

BASKETBALL

Revised 10/20/07

General

- 5 on 5 Basketball will feature Men's, Women's and Co-Rec divisions. Co-Rec teams must be comprised of 3 women and 2 men.
- 5 on 5 Basketball will be offered in a round robin format. All qualified teams will be placed into a single elimination playoff bracket at the conclusion of the regular season.
- All 5 on 5 Basketball games will be played in the Tootell West Gymnasium.
- Intramural Guidelines as set forth in the Intramural Handbook govern all participation.
- All participants must be currently enrolled as a student, faculty, or staff member of the University of Rhode Island and have paid the recreation fee in order to participate in the Intramural Program.
- All participants must present a current, valid URI ID Card upon checking in with the IM Staff. **Participants who do not have their URI ID Card with them WILL NOT BE ALLOWED TO PARTICIPATE.** No other form of identification will be accepted. There are no exceptions to this rule.
- Individuals may only play for one same gender team and one coed team per sport. The first team for which a participant plays is the team to which she/he is committed for the duration of that program.
- A player may not participate unless she/he is recorded on the score sheet. Players may be added to a roster at any time during the regular season provided all other eligibility criteria are met (see Intramural Handbook). All team rosters are frozen on the last day of the regular season and players may not be added to team rosters at this point.
- **Game time is forfeit time. There is no grace period.** All players must be signed in and ready to play at the exact scheduled game time.

Any team or individual that fails to appear for any scheduled contest **will be charged with a forfeit and is responsible for paying a forfeit fee of \$25.** Similarly, a forfeit will result when a team does not have at least the minimum number of players needed to play the activity **signed in and ready to play** at the appointed playing area by the time of the game. **Game time is forfeit time. There is no grace period.** It is recommended that teams arrive 15-30 minutes prior to the start of each game in order to allow time to sign in and warm up. All forfeited games will be recorded as a loss. This policy will be strictly enforced.

Furthermore, any team that forfeits a game will be ineligible for league playoffs and will be eliminated from further play in all tournaments. A team may buy back into leagues/tournaments (unless the forfeited contest and corresponding loss results in elimination from the tournament) by paying a forfeit fee of \$25. All forfeit fees must be paid within **3 business days** or before the next scheduled game, whichever comes first. If the forfeit fee is not paid accordingly, the team will be eliminated from further competition in tournaments and will not be eligible for league playoffs. All forfeit fees must be paid in the Intramural Sports Office located in Keaney Gym. The Intramural Sports Office can be reached by calling 401.874.5972.

Defaults

If a team knows in advance that it will not be able to make a scheduled contest, the captain should contact the Intramural Sports Office (874.5972). A default will be granted to each team or individual that has notified the Intramural Department according to the following deadlines:

- Games scheduled Monday-Friday → notification must be received by 12pm on the day of the scheduled game
- Games scheduled Saturday/Sunday → notification must be received by 3pm on the Friday before the scheduled game

Captains may contact the Intramural Sports Office by phone (874.5972) or by email at imsports@etal.uri.edu. This notification must come from the team captain only. All defaulted contests will be counted as a loss. However, the team will not be charged with a forfeit, will not owe a forfeit fee and will otherwise remain eligible for league playoffs and will remain in double elimination tournaments provided the defaulted contest does not result in the second loss.

Dropped from Play

Teams are allowed to default one game per season and still remain eligible for league playoffs. Teams that default tournament games in a double elimination tournament will remain eligible unless the defaulted contest results in the second loss. Teams that forfeit a game in a double elimination tournament will be eliminated unless a re-entry fee is paid as outlined above. Teams that forfeit a game will not be eligible for league playoffs unless a re-entry fee is paid as outlined above. Teams that default/forfeit more than one game will be dropped from further competition and will not be allowed to pay a re-entry fee. Forfeited and defaulted contests will not be rescheduled and are counted as losses.

Any forfeit fees that are unpaid at the conclusion of each Intramural sport season/event will be charged to the team captain's student account and an administrative hold will be placed on the student account until the forfeit fees are paid in full.

