

# IM Basketball Rules

## Game Play

1. 2 teams of 5 players
2. Minimum to start is 3 players (COED min. 3 players with ratio maintained within 1 at all times)
3. COED must play with a maximum of two men on the court for each team
4. 15 minute halves with a running clock
5. There will be one 5 minute over time if score is tied at end of 2<sup>nd</sup> halve. Games **can** end in a tie.
6. Players will call their own fouls
7. Scorekeepers, Timekeepers, and Court Supervisors will be provided but will not be calling fouls
8. The Court Supervisor has the authority to settle disputes and eject players if excessive unsporting behavior is exhibited
9. Forfeits will be given 5 minutes after the scheduled game time and not enough players are present

## Eligibility

1. Current Cornell students, faculty and staff
2. **EVERY PLAYER MUST SIGN IN EACH NIGHT BEFORE PARTICIPATING**
3. Varsity basketball players are eligible if not in season and are limited to one varsity player per IM roster

## Equipment

1. Proper footwear and attire is mandatory
2. Any articles that may endanger other players are not permitted (i.e. jewelry, plaster casts, etc.)

## Scoring

1. Free throws – 1 point, Baskets within the arc – 2 points, Baskets beyond the arc – 3 points

### Time outs

2. Each team is awarded two 30-second time-outs per game that can be used at any time
3. Clock will stop for exactly 30 seconds, then time will resume upon supervisor's whistle

### **Free Throws**

1. Team A attempting a free throw, Team B must occupy positions on lane closest to basket
2. Players must occupy a lane space or be positioned behind the top of the key extended
3. Maximum 4 defensive and 2 offensive players allowed in lane spaces
4. Ball is live off of the release (except shooter and players behind the arc – live off rim)
5. A player fouled in the act of shooting a three point shot will be awarded 3 foul shots
6. 10 seconds per free throw attempt
7. Bonus situation (1-1) in effect on 7th foul
8. Double bonus (2 shots) in effect on 10th foul

Note: Act of Shooting begins with the motion which habitually precedes the release of the ball and ends when ball is in flight

### **Substitutions**

Unlimited substitutions on a dead ball (must be allowed by an official)

### **Out of Bounds**

1. Supports, back of backboard, and any object outside the lines are out of bounds
2. Ball going over the backboard is out of bounds
3. All 4 sides of backboard are in bounds
4. Cannot score from out of bounds

### **In-bounds Pass**

1. Player must throw in from designated spot, except after a goal is awarded
2. Players have 5 seconds to release pass

### **Violations and Penalties**

**Called by participants and will result in a change of possession:**

1. Double dribble
2. Traveling
3. Failure to move ball over half court within 10 seconds
4. 3 seconds in the key (unless ball is in backcourt or in flight towards the basket)

5. Entering or leaving lane/circle during free throw or jump ball
6. Goal tending (touching basket or ball when: ball is on or in basket, within the cylinder of the basket, during downward arc or field goal try)
7. Holding the ball for more than 5 seconds when closely guarded
8. Intentionally contacting the ball with any part of the body below the waist (i.e. kicking)

### **Personal Fouls**

1. Hitting
2. Pushing
3. Blocking
4. Charging (no basket awarded on offensive player control fouls)
5. Hand check

### **Personal Technical Fouls – immediate 3 minute removal from playing area**

1. Hanging from the rim
2. Backboard violations
3. Flagrant fouls
4. Unsportsmanlike conduct

**2 Personal Technical Fouls = immediate ejection and suspension from the team's next game and subject to review as stated in the Policies & Procedures for further ruling.**

**Players may also be ejected from matches based on the Court Supervisor's assessment of a situation.**

### **Team Technical Fouls – result in 2 shots and possession of the ball to non-offending team**

1. Delay of game
2. Excessive time outs called
3. More than 5 players
4. All players of both teams must be on the opposite half of the court when the 2 free throws are taken

## **Policies & Procedures**

1. All participants and spectators are governed by the Cornell Policies & Procedures.
2. Teams are responsible for their sidelines and spectators.
3. Negative consequences for the team may result as a direct reaction to spectators' behaviors or actions.
4. Only captains may address the official.
5. Personal Conduct Penalties will be enforced for any unruly players. One warning per team then unruly players will be removed from the competition.
6. Dunking IS allowed.
7. NO alcoholic beverages permitted.
8. Protests based solely on a decision involving the accuracy of judgment on the part of an official will not be considered. Protests involving player eligibility will be considered.