid picture ID and a copy of their current course schedule. Failure to produce this identification will result in that player being unable to participate in that contest. Participants must meet all other eligibility requirements started in the Policies and Procedures Handbook.
4. **Rosters:** Any player addition must be done 24 hours prior to the game the added player would like to participate in. UNLESS the contest falls on a Sunday or Monday, then the player addition form must be placed in the player addition drop box no later than 11:00a.m. the previous Friday. Captain's need to fill out player addition forms in order to add players and place the form in the player addition drop box. Players will not be allowed to add the day of the game.
5. **Forfeit Time:** Game time is forfeit time. No extra time will be given for players or teams to arrive. Forfeit fee will be assessed to forfeiting team.
6. **Spectator Behavior:** All spectator behavior needs to be controlled by the team they are watching. Spectator behavior will affect the sportsmanship score of the team that they are watching, in addition all conduct rules are in affect for spectators.
Profanity: No profanity is allowed. If a player uses profanity, he or she will receive a technical.
7. **After Game Conduct:** All behavior that occurs after the game, will affect the sportsmanship of the team. In addition, all conduct rules are still in affect.
8. **Conduct:** Any excessive inappropriate conduct by a team directed towards an official or intramural staff shall result in a team being dismissed from the league.

9. **Bench Clearing:** Any player that leaves the bench during a game to rush the field will be ejected from the game.
10. **Spitting:** The first offense for spitting on or in the Recreation Center will result in a technical foul. Second offense for spitting on or in the Recreation Center will result in removal from the game.
11. **Captain Ejection Policy:** Any captain, player or spectator ejected from a game for conduct reasons will be suspended for at least one game and must follow the ejection procedures listed in the Policies and Procedures Handbook. The captain's ejection policy shall be in effect for all contests. Any player or spectator ejected from a contest after their captain has received a warning to control his teams and/or spectator's actions should result in the captain also being ejected for the remainder of the contest. According to the captain's ejection policy, for each player ejected, the team must play a player shorthanded. The captain may be replaced on the court, unless he/she has been ejected for his/her own conduct, rather than those of his/her players and/or spectators. Any player ejected in the last league game or during play-offs, must meet with the program manager and program Association Director in order to determine result of the incident.
12. **Sportsmanship:** Sportsmanship is rated on a score of 1 to 5, 5 being the best and 1 being the worst. Teams are required to average a sportsmanship rating of 3 in the regular season in addition to having a sufficient won-loss record in order to qualify for the playoffs. Once in the playoffs, teams must finish each game with at least a 3 in sportsmanship rating to advance to the next round. Teams must earn a 3 sportsmanship rating in the championship game to win the championship. See the Policy and Procedures Handbook for more information.
13. **Jersey Color:** No teams are permitted to wear black jerseys. Team members are asked to wear jerseys of the same color. If it is judged that too many different jersey colors are creating confusion, one team may be required to wear pennies provided by Campus Recreation.
14. **Attire:** All players must wear gym shoes. Bare feet, sandals, and street shoes are not allowed.
15. **Equipment:** Teams may bring their own balls to be used if both teams and officials agree. A mouthpiece is suggested but not required.
16. **Jewelry:** No player may wear jewelry including but not limited to watches, bracelets, necklaces, earrings, and various body rings (including tongue rings). IF a player is not willing to remove the jewelry he/she will not be permitted to play. In addition, no rubber bands will be allowed to be worn on wrists during play.

The Game

17. A team consists of five players. A team must have five players to start the game.
18. **Scorekeeper:** Each team is responsible for furnishing a scorekeeper, whether it is a player or spectator. **If a team fails to keep score for a particular half, they will forfeit all goals scored in that half.** Team captains are ultimately responsible for proper scorekeeping. Scorekeepers are responsible for tracking team scores, personal and team fouls, timeouts and the alternate possession arrow.
19. **Game Length:** The game shall consist of two 20-minute half's. The clock will run continuously for the first 38 minutes, with the exception of official's and team timeouts. The clock will stop in the last two minutes on calls.
Exceptions: If a team is leading by fifteen or more points at any time inside the two minute mark of the second half, the clock will continue to run on all dead balls unless the deficit is closed to fewer than fifteen points. If a play is blown dead before the two-minute mark and remains dead at the time the clock hits the two-minute mark, the clock will be stopped until the next live ball. The clock will not stop after made baskets except after made free throws.
20. **Mercy Rule:** If a team leads by 25 points or more with 5 minutes or less left on the clock, the game is over. If a team leads by 15-24 points with 2 minutes or less on the clock, the clock runs for the final 2 minutes. The clock will NOT stop on any dead balls.
21. **Pre Game:** There will be a coin flip before each contest. The winner will choose among the following options: 1.) Take the ball to start the first half, 2.) take the ball to start the second half, 3.) defend a particular basket the first half. The loser will take the remaining option.
22. **Half Time:** There will be a 5 minute half time.
23. **Beginning of Second Half:** To start the second half, the teams will switch baskets. The team that did not receive the ball to start the first half will get the ball to start the second half, regardless of the possession arrow.
24. **Time Outs:** Each team will be granted two 60-second timeouts per contest.
25. **There is no shot clock.**
26. **Dunking:** Dunking is allowed during a play only. If a person dunks the ball when they are not in play, the player will receive a technical foul. Hanging on the rims is not permitted.
27. **Substitutions:** Substitutions are allowed after all whistles and after all made free throws. **Exception:** No player may substitute in to attempt a technical free throw.

