



The University of Michigan
Department of Recreational Sports
Intramural Sports Program

BASKETBALL RULES

I. INTRAMURAL POLICIES AND PROCEDURES

(NOTE: Listed below is a synopsis of important Intramural Policies and Procedures. For a more detailed explanation, please refer to the Intramural Sports Program Manager's Manual, which can be found on our website at www.recsports.umich.edu/intramurals.)

A. ROSTER AND ROSTER ADDITIONS

1. **Team Sports:** A team's roster is formed throughout the regular season. All players participating in a game must be listed on that game's scorecard. The players who are listed will be entered onto that team's roster and will appear on all future scorecards under that team's name. The manager is responsible for ensuring that each scorecard, including the printed roster, is complete and accurate (i.e. all team members who participated in that game are listed on the scorecard). Names of individuals can be added to the original roster, prior to the new team member playing, by listing that player's name as well as his/her ID number on the scorecard. A player must participate in at least one regular season game to be eligible to participate in the playoffs.

B. ELIGIBILITY

1. **Checking ID's:** Before a contest, event, or activity, all members of a team shall present to the official their pictured Student ID card. The official shall then verify the participant's identity and so note on the scorecard. Those players listed on the scorecard and verified by an official are considered to have participated in that contest. Should a participant arrive at the contest after it has started, the participant assumes the responsibility to have his/her identity verified by the official during a stoppage of play. Should a player not be verified by an official, that individual shall be considered an ineligible player.
2. **Forgotten ID Policy:** If a player forgets his or her ID, the following procedure will be followed:
 - a. The player must present a form of pictured ID (i.e. state driver's license, state identification, etc.) to the sport supervisor.
 - b. The sport supervisor shall complete an Intramural Forgotten ID Form and give that form to the participant.
 - c. The participant shall present the completed Intramural Forgotten ID Form along with his/her ID to the game official for verification.
 - d. The player must come in the next working day between 9:00am and 4:30pm with their valid student ID to verify that they are an eligible participant in the Intramural Sports Program. Failure to do so shall result in a forfeit against the violating team.

C. FORFEITS:

1. A team not ready to play (or failing to appear) at the designated day, date, time, and location of the scheduled contest will forfeit that contest.
2. In order to be credited for the forfeit “win,” the team receiving the forfeit “win” for the contest must have the minimum number of required players to start a game.
NOTE: Both teams are recommended to list the players present at the game site in order to have those players considered as having “participated” in that game.
3. A team may waive the right to forfeit and wait for the opposing team to arrive.
 - If a team decides to wait the 10 minutes for the opposing team to show they **must wait the entire 10 minutes**.
 - If 10 minutes after the scheduled game time passes, and the minimum number of players required to play for the opposing team has not arrived, the team present **must accept** the forfeit.
 - Should the opposing team arrive before the 10-minute time limit, the contest shall be played. The time lost shall not be made up.
 - If a team waives their right to a win by forfeit, and the match begins, that team cannot rescind their decision and take the forfeit.
 - If at game time neither teams have the minimum number required to play the officials will wait 10 minutes to see if either or both teams acquire enough participants to play or accept the forfeit.

D. SPORTSMANSHIP RATINGS

1. Each team in each contest shall be rated by the officials. A team begins an intramural game or event with a total of 10 sportsmanship points. During the course of the contest, teams may lose points if their behavior deteriorates. A contest will be terminated if the SRS Rating becomes zero or below.
2. Level 1 Sportsmanship Infraction: For each Sportsmanship infraction a team receives, one point will be deducted.
3. Level 2 Sportsmanship Penalty: For each Sportsmanship Penalty a team receives, three points will be deducted.
4. Level 3 Sportsmanship Ejection: For each Sportsmanship Ejection a team receives, seven points will be deducted.
5. Forfeits: Forfeiting a contest shall result in a seven point deduction.
6. Playoffs: In order to be eligible for the playoffs a team must have a SRS score of 31 or higher for the regular season. If in any playoff game, including the Championship, should a team’s actions cause that team to receive a SRS rating of less than seven (7), the game will immediately be discontinued; the opposing team will be declared the winner of the game; and the declared winner will advance to the next round in the playoffs. The declared winner must not have a SRS rating of less than seven.

