Saint Joseph’s Intramural Basketball Rules

General Information Eligibility:
1. Each team captain must submit a completed Intramural Sports Roster with the required fee, to the Rec Office before the published date. All players must sign his/her name on the team roster/waiver.
2. Game time is forfeit time. Teams forfeiting will post a loss for that particular game and may be declared ineligible for the playoffs. Any team which forfeits twice will be banned from further competition in the league.
3. All participants must be a current student or faculty and staff member at Saint Joseph’s University.
4. Participants can be on the roster of only one single sex team and only one co-rec team.
5. Players must participate in at least 2 games prior to the playoffs.
6. Only 2 Saint Joseph's University club basketball members are allowed on a team’s roster. All teams with a club player on the roster must compete in the “A” league. If a team is found with more than two club players, a forfeit will be given for each game those players participated in.
7. Varsity basketball players are not eligible for intramural participation. A team will receive a forfeit for any games where varsity athletes are used.

** All players are required to present a valid Saint Joseph's University ID prior to every intramural contest. Those who fail to show their ID will not be allowed to participate. **

Game Rules:
1. Players- Each team must begin with five (5) players. Less than five players may be on the court to finish the game. Females can play in the women’s and co-rec leagues. Men can play in men’s and co-rec leagues. A female cannot play in the men’s league, and a male cannot play in the women’s league. Co-Rec modification: 3 female + 2 males; 2 female + 2 male or 2 female + 1 male.
2. Equipment- Players cannot wear any jewelry, hats, or anything considered dangerous by an official. Casts or braces made of a hard substance cannot be worn unless completely covered by padding and checked by officials. Teams are encouraged to wear shirts of uniform color. If not, team members should have both a light and a dark colored shirt to differentiate the two teams. All players must wear non-marking rubber soled shoes.
3. Clock- 20 minute halves with a running clock, except for the last 2 minutes of the 2nd half. First 38 minutes, clock stops only for time-outs, official's time and injury based on discretion. Last 2 minutes clock stops during all dead ball situations. Clock begins in all re-start instances when the ball is put into play and touched by a player.
4. Starting Play- A jump ball will start the game and any subsequent overtime periods. Otherwise, in jump ball situations teams will alternate possession. Co-Rec modification: Women must perform all center jump situations.
5. Scoring- Co-Rec modification:
   - Male basket 1 point
   - Female basket 2 points
   - Male from behind the arc 2 points
• Female from behind the arc 3 points
• Foul shots awarded according to the above scoring system.

6. **Fouls**
   
   a. **Personal Fouls:**
      
      • Shooting foul: A foul committed on a player while in the act of shooting.
      • Common foul: Any foul that is committed while the person is not in the act of shooting. All common fouls will result in the offended team receiving possession of the ball, until the 7th team foul which will result in a 1- and-1. A team will shoot 2 foul shots on and after the 10th foul. Co-Rec clarification: Men playing in the co-rec league only shoot 1 foul shot; it does not go to 2 shots after the 10th foul.
      • The first and third lane spots are reserved for the defending team, while the second lane spot is reserved for the shooting team. The first lane spot must be filled before the shot is attempted.

   b. **Intentional Fouls:** Any foul that in the official’s judgment is not a legitimate attempt to play the ball. The offended player is awarded two free throws and their team receives the ball out of bounds.

   c. **Technical Fouls:** A technical foul will be issued to a player or coach for the following:
      
      • Arguing with an official/Coming in contact with an official
      • Taunting, baiting, or making obscene gestures
      • Delay of game
      • Too many players on the floor
      • Unruly fans
      • Hanging on the rim
      • A player will be automatically ejected for violent conduct and fighting. Using insulting, offensive, vulgar or abusive language towards another player or official. **Note:** A player ejected from a game for any reason must leave the premises immediately and will receive an automatic suspension for the next game. The team captain(s) and ejected player(s) or spectator(s) are to contact the Intramural Coordinator by 2:00pm the next class day. Failure to do so may cause the ejected person’s team to be suspended from further play. If a player accumulates 2 technical fouls during the season he/she will be removed from the league.

7. **Overtime**- The first overtime period will last for 3 minutes. Each overtime after that will be 2 minutes. During the regular season teams will play only 2 overtimes. If the game has not been decided after the second overtime, it will end in a tie.

8. **Time-outs**- 2 time-outs per team per half, one additional time-out per team in each overtime period.

9. **Officials**- Officials will be provided and have sole authority for court decisions. Officials may stop clock at their discretion due to injury, delay of game, confer with scorekeeper, etc.

10. **Miscellaneous**- No dunking (Penalty: Technical Foul, Player ejection & one game suspension) A player that dunks in the pre-game warm-up period will receive a technical foul and will not be permitted to compete in that game (will be eligible for the next game).
A player that dunks during the game (including half-time) will receive a technical foul, an ejection and a one game suspension.

a. Free Throws
   - The first and third lane spots are reserved for the defending team, while the second lane spot is reserved for the shooting team. The first lane spot must be filled before the shot is attempted.
   - Players cannot enter the lane until the ball hits the rim
   - Only three players can be on each side of the lane during the free throw. The two other teammates of the shooter must be out of the three point area and behind foul line extended during the shot(s).

b. Over and Back: A player may not advance with the ball from the front court into the back court.

c. A player gains front court status after both feet and the ball have crossed the center line.

d. If a player is in the front court and the ball is tipped by the defense, but hits the offensive player last and goes into the back court, it is considered back court if the offensive is the first team to touch the ball.

e. A team must advance the ball into the front court within 10 seconds

f. There is no shot clock.

g. 3-point play in effect where applicable.

h. Team fouls will be the same for men's, women's, and co-rec:
   - 7th foul teams shoot one & one
   - 10th foul teams shoot 2

g. No stoppage of clock after field goal in final 2 minutes of each half. (see clock section)

***NCAA rules exist unless otherwise noted.

Spectator Rules:
   1. Team bench areas will be designated; this area for official team members only. All others must sit/stand in designated spectator areas.

City 6 Participation
SJU Intramural Basketball League Champions participate in the City 6 Extramural Basketball Classic. Eligibility rules stipulate that these teams must consist of full-time, undergraduate students. In addition, the following individuals are not eligible to participate: Junior varsity, club, NCAA partial and non-qualifiers, current, and former collegiate basketball athletes. Teams with individuals on their roster who are ineligible for City 6 participation may compete for SJU league championships, but are not permitted to advance to the City 6 Tournament. Questions regarding this policy will be answered by the Intramural Coordinator.