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CSUSM Campus REC

IM Basketball Rules

➤ **Player Eligibility:**

- All participants must be:
 - Full-time/Part-time Student at CSUSM during the current semester
 - Faculty/Staff
 - CSUSM Graduate Student
- Only 2 collegiate basketball athletes (1 male/1 female) may be on any one team's roster during the Fall and Spring semesters. This includes Red-shirt athletes and athletes whose eligibility ended in the Fall semester but are playing in the Spring.
- Players must have successfully registered and paid using IMLeagues.com and be on their team's roster by the end of the first week of the season (**Fri March 15**)
- Any player attempting to participate illegally will cause their team to forfeit the game, and player(s) will be suspended.

➤ **Team Roster**

- Each team will consist of a maximum of 5 and a minimum of 4 players on the court.
- Each team may carry a maximum roster of 12 eligible players.
- Rosters may be modified on IMLeagues until **the end of the first week of the season (Fri March 15)**. At that point, each team's roster is locked.
 - NOTE: Any additions will need to pay the registration fee through IMLeagues. If unable to make payment online, contact the Assistant Director of Campus Recreation (Ryan Groth, rgroth@csusm.edu). Any dropped players WILL NOT receive a refund.
- Players must play in at least one regular season game to be eligible for the playoffs.
- **Open:**
 - \$ Registration fee
 - Anyone can play (no particular male/female ratio)

Pregame

- All players must check-in with their CSUSM student ID cards OR with their virtual ID through the CSUSM app at the OPS table before entering the game.

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- Any individual without a CSUSM ID or virtual CSUSM ID will NOT be eligible to participate in the game. Any other forms of identification are not accepted.
- Please arrive 10-15 minutes before the start of the game to ensure all players are checked-in and ready to play.
- Late arriving players must check in with the scorekeeper before entering the game.
- Late penalty: Every minute a team is late, the opposing team is rewarded with 2 points automatically. The team has until 10 minutes to show up with at least 4 players, until the game is deemed a forfeit.

1 min	2 min	3 min	4 min	5 min	6 min	7 min	8 min	9 min	10 min
2 pts	4 pts	6 pts	8 pts	10 pts	12 pts	14 pts	16 pts	18 pts	FORFEIT

➤ Forfeits

- **The forfeiting team will be charged a \$50 forfeit fee and will receive a sportsmanship score of 3. Unless a 48 hour notice is given, the fee will be waived, but a sportsmanship score of 3 will remain.**

** Ways to forfeit a game:**

- Failure to field minimum number of eligible players required by 10 minutes after game time.
- Double Forfeit: both playing teams are not ready by 10 minutes after game time.
- All forfeit fee payments must be received by Campus Recreation **by the following Friday**. Failure to pay the fee will result in the team forfeiting the next game and may be subject to an additional forfeit fee.
- Forfeit Fee Re-scheduled: If **both** teams agree to reschedule a game that was previously forfeited, the team who did not forfeit will automatically start with a 15-point lead. The game will continue regularly with a jump ball.

➤ Equipment & Uniforms

- **All teams must have shirts of the same color with permanently attached numbers on the front and/or back of the shirt (tape is not allowed).**
 - Each team can pick their own team colors under Team Options/Team Settings
 - All participants must wear the same color jersey/ shirt as their teammates. If one team member is not wearing the appropriate color, pinnies will be provided by IM Staff.
- It is encouraged for each player to have a matching shirt/jersey or color of shirt/jersey with teammates.
- Each player who does not have a matching shirt, a permanent number, or has a duplicate number will be assessed a two shot technical foul.
 - All technical fouls will be shot before the game or at half time if needed.

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- Players may not wear any kind of jewelry, hard-billed hats, bandanas, or scarves while participating.

➤ Game Regulations

Time Limits:

- Games will be played in two, twenty (20) minute halves with a running clock.
- The last two minutes of the game will be a regulation clock.
- Half-time is five minutes.
- The clock will continue to run in the last two minutes of the second half if a team is ahead by 15 or more points.
- Teams may start and play the entire game with four (4) players.

Overtime Periods:

- Overtime periods will be 3 minutes
- Any additional overtime periods will be 1 minute
- Regulation clock during the last 1 minute.
- No game will end in a tie. Therefore, overtime periods will be played until there is a winner.

Time Outs:

- Only players *ON* the court can call timeouts
- Two time outs per team per half
- One additional time out for each overtime period.
- Time outs are not carried over from the first to second half or from regulation game to overtime periods.

Player Conduct:

- Good sportsmanship is expected to be maintained at all times.
 - See Sportsmanship Section
- All unusual tactics, profanity, derogatory remarks, or taunting by any player/manager will result in a technical foul against that player/manager. If the offense occurs a second time, the player or manager will be ejected from the game and/or the gym.