	All-Inclusive	Basketball
Level 1: Sportsmanship Infraction (1 point deduction)	- Any verbal warning that addresses conduct	- Administrative Technical Foul - Intentional Foul
Level 2: Sportsmanship Penalty (3 point deduction)	- Alcohol use by spectators - Spectator interference	- Unsportsmanlike Technical Foul
Level 3: Sportsmanship Ejection (7 point deduction)	- Alcohol use by player - Physical contact with an official - Fighting - Intentionally injuring or attempting to injure an opponent - Threatening/Verbal abuse of an official - Use of an ineligible player - Use of a suspended player - Forfeiting a game	- Flagrant Technical Foul - Flagrant Personal Foul

II. SPORT RULES

NOTE: The Official Rules of the National Federation of State High School Athletic Association apply to Intramural contests except for the local modifications listed below. Copies of the Official rules may be checked out at the Main Office of the Intramural Sports Building. In addition, the Floor Supervisor will have a copy at all times.

A. TIMING AND OVERTIME PLAY

1. Regular Season Games
 - a. Two 22-minute halves.
 1. The first half shall be running time and timed by a central clock.
 2. The first 20 minutes of the second half shall be running time and timed by a central clock.
 3. The last two minutes of the second half, as well as any overtime play, shall be kept on the court by an official. *If the point differential is **more than 10**, the clock keeps running.* If 10 or less, the clock shall be stopped per National Federation rules. The clock does not stop after made baskets.
 - b. Five minute half-time.
 - c. A *jump ball* shall determine initial possession. The team that does not start with the ball in the first half shall start with the ball in the second half.
 - d. No time outs.
 - e. If the officials need to stop the game for a serious injury or other unforeseeable reason during running time, time cannot and will not be made up.
 - f. Tie games will be resolved by a two-minute overtime. If the tie still exists after the overtime period has been played, both teams will be credited with a win. A *coin toss* shall determine initial possession in the overtime period.
2. Playoffs (excluding semi-final and final games)
 - a. Games will be conducted the same as regular season games.
 - b. Tie Games will be broken by a two-minute overtime. A coin toss will determine initial possession of the first overtime. Initial possession shall alternate between teams should additional overtimes be necessary. If the score remains tied after two minutes, another two minutes will be played. This process will continue until a win results.
3. Timing for semi-finals and finals
 - a. Timing shall be the same as in regular-season games.
 - b. Time-outs
 1. One 1-minute time-out per half per team, non-cumulative.
 2. No time-outs during overtime periods.
 3. At any time the game situation warrants, the referee may stop play with an official's time-out.
 - c. Each game will be individually timed at the scorer's table.
 - d. Five minutes between halves.
 - e. Overtime periods are two minutes long with clock stopped on all whistles as in the last two minutes of regulation time.
 - f. One minute between the end of regulation play and overtime, and between any additional overtime periods.

B. EQUIPMENT

1. All players are prohibited from wearing the following:
 - a. Jewelry – which includes, rings, necklaces, earrings
 - b. Hats and bandanas

C. SCORING AND RECORD KEEPING

1. It is highly recommended that each team have one representative at the scorer's table during the game to act as scorekeeper. This representative can be anyone in the building (except IMSP staff), hence does not have to be a team member. There must be at least one scorekeeper for each game. It is ok, for example, to have a team of 9 players supply a scorekeeper and for a team of 5 players to play at full strength. If both teams have 5 or less players, then both teams must have one player sit at the scorer's table and play with one less person on the court.
2. Duties of the scorer include
 - a. Recording team's points on scorecard under official running score.
 - b. Recording all personal fouls.
3. During the regular season, a tie after one overtime results in a win for both teams.
4. **Mercy Rule.** If a team is winning a game by 20 points or more after 20 minutes of play in the second half, a mercy shall be called, and the team in the lead at the time the game is called will be credited with the win.

D. JUMP BALL

1. Except to begin a game, there will be **no** jump balls in IM basketball. Any time a jump ball is to be administered it will be replaced by awarding the defensive team the ball out-of-bounds at the nearest spot to where the jump ball was called. (The defensive team is the team not in previous possession of the ball). NOTE: If there is a jump ball immediately following a defensive rebound, the ball will continue to belong to the rebounding team. Once the rebounding player dribbles with the ball or passes it, normal possession rules apply.
2. If there is an overtime, a flip of the coin will determine the team having possession of the ball.

