

CHICO STATE **BASKETBALL RULES** **REC. SPORTS**

Conditions of play not specifically covered by these rules will be left to the discretion of the head official or supervisor, whose judgment is final.

ACCIDENT INSURANCE

The State of California and Chico State cannot accept liability for injuries. Participants are encouraged to provide their own accident insurance. Participants are not insured by Chico State or the State of California. Insurance is available at the University Health Center.

GENERAL

In order to participate a valid CSUC or photo ID is required for check-in at each game. Any problems with lost, stolen and/or misplaced IDs must be taken care of prior to game time.

BLOOD RULE

A player with a bloody injury or blood on his/her uniform must leave the game. The player may not return to the game until the wound is no longer bleeding, the wound is covered and/or the uniform is changed.

FORFEITS

- A. Game time is forfeit time.
- B. No Show = No team members show up to a schedule game and the Intramurals Office was not contacted. A No Show can result in elimination from end of the season playoff participation.
- C. Forfeit = A team does not have the minimum amount of players to begin a contest. A team notifies the Rec. Sports Office of their forfeit by 3pm on gameday. One notification of a forfeit to Intramural Sports made by 3pm on gameday will not result in removal from league or postseason.
- D. Multiple forfeits may result in elimination from the end of the season playoff participation

PLAYERS

- A. Teams must have a minimum of 5 players to register a team. Rosters size is unlimited; please note that only double the amount of players on the field will be awarded Intramural Champion t-shirts.
- B. Intramural Sports **DOES NOT** recognize coaches. Team captains are solely responsible for all team matters.

RULES

Intramural Basketball is structured to follow the NCAA Men's Basketball Rules with modifications made to suit constraints of the program.

EQUIPMENT

- A. All teams must have numbers printed on their shirts. **NO TAPED NUMBERS.** Any team attempting to participate without proper uniforms will be assessed a technical foul. If a team has one player without a numbered jersey the captain will have the choice to either play or sit that player. If the player plays in the game without a properly numbered jersey the team will receive no higher than a "2" sportsmanship grade. If multiple players play without properly numbered jersey's the team will receive no higher than a "2" sportsmanship grade.
- B. Team members must all wear the same colored jerseys and it is recommended that teams bring a second dark or light jersey.
- C. Recreational sports will provide game balls. However, if both teams agree, an alternate ball may be substituted. A men's ball will be used for men's games. A women's ball will be used for women's and co-ed games.

TIME

- A. All games will consist of two - twenty (20) minute halves with a continuous clock. The final two minutes of the second half will be stop time contingent upon a score differential of 12 points or less.
- B. If the point margin is fifteen (15) or greater at, or after, the two minute mark of the second half and the game is deemed dangerous or lackadaisical by the officials it may be called.
- C. If necessary, a three-minute overtime period will be played. Stop time will be utilized during the last minute of overtime.
- D. If a second overtime is needed, the first team to score a point will be declared the winner.
- E. A half-time break of no longer than five minutes will be given to the teams at the discretion of the officials and provided that such a break would not significantly alter the schedule of events for the evening.
- F. Each team is allowed two time-outs per contest, which may not be accumulated. Teams will be awarded one time-out for overtime, but may not carry over any unused time-outs from regulation play.
- G. Game time is forfeit time according to the clock in the gym. Teams must have four players with appropriate identification, appropriate attire, and signed in on the game card and ready to play prior to game time.

COURT PLAY

- A. Substitutions are allowed provided the ball is dead and the courtside official has given permission to enter the contest.
- B. The seventh foul per half on either team will result in a bonus free-throw situation for the opponent. The seventh foul, and on all common fouls thereafter, will result in a one-and-one. The tenth foul, and all common fouls thereafter, will result in a double bonus (two foul shots).
- C. ***ABSOLUTELY NO DUNKING PRIOR TO, DURING, OR AFTER A CONTEST IN EITHER THE ACKER, SHURMER OR WREC FACILITIES.*** Dunking, or attempting to do so, before or during

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a game, will result in a technical foul on that player. **IT ALSO MAY RESULT IN A LOWER SPORTSMANSHIP GRADE AT THE DISCRETION OF THE OFFICIAL.**

- D. Any two technical fouls on one player will result in dismissal from the game for misconduct. Any player dismissed from a game for misconduct will not be allowed to participate in the next played contest, or in any Recreational Sports events thereafter, until he/she has met with either the Director or Assistant Director of Recreational Sports.
- E. If a team receives 3 technical fouls in a game, and at the official's discretion, the contest can be immediately forfeited and the offending team will forfeit the game.
- F. Any participant dismissed for misconduct must leave the facility immediately. Failure to comply will result in forfeiture of the contest for that team.
- G. Players are disqualified after assessment of their fifth foul.
- H. All jump-ball situations, with the exception of the initial toss and at the beginning of any overtime periods, will follow the alternate possession format.
- I. The three-point rule is in effect, using the college distance in Men's Rec. and Comp games and the high school distance in all other games.
- J. The intentional foul rule will be strictly adhered to. The following are considered to be intentional fouls:
 - Any foul that is not a legitimate attempt to directly play the ball.
 - Running into the back of a player that has the ball, wrapping the arms around a player, grabbing a player around the hips.
 - Any time a player holds, pushes, or grabs a player away from the ball.
- K. Flagrant fouls will be called for unnecessary or excessive roughness, unsportsmanlike conduct, or dangerous intentional fouls. Flagrant fouls will result in dismissal.
- L. All technical fouls will result in two shots and the ball out of bounds for the opposing team.
- M. Slamming the basketball to the floor, out of joy or anger, is considered bad sportsmanship and may result in a technical foul situation.

CO-ED RULES

- A. Co-ed teams may have no more than two men on the floor at the same time. However having more females on the floor than males is not penalized.
- B. Female shots are worth two points, three points from behind the arc. Male shots are worth one point, two from beyond the arc.
- C. Male players are not allowed to block a female player's shot. Violators will be assessed a technical foul.
- D. A female ball will be used for co-ed games.
- E. Only female participants can be involved in the "jump ball" at the beginning of the game or overtime period.