The Game

- **2 - 20 minute halves.** Three (3) minute halftime.
- The clock will run continuously and does not stop except for the last two (2) minutes of the second half of the game provided there is less than a 15 point differential.
- **The Mercy Rule** is as follows:
 - **One team is ahead by 35 points with 10 minutes left in the second half.**
 - **One team is ahead by 25 points with 5 minutes left in the second half.**
 - **One team is ahead by 20 points with 2 minutes left in the second half.**
- **Time-outs:** Each team will be allowed 2 time-outs per half, thirty seconds in length. Time-outs will not carry over to next half or overtime.
 - If a team has no time-outs and calls for one, a technical foul will be assessed.
Live-ball: A player/team must be in control of the ball before a time-out will be granted.
Dead-ball: Any player/team may call a time-out during any dead-ball situation. The ball does become dead once a basket is made. Accordingly, Team A may call a time-out immediately after it has scored a basket and before Team B gains control of the ball.
- **Overtime:** During the regular season, all games tied at the end of regulation will end in a tie. All playoff games that end in a tie will go into overtime. The overtime period will be three (3) minutes in length and will begin with a jump ball. The clock will stop in all dead ball situations. Each team will receive ONE time-out per overtime period. Timeouts do not carry over from regulation play.
- **THE SCOREKEEPER'S RECORD IS OFFICIAL.** Scorekeepers will be responsible for keeping the score and possession arrow. **Players must check in with the scorekeeper before subbing into the game.**
- Teams must wear contrasting color numbered jerseys during the game. If a team does not have all same color shirts (exactly the same, not similar colors) with numbers on the front or back, they will be required to wear intramural jerseys. Numbers may not be taped on to shirts/jerseys. The final decision on teams being required to wear intramural jerseys rests with the IM Supervisors and Officials. The intramural department will provide jerseys and game balls. Only the balls provided by the IM Program may be used during play. Teams do not have the option of using a different game ball.

Players, Substitutes & Equipment

Article 1 Each team consists of 5 players, one of whom is the captain.

- A team may begin with 4 players, but if it has no substitutes to replace disqualified or injured players, it must continue with fewer than five. When there is only one player participating for a team, the team shall forfeit the game.

Article 2 The captain is the representative of his/her team and only may address an official on matters of interpretation or to obtain essential information, if it is done in a courteous manner. Any player may address an official to request a timeout or permission to leave the court.

Article 3 The referee shall not permit any team member to wear equipment, which, in his/her judgment, is dangerous to other players. Examples of illegal items include, but are not limited to:

- A guard, cast or brace made of hard and unyielding leather, plaster, pliable (soft) plastic, metal or any other hard substance – even though covered with soft padding – when worn on the elbow, hand, finger, wrist or forearm.
- Head decorations, non-elastic headwear, headgear with knots and **jewelry (taping over is not permitted).** **Medic-Alert bracelets may be taped down to the skin. Lance Armstrong "Livestrong" bracelets or any other type like it are not permitted.**

Definitions

Basket, choice

- Each team's basket for practice before the game and for the first half shall be the one farther from its team bench.
- The teams shall change baskets for the second half.
- If by mistake the officials permit a team to go the wrong direction, when discovered all points scored, fouls committed, and time consumed shall count as if each team had gone the proper direction. Play shall resume with each team going the proper direction based on bench location.

Basket Interference

Basket interference occurs when a player:

- Touches the ball or any part of the basket while the ball is on or within the basket.
- Touches the ball while any part of the ball is within the imaginary cylinder, which has the basket ring as its lower base.
- Reaches through the basket from below and touches the ball before it enters the cylinder.