E. SUBSTITUTIONS

1. A substitution may be made only after the ball has been blown dead by an official. Substitutes may not enter the game after a field goal.
2. A substitute's name (first and last) must be on the scoresheet. Substitutes must enter the game from the scorer's table.
3. The substitutes may enter only upon being waved in by an official. The substitutes must gain the official's attention (by yelling "substitute"). The official will then wave in the substitute.

F. FOULS AND FREE-THROWS

(APPLY FOR ALL GAMES, INCLUDING SEMI-FINAL AND FINAL GAMES) FROM NATIONAL FEDERATION RULES WITH MODIFICATIONS (*).

1. **Illegal Contact:** Contact by a player against an opponent that meets ANY of the following criteria and gains an advantage for the player causing contact:
 - a. **Pushing:** Using the arms or body to displace and opponent or put them off balance.
 - b. **Illegal Use of Hands:** Using the arms or hands to illegally interfere with the legal arm/ action of an opponent.
 - c. **Blocking:** Interfering with the movement of an opponent WITHOUT establishing a legal guarding position (reasonable time and distance for opponent to avoid collision)
 - d. **Holding:** Using the arms or hands to impede the progress of an opponent.
 - e. **Charging:** When a ball handler causes contact on the torso of an opponent who has legal guarding position
 - f. **Hand Checking:** Using the hands to change the path of an opponent or interfere with there speed or balance.
2. **Types of Fouls:**
 - a. **Personal Foul:** Any illegal contact between two opponents while the ball is live, during a throw in, or against an airborne shooter.

1. **Foul in the act of shooting:** Foul against a player who has started the habitual movement for a try/tap for a goal OR a foul against an airborne shooter.
 - i. **Airborne shooter:** A player that has released the ball for a try or tap for a goal and has not yet returned to the floor.
 2. **Player Control Foul:** Foul by a player in control of the ball OR by an airborne shooter
 3. **Team Control Foul:** Foul by a teammate of a player in control of the ball. (No team control during a try/tap for a goal nor during a throw in).
3. **Technical Foul:** Any illegal contact that is not a personal foul (i.e while the ball is dead), any unsportsmanlike conduct, and any violation of basketball administrative policy.
- a. **Administrative Technical Foul:** Any of the following are administrative technical fouls. Incorrect number on score sheet*; Play participates without adding name and number to score sheet*; More than 5 participants on court (live ball); Delaying the restart of play^; Interfering with the ball following a goal^; Touching or dislodging the ball when in opponents possession for a throw in;
 - *One penalty for any number of infractions
 - ^After a team delay warning
 - PENALTY: 2 points and throw in at half court
 - b. **Unsportsmanlike Technical Foul:** Any unsporting conduct directed towards an official or an opponent (including baiting, taunting, and resenting gestures); inappropriate language/gestures; removal of jersey or shorts in protest; faking being fouled; goaltending during a free throw; intentional foul while the ball is dead
 - PENALTY: 2 points and throw in at half court.
 - c. **Flagrant Technical Foul:** Any of the above technical fouls committed in a savage, violent, or abusive way; flagrant foul while the ball is dead.
 - PENALTY: Offender Ejected. 2 points and throw in at half court for opponent.
4. **Personal Foul Severity Definitions**
- a. **Common Foul / Foul in the act of shooting:** No malicious intent. Common illegal contact.
 - b. **Intentional Foul:** Contact that negates an advantage and/or involves excessive force. Also, any foul that is designed specifically to stop the clock with no intent to play the ball will be considered intentional.
 - c. **Flagrant Foul:** Contact that is violent or savage in nature and/or includes intent to injure. Fighting is considered a flagrant act.
5. **Personal Foul Penalties (non-shooting):**
- a. **Common Foul (team not in control):**
 - Penalty: If the fouled team is NOT in the bonus (opposing team has less than 7 fouls for that half) – THROW IN.
 - Bonus Penalty: If the fouled team is in the bonus (opposing team's 7th, 8th, or 9th team foul for that half) – one free throw plus one bonus free throw if successful (1 and 1).
 - Dbl. Bonus Penalty: If team is in the double bonus (opposing teams 10th foul or more for that half) – two free throws.
 - b. **Common Foul (player control):** Throw in for fouled team
 - c. **Common Foul (team control):** Throw in for fouled team.
 - NOTE:** No bonus free throws are shot for player control or team control fouls. If the control foul is intentional or flagrant, use the following penalties in place of the throw in.
 - d. **Intentional Foul:** Two free throws and a throw in nearest the spot of the foul for the fouled team.
 - e. **Flagrant Foul:** Two points and a throw in nearest the spot of the foul for the foul team. Fouling player is ejected.

