
GAME TIME IS FORFEIT TIME!

Players:

Each team must have a minimum of four (4) players to start the game. However, if a team falls less than four players at any time, the game will be a forfeit.

Team members **must** be listed on the team roster in the Intramural Office before playing. As a captain, you have **up until 24 hours prior to your first game to add players** and make sure your roster is legitimate! To add a player, their waiver must be submitted at least one business day prior to the first contest (*example: if your next game is on Sunday, the waiver must be received by 5:00 PM on Friday.*)

ALL PLAYERS MUST PRESENT NP ID TO PARTICIPATE!!

Note: Current SUNY New Paltz men's and women's basketball players are ineligible to play in the same academic year.

Length of Game:

Two (2) twenty-minute halves and one (1) five-minute halftime. The clock will **not** stop for fouls, out of bounds, jump balls, and change of possession in the first 38-minutes of play. The clock will stop in the last two minutes of the second half for dead ball situations.

Teams get two (2) one-minute timeouts per half (clock will stop).

If the score is tied at the end of regulation, there will be a four-minute overtime, three minutes running clock, and the last minute will be stopped on dead ball situations. Each team will be allowed an additional timeout for the first overtime. If it is still tied, it will go to sudden death and the first team scoring two points (any combination) wins. In overtime, all fouls are shooting fouls except for player control fouls/charging fouls.

All jump balls, after the first tip of the game, will be determined by using an alternating possession arrow.

Mercy Rule: If after ten minutes into the second half one team is ahead by **30 or more points** or if after 18 minutes one team is ahead by **20 or more points**, the game can be ended at the official's discretion.

Rules:

Halves and overtime will start with a jump ball. **NO DUNKING AT ANY TIME – RESULTS IN A TECHNICAL FOUL.**

All fouls, including technical, will be counted against a team total. On the seventh team foul each half, a bonus (one-and-one foul shot) will be awarded until the tenth team foul. Each foul thereafter will result in two foul shots. The bonus is not in effect for the opponent on a player control foul (offensive player has possession of the ball when foul is committed). It is in effect on all other offensive fouls without the ball. All player control fouls will result in no basket and loss of possession.

Players are allowed five personal fouls before fouling out (technical fouls will be included).

All technical fouls will result in automatic two points plus possession of the ball.

If a player receives:

- 1 "aggressive" technical foul: He/She **MUST** leave court of play and may not enter until the next dead ball situation.
- 2 "aggressive" technical fouls: He/She **MUST** leave the court of play and may not

enter the rest of the game. He/She must leave the playing venue and will not be able to play again until they see the Coordinator of Intramurals the next morning to further discuss the matter.

Technical Fouls:

All technical fouls will result in automatic two points plus possession of the ball to the opposing team.

Players will be assessed a technical foul for all of the following:

“Aggressive”: *(count towards “technical” team total fouls)*

- a. Berate the officials or display unsportsmanlike conduct (this includes foul language)
- b. Out of Control fan(s) and/or coaches on sidelines.
- c. Badgering, Fighting or Taunting other players during or after live play.

Note: If the game is stopped by the official, both teams receive a “team technical” and captains must see Coordinator of Intramurals the following business day.

“Non-Aggressive”: *(DO NOT count toward “technical” team total fouls)*

- a. Touch the ball after it is awarded out-of-bounds to opponents.
- b. Interfere with a player returning the ball from out-of-bounds.
- c. Take a time-out with none remaining.
- d. Hang on a basket and/or net; or dunk.
- e. Climb on a teammate to obtain a greater height.
- f. Knowingly attempt a free throw to which a player is not entitled.
- g. Deliberately strike the back board on defense only – counted as goal tending
- l. Illegal substitution.
- m. Have more than five players on the court during a live ball.

If a team receives two (2) or more aggressive technical fouls in a single game they cannot receive more than a 1.25 for that game’s sportsmanship rating.

Additional Rules for CO-ED BASKETBALL

Men’s size basketball will be used in ALL IM GAMES.

Players:

Each team will begin play with five (5) players (**The ratio MUST BE 3 female + 2 male**). If a team is not able to begin with 5, they may begin with four (4) players. If a team cannot begin the game or falls short of the minimum amount of four (4) players at any point in the game, that team will be forced to forfeit. Co-Rec teams must maintain (3 females + 2 males, 2 females + 2 males).

Women must perform all center jump situations.

SCORING

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.**