Blocking/Charging

- Blocking is illegal personal contact, which impedes the progress of an opponent.
- Charging is illegal personal contact caused by pushing or moving into an opponent's torso.
 - A player who is moving with the ball is required to stop or change direction to avoid contact if a defensive player has obtained a legal guarding position in his/her path.
 - If a guard has obtained a legal guarding position, the player with the ball must get his/her head and shoulders past the torso of the defensive player. If contact occurs on the torso of the defensive player, the dribbler is responsible for the contact.
 - There must be reasonable space between two defensive players or a defensive player and a boundary line to allow the dribbler to continue in his/her path. If there is less than 3 feet of space, the dribbler has the greater responsibility for the contact.
 - The player with the ball may not push the torso of the guard to gain an advantage to pass, shoot or dribble.

Closely-Guarded

- A closely guarded situation occurs when a player in control of the ball in his/her team's frontcourt, is guarded by an opponent who is within 6 feet of the player who is holding or dribbling the ball for a duration of 5 seconds. A closely-guarded count shall be terminated during an interrupted dribble (i.e., – if the player loses control of the ball momentarily) or if the offensive player makes a move toward the basket.

Continuous Motion

- Continuous motion applies to the try or tap for field goals and free throws, but it has no significance unless there is a foul by the defense during the interval which begins when the habitual throwing movement starts a try or with the touching on a tap and ends when the ball is clearly in flight.
- If an opponent fouls after a player has started a try for goal, he/she is permitted to complete the customary arm movement, and if pivoting or stepping when fouled, may complete the usual foot or body movement in any activity while holding the ball. These privileges are granted only when the usual throwing motion has started before the foul occurs and before the ball is in flight.

Common Fouls

- A personal foul is a player foul which involves illegal contact with an opponent while the ball is live, which hinders an opponent from performing normal defensive and offensive movements. A personal foul also includes contact by or on an airborne shooter when the ball is dead.
 - Contact after the ball has become dead is ignored unless it is ruled intentional or flagrant or is committed by or on an airborne shooter.
- A common foul is a personal foul, which is neither flagrant nor intentional nor committed against a player trying or tapping for a field goal nor a part of a double or multiple foul.
- An intentional foul is a personal or technical foul designated to stop or keep the clock from starting, to neutralize an opponent's obvious advantageous position, contact away from the ball or when not playing the ball. It may not be premeditated and is not based on the severity of the act. A foul also shall be ruled intentional if while playing the ball a player causes excessive contact with an opponent.
- A flagrant foul may be a personal or technical foul of a violent or savage nature, or a technical non-contact foul, which displays unacceptable conduct. It may or may not be intentional. If personal, it involves, but is not limited to violent contact such as: striking, kicking and kneeling. If technical, it involves dead-ball contact or non-contact at any time, which is extreme or persistent, vulgar or abusive conduct. Fighting is a flagrant act.
- A technical foul is:
 - A foul by a non-player.
 - A non-contact foul by a player.
 - An intentional or flagrant contact foul while the ball is dead, except a foul by an airborne shooter.
- A player-control foul is a common foul committed by a player while he/she is in control of the ball or by an airborne shooter.
- A team foul is any personal foul or technical foul, which is charged to either team. All team fouls are counted to reach the bonus situation.

Goaltending

Goaltending occurs when a player touches the ball during a field-goal try or tap while:

- The ball is in downward flight.

- The entire ball is above the level of the basket ring.
- The ball has a possibility of entering the basket in flight.
- The ball is not touching an imaginary cylinder, which has the basket ring as its lower base.

Playing Rules (IF YOU HAVE QUESTIONS REGARDING THE DETAILS OF THE RULES, SEE THE NFHS RULE BOOK)

