



Recreational Athletics Intramural Sports



BASKETBALL RULES

All other rules are NIRSA and City 6 as necessary.

A. PLAYERS

1. All games are 5 on 5.
2. Each team must have at least 4 players to begin the game
3. Co-Rec must have 3 females & 2 males on the court at all times
4. Co-Rec teams must maintain one of the following to finish a game in the case of injury:
 - a. 3 females + 2 males
 - b. 2 female + 2 male
 - c. 2 female + 1 male

B. EQUIPMENT

1. **Ball**
 - a. Men will use a men's ball.
 - b. Women will use a women's ball.
 - c. Co-rec will use a women's ball unless both teams agree to use a men's ball.
 - d. Ball provided by IM Sports, unless teams & officials agree on a ball.
2. **Uniform**
 - a. All players must wear colored pinnie with number.
 - b. Team shirts must be same color & have numbers legible. No "taped" numbers.
 - c. Team must either all wear pinnies or all of the same shirt.
 - d. Shirts to be approved by IM Sports per rules. Consult with IM Sports Office.
3. No jewelry permitted.
4. Proper footwear required.

C. GAME PLAY

1. **Game time/Timeouts/Overtime**
 - a. 20 minute halves with a running clock, except for the last 2 minutes of the 2nd half.
 - b. Halftime is 5 minutes.
 - c. During the first 38 minutes, the clock only stops for time-outs, official's time, and injury.
 - d. During the final 2 Minutes of 2nd Half
2. Clock stops on all dead ball situations
3. Clock does not stop after a basket.
4. Clock starts when ball touched by a player in play.
 - a. Teams have 3 time-outs per game & timeouts do not carry over to overtime.
 - b. One (1) time-out per team in each overtime period.
 - c. Overtime is 5 minutes.
5. **Starting Play/ Possession**
 - a. A jump ball will start the game and any subsequent overtime periods.
 - b. Otherwise, in jump ball situations teams will alternate possession.
6. **Co-Rec Modifications**
 - a. SCORING
 - i. Male basket 1 point
 - ii. Female basket 2 points
 - iii. Male, behind the arc 2 points
 - iv. Female, behind the arc 3 points
 - b. Foul shots awarded according to this system.
 - i. *For example, a male fouled while shooting behind the arc will receive 2 foul shots.*
 - c. If a male is fouled in a "one & one" situation – one foul shot awarded.
 - d. In two-shot bonus situation, males & females still awarded shots equal to basket
 - e. Women must perform all center jump situations.
7. **Technical Fouls**

- a. All technical fouls are two (2) shots and loss of possession.
- b. A technical foul will be issued for dunking the basketball.
- c. Touching/Grabbing/Slapping any part of the rim, net, or backboard will be an automatic technical.
- i. This is in effect for both warm-ups and during game.
- d. All technical fouls are issued at discretion of officials. Ejection & disqualification may be issued for any technical if situation warrants.

8. **Rule Overview**

- a. Three-point shot in effect for male/female games (co-rec see above).
 - i. Intramurals will use the High School 3-point line.
- b. Team fouls will be the same for men's, women's, and co-rec games
 - i. "One & One" after 7th team foul.
 - ii. "Two shot" penalty on 10th team foul.
 - iii. Individuals foul out on 5th foul.
- c. "Five second rule" in effect when player is stationary, not dribbling, & has pressure by defense. Player must dribble, pass, or shoot within 5 seconds. No "five second rule" in effect while dribbling.
- d. Substitutions may only occur on dead-ball situations & when official beckons
- e. Sub must first check in at scorer's table
- f. During a foul shot, subs must wait until after 1st shot & official's beckon.
- g. If subbing for shooter, sub may enter after 2nd made foul shot, when beckoned by official.
- h. No shot clock.
- i. "10 second rule" to bring ball up court in effect for males, but not females or co-rec games.
- j. No "hand checks".
- k. Flagrant foul rule – teams gets foul shots and the ball.
- l. All other accepted basketball rules – traveling, goaltending, lane violations, etc – are in effect (IM sports will refer to City 6, NFHS).

9. **Coach Rule/ Team Bench**

- a. Teams are not permitted coaches.
- b. Only those persons on a team roster, signed in to play and in athletic clothing for that game are permitted in team bench area. Team area refers to the 2 sides on either side of scorer's table.
- c. All fans, spectators must be on other side of court.

D. SPORTSMANSHIP

- 1. All individuals participating in intramural sports are subject to the Drexel University Office of Student Conduct and Community Standards handbook. Issue of harassment, violence, disorderly conduct or detrimental behavior will be reported and handled according to university protocol.
- 2. **Ejections**
 - a. Player ejected after 2nd technical.
 - b. Player ejected from league after 3rd technical.
 - c. Team is ejected from league upon 4th technical foul issued to team.
- 3. **Mercy Rule**
 - a. If a team is up by 20 points or more with 2 minutes remaining, clock will not be stopped during final 2 minutes, but teams may have the option to finish play

<p style="text-align: center;">Remember the Sportsmanship Policy! <i>Consult IM Sports Office.</i></p>