6. **Personal Foul Penalties (shooting, ball goes in)**
 - a. **Regular Shooting Foul:** Count the basket, 1 free throw for fouled player.
 - b. **Player Control Foul** (foul by player attempting shot or airborne shooter): No basket, throw in for fouled team.
 - c. **Intentional Foul:** Count the basket, 2 free throws for fouled player, throw in for fouled team.
 - d. **Flagrant Foul:** Count the basket, fouling player is ejected, 2 points for fouled team, throw in for fouled team.
7. **Personal Foul Penalties (shooting for X points, ball does NOT go in)**
 - a. **Regular Shooting Foul:** X free throws for the fouled player
 - b. **Player Control Foul:** Throw in for fouled team.
 - c. **Intentional Foul:** X free throws for the fouled player. Throw in for fouled team.
 - d. **Flagrant Foul:** X points for fouled team, fouling player is ejected, throw in for fouled team.

G. COACHES, PLAYERS, AND SPECTATORS

1. One non-player may act as a team’s coach. *A coach may not leave their seated position on the bench except to execute the following duties:*
 - a. To confer with substitutes and team attendants.
 - b. To confer with personnel at the scorer’s table.
 - c. To signal player to request time out.
 - d. To spontaneously cheer for their team.

If the coach acts in any unsportsmanlike manner, the penalty will be a technical foul.
2. All spectators must stand on their team’s side of the bench area, past the end of the bench nearest the end line.
3. Players must stay seated during play.

H. FORFEITS

1. A team is required to have two players to start and continue a game.
2. Should a team be issued three technical fouls in one game, the game shall be forfeited to the opposing team.

I. CO-RECREATION “A” BASKETBALL RULE MODIFICATIONS

All University of Michigan Intramural Basketball Rules shall be in effect for co-recreation “A” play in addition to the following modifications.

1. Players
 - a. A team is required to have a least one male and one female to start and continue a game.
 - b. Co-Rec teams consist of five players. Possible combinations include:

Male Players	Female Players
3	2
2	3
2	2
2	1
1	2
1	1

2. Scoring
 - a. All field goals are worth the regular amount of points regardless if the shot was from a male or female.

3. Equipment
 - a. The size of the ball (official or 28.5) used in a co-recreation game is the choice of the opposing captains. If the captains cannot decide on the size of the ball to be used in the game, a 28.5 basketball will be used in the game.

J. CO-RECREATION “B” BASKETBALL RULE MODIFICATIONS

All University of Michigan intramural basketball rules in addition to the following modifications shall be in effect for co-recreation “B” play:

1. Players
 - a. A team is required to have at least one male and one female to start and continue a game.
 - b. Co-Rec teams consist of five players. Possible combinations include:

Male Players	Female Players
3	2
2	3
2	2
2	1
1	2
1	1

2. Illegal Defense
 - a. There are no restrictions regarding defensive match ups. Males can guard females anywhere on the court.
3. Scoring
 - a. Men score two points per field goal and one point per free throw. Women score three points per field goal and one point per free throw. A “three-point” shot made is worth four points for a woman.
 - b. If a woman is fouled and her team is in the bonus, she shall be awarded a one-and-one, or two free throws depending on the bonus situation.
4. Equipment
 - a. The size of the ball (official or 28.5) used in a co-recreation game is the choice of the opposing captains. If the captains cannot decide on the size of the ball to be used in the game, a 28.5 basketball will be used in the game.