- **Team technicals** – If a team receives two (2) technical fouls, the captain is ejected from the game. The captain must be a playing member of the team and cannot be a coach or any other non-player. This ejection will not be included in the IM ejection system. If the captain is ejected, the team will select a new captain & the same rules will be applied to him/her.
- **The closely guarded rule is in effect.** See definitions above.
- **3-second rule** – the three second restriction applies to a player who has only one foot touching the lane boundary. The line is part of the lane, but not the space marks and neutral zone marks.
- The alternate possession rule will be used.
- Three free throws will be awarded if the player is fouled in the act of shooting a three point shot.
- Fouls occur when a player attempts to gain an advantage offensively or defensively.
 - Illegal use of hands, arms, legs, feet, and/or torso.
 - Pushing, holding, grabbing, and/or hooking an opponent.
- A player must leave the game upon her/his fifth personal foul.
 - **Technical and player control fouls** will be counted as personal fouls.
- Technical fouls will be counted as team fouls. **Team fouls will reset to zero after halftime. Team fouls are carried from the second half into overtime.**
 - **One-and-one begins on the seventh team foul.**
 - **Two shot fouls will begin on the tenth foul.**
 - No foul shots for player control fouls.
- **FREE THROWS** – PLAYERS MAY STEP INTO THE LANE UPON THE RELEASE OF THE BALL.
- **Co-Rec** - Teams shall consist of 3 women/2 men, there must be at least 2 (two) women on the court. Two women must be present to begin the game.
- **Technical, Flagrant and Intentional fouls will result in an automatic 2 points for the non-violating team plus possession of the ball. These fouls may also carry an ejection.**
- **Loose ball contact** – It is true that contact between opponents may be violent and yet be legal. A key to judging whether or not contact on a loose ball play is legal, hinges on when players get to the loose ball. When two opponents reach a spot on the floor at the same time, contact should be ruled as incidental. When one player is making an attempt to reach or actually reaches the loose ball, and then an opponent dislodges or displaces the first player, a foul has occurred. Failure to call a foul when one player “piles” on top of the opponent will create retaliatory fouls. “Going for the loose ball” is not a license for illegal contact.
- A ball which touches the front face, top or side edges of the backboard remains in play provided it does not touch any other part of the basket support. If the ball touches the back side of the backboard, it is an out of bounds violation.
- **In Bounds/Out of Bounds** – concerning whether a player may be the last person to touch the ball before stepping out of bounds and then be the first to touch the ball after returning in bounds.
 - It is legal, except when there is player control. A player, who is dribbling (player control) and steps out of bounds during the dribble, even though he/she is not touching the ball at the time, has violated. A player who is holding the ball and steps out of bounds has obviously violated.
- **Throw-ins:**
 - After a made basket or free throw, a player may run the length of the baseline to make the throw-in. This also extends to the throw-in attempt after a time-out following a made basket or free throw.
 - After any other dead ball situation, a player must remain in one place during the attempted throw-in or else a traveling violation has occurred.

Fouls and their Enforcement

Block/Charge Ruling – Blocking is illegal personal contact, which impedes the progress of an opponent.

- A player who is moving with the ball is required to stop or change direction to avoid contact if a defensive player has obtained a legal guarding position.
- If a guard has obtained a legal guarding position, the player with the ball must get his/her head and shoulders past the front of the torso of the defensive player. If contact occurs on the front of the torso of the defensive player, the dribbler is responsible for the contact.

- There must be reasonable space between two defensive players or a defensive player and a boundary line to allow the dribbler to continue in his/her path. If there is less than 3 feet of space, the dribbler has the greater responsibility for the contact.
- The player with the ball may not push the torso of the guard to gain an advantage to pass, shoot or dribble.

Rebounding Position – To obtain or maintain legal rebounding position, a player may not:

- Displace, charge or push an opponent.
- Extend shoulders, hips, and knees or extend the arms or elbows fully or partially in a position other than vertical so that the freedom of movement of an opponent is hindered when contact with the arms or elbows occurs.
- Bend his/her body in an abnormal position to hold or displace an opponent.
- Violate the principle of verticality.

Fouls & Their Administration

- Missed basket = 2 shots awarded
- Made basket or 3-pointer = 1 shot awarded
- Missed 3-point = 3 shots awarded
- Before 7th team foul = award possession of the ball
- **On or after 7th team foul = bonus 1 + 1 award**
- **On or after 10th team foul = 2 free throws**
- **** Intentional fouls = 2 points and possession**
- **** Flagrant fouls = Ejection of player, 2 points and possession**
- **** Technical fouls = 2 points and possession**
- Common violations will be enforced = change of possession