28. **Injury:** If a player is bleeding, the game must be stopped and the wound must be covered. All clothing covered in blood must be cleaned or removed. The player must sit out at least until the next dead ball after he/she leaves the game before being allowed back in. The same applies to an injured player if the game must be halted to attend to them.
29. **Jump Balls:** There will be no jump balls. An alternate possession arrow will determine possession on all held balls. The team not receiving the ball to begin a half will start the alternating process. Scorekeepers will track the alternate possession arrow.
30. **Bonus:** A team will shoot two free throws on all fouls for the remainder of the half once the opposition has committed eight or more personal fouls (personal or technical) in that half. **Exceptions:** No team will ever shoot free throws after a player control foul (Charging foul).
31. **When a Foul is called:** on a player, he/she must immediately provide his/her name to the official. Contest delays will result in a technical foul and will be counted as a team foul.
32. **Flagrant Foul:** A player may be ejected for a flagrant foul. A flagrant foul is defined as a foul that is intended to cause personal injury to an opponent.
33. **Fouling Out:** A player charged with five personal fouls is disqualified from the game. A conduct technical foul will be counted as a personal foul.
34. **Technical Foul:** A technical foul may be assessed for taunting, baiting, or undesirable language toward an opponent, official, or spectator. All technical fouls will result in two free throws for the non-offending team.
35. **Three Point Line:** A three-point line will be in effect. Any shot made behind this line will be scored as three points. A player must have both feet completely behind the line for the attempt to be considered a three point shot. A player fouled while attempting a three point shot will be granted three free throws.
36. **Lane:** Players are allowed three seconds in the lane.
37. **Out of play:** Screens, wires, overhangs and other obstacles are out of play.
38. During free throw attempts, a maximum of six players are permitted to line-up along the lane for rebounding.
 - i. The defense must occupy the first space on each side.
 - ii. The offense has the option to occupy the second lane space on each side
 - iii. The defense has the option to take the third lane space.
39. **Foul Shots:** For **MEN**, six players (four opponents of the free thrower and two teammates of the free thrower) shall be permitted on the lane during a free throw.

The two spaces closest to the free thrower on either side must remain open. For **WOMEN**, six players (four opponents of the free thrower and two teammates of the free thrower) shall be permitted on the lane. All other players shall be behind the free throw line extended and behind the three point line. The bottom two lane spaces, those closest to the basket, are no longer used for women's basketball.

40. **In bounding the ball:** A defensive player must stand three feet away from the offensive player, when he or she is throwing the ball in bounds. If a player comes closer than three feet, steps on or over the actual sideline of baseline, or breaks the plane of the sideline or baseline, shall have a delay of game warning issued to his/her team. The second such warning and any subsequent violations of this nature will result in a technical foul assessed to the team, but not to that player. Any defender, who fouls an opponent while in bounding the ball, shall be issued a technical foul. If a defender touches the ball while the opponent is in bounding the ball, they shall have a technical foul issued to his/her team, but not to that player.

41. **Overtime:**

Length of Overtime: All games tied after regulation will go into 5 minute overtime. The second overtime and all subsequent overtimes will last two minutes. The clock will run continuously except for official and team timeouts until the last two minutes.

Coin Toss: A coin flip will take place at the beginning of the overtime period. The winner may elect to take the ball first, or play defense first. The teams will shoot at the same baskets as they did in the second half.

Fouls: Personal and team fouls carry over into overtime.

Time-Outs: Timeouts will carry over from regulation to overtime and from overtime to overtime. A 60-second timeout will be granted to each team for the first overtime. For the second and subsequent overtimes, each team will be granted a 30-second timeout per overtime.

Winner: Overtime will be played until a winner is determined and the time has run out.

Women Specific Rules:

For women the following additional rules apply:

1. No five second close guarding while dribbling.
2. No ten second back court.
3. No player is allowed below the blocks on a foul shot.

Co-Rec Rules:

All rules for men's and women's contests will apply to co-rec contests except for the following:

To Be Determined.