Substitutions:

- All players checking into the game must check in at the scorer's table and be waived into the game by the referee.

Ejections:

- Any player ejected from a game will automatically be suspended for a minimum of one (1) game (the next scheduled game).
 - **See Sportsmanship Section
- League officials may eject a player from the game, and if deemed necessary the gym. If ejected from the gym, that player has two (2) minutes to leave the premises, or the game will be ruled a forfeit.

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- League officials may eject any player, coach or manager without prior warning for any player's conduct situation regardless of the severity of the situation.

Mercy Rule:

- If a team is up by 40 or more points with 10 minutes remaining in the 2nd half, the game will be over (Mercy Rule).

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➤ **Tie-Breakers (Playoff seedings):**

- Forfeits
- Sportsmanship
- Point Differential – Scored/Against
- Head-to-Head

➤ **Game Play**

Rules are used via National Federation High School rules with the exception of any special CSUSM Intramural Sports rules

• Illegal Use of Hands and Arms:

- It is **not legal** to use hands and arms or hips and shoulders to force his/her way through a screen or to hold the screener to push him/her aside
- It is **not legal** to use hands on an opponent which in any way inhibits the freedom of movement of the opponent or acts as an aid to a player starting or stopping

• Screen:

- To establish a legal screening position:
 - The screener may face any direction
 - Time and distance are relevant
 - The screener must be stationary, except when both the screener and opponent are moving in the same path and the same direction.
 - The screener must stay within his/her vertical plane with a stance approximately shoulder-width apart.

• Time Out, Stopping Play:

- Time out occurs and the clock, if running, shall be stopped when an official signals:
 - A time-out
 - Because of an injury
 - To confer with the scorer or timer
 - Because of unusual delay in getting a dead ball live
 - For any other situations or any emergency

• Free Throw Provisions:

- The try shall be attempted from within the free-throw semicircle and behind

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the free-throw line.

- Teams shall properly occupy marked lane spaces according to number and space requirements.
- Throw-In Provisions:
 - The thrower shall not leave the designated throw-in spot until the ball has been released on a throw-in pass.
 - The ball shall be passed by the thrower directly into the court from out-of-bounds, so it touches or is touched by another player on the court before going out of bounds untouched.
- Contact:
 - A player shall not hold, push, charge, trip or impede the progress of an opponent by extending arms, shoulders, hips, or knees or by bending his/her body into other than a normal position.
- Traveling:
 - A player who catches the ball with both feet on the floor, may pivot using either foot. When one foot is lifted, the other is the pivot foot.
 - A player who catches the ball while moving or dribbling may stop and establish a pivot foot as follows:
 - If both feet are off the floor and the player lands:
 - Simultaneously on both feet, either foot may be the pivot
 - On one foot followed by the other, the first foot to touch is the pivot
 - On one foot, the player may jump off that foot and simultaneously land on both. Neither foot can be a pivot in this case.
 - If one foot is on the floor:
 - It is the pivot when the other foot touches in a step
 - The player may jump off that foot and simultaneously land on both. Neither foot can be a pivot in this case.

Foul Shots:

- All double bonus situations are in effect on the 5th team foul per half, and 2 shots will be awarded.
- All technical fouls will be 2 shot fouls.
- All free throws play the release.

****NOTE:** All decisions are made at the discretion of the Referee**

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Sportsmanship:

Following each game, officials and/or on-site supervisor will evaluate team behavior and award sportsmanship points to all teams. In order to be eligible for playoffs, a team must have an average regular season sportsmanship score of 4. Any team with an average regular season sportsmanship score less than 4 will forfeit their place in the playoffs. During playoffs, a minimum score of 4 will guarantee advancement for the winning team.

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- Respect shown to the game and staff by the participants, coaches, and spectators. Participants speak to their peers and event staff appropriately at all times. Awarded to teams that show up prepared and are unable to play due to their opponents forfeiting.

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- Participants display disagreement/frustration with decisions of staff/officials in an inappropriate manner. Minor incidents of unsportsmanlike behavior towards opponents, spectators, or staff. Examples include but are not limited to trash talk, cursing, publicly questioning an official's ability, mocking the opponent.

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- Participants are not cooperative with staff. Captains displayed little to no control over their team. Repeated questioning of officiating abilities. Forfeiting a game.

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- Multiple unsportsmanlike penalties, the harassment of the officials, staff, or opponents by spectators.

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- An ejection of any kind.

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- Fighting or any extenuating conduct as deemed by the officials; this includes threatening an employee. Any player on a team that receives a zero may be suspended indefinitely or subject to probation. Behaviors in violation of CSUSM standards for student conduct will be referred to the Dean of Students' Office.

**Any ejection or score of 2 or below may result in a meeting with the Assistant Director and a possible suspension or expulsion from the league.