

UNIVERSITY OF MASSACHUSETTS  
INTRAMURAL SPORTS

**MEN'S, WOMEN'S & CO-REC BASKETBALL  
PROCEDURES**

- **Each player must present his/her UMass UCard to participate in each and every intramural basketball game.**
- The *Civility/Sportsmanship Rating System* is in effect for this intramural activity.
- The *Rules Governing Intramural Competition* will be strictly enforced. We strongly encourage every team captain to become thoroughly familiar with the *Rules Governing Intramural Competition*.
- Team captains are responsible for the conduct and eligibility of their teams and adherence to the rules governing play.
- Players may be added or deleted by the captain(s) throughout league/pool play. Once league/pool play is concluded, team rosters are frozen. Each player must be on the team's roster prior to playing. Only the captain may add or delete a player from the team roster. A player not on the team roster who is listed on the game scoresheet is considered an illegal player.
- Teams not represented at the captains meeting will not be eligible for playoffs.
- Awards are presented to ten (10) members of the campus championship team.
- If a team fails to have the minimum number of players present at the scheduled location **within 5 minutes** of the scheduled time, the game will be declared forfeited to the team ready to play.
- Forfeits - Teams forfeiting will not be eligible for playoffs without paying a \$10.00 re-entry fee.
- Teams are responsible for equipment. Equipment not returned may result in the cancellation of the team's remaining schedule.
- In case of POSTPONED games due to inclement weather the team captain is **RESPONSIBLE** for contacting the Campus Recreation office (545-2693) **WITHIN 24 HOURS** for a rescheduled time and date.

GOOD LUCK and enjoy the *basketball* season!

## INTRAMURAL BASKETBALL RULES & REGULATIONS

The *National Federation Rules for High School (NFHS) Basketball* will govern play with intramural modifications.

### I. TEAM

- A. A team shall consist of five (5) players.
1. A game cannot begin without at least **three (3) players**. Once three (3) players are present, the game **must** begin.  
*For co-rec, two (2) women & one (1) man are required to legally begin a game. Two (2) women and two (2) men can legally begin a game. Three (3) women and one (1) man can also legally begin a game. No other gender combination is legal.*
  2. If, at any time during the game, a team does not maintain the minimum number of players, that team shall forfeit the game regardless of the score.

### II. EQUIPMENT

- A. The official ball is the one supplied for the intramural program. Both team captains must agree to substitute a different ball for the Intramural ball prior to the **start** of the game.
- B. The official shall not permit any player to wear equipment that, in his or her judgment, is dangerous to other players. **Jewelry, including rings, bracelets, necklaces, watches and earrings, is illegal.** Also, hats and bandanas are not permitted. Taping of earrings or other jewelry is not permitted regardless of the reason. Medical emergency bracelets/necklaces may be worn but **must** be taped to the person.

### III. GAME

- A. PLAYING TIME shall consist of two (2) twenty minute halves.
1. The game clock will run continuously in the first half with the exception of time-outs. In the second half the game clock will run continuously with the exception of timeouts and during the last two (2) minutes of play. **The clock shall not stop with one minute or less to play after successful field goals.**
  2. There shall be a two (2) minute intermission after the first half of play.
  3. "Mercy Rule" – If the score differential is 20 points or more with five (5) minutes or less to play in the second half, the game shall end.
- B. SUBSTITUTIONS
1. During any dead ball situation with the referee's acknowledgment.
  2. *For co-rec, substitutions are allowed on a male-for-male or female-for-female basis.*
- C. TIMEOUTS
1. Two (2) timeouts of one (1) minute duration are allowed per team per game.
- D. TIE GAMES
1. **League Play** - the game will be decided in the following manner:
    - a. If the score is tied at the end of the second half, an extra period of five (5) minutes duration will be played. Time will be stopped for the last two (2) minutes. The bonus rule continues and one (1) additional timeout is allowed.
    - b. If the score is tied after the extra period, the game is declared a tie.
  2. **Championship Play** - as many five (5) minute overtime periods as necessary.
    - a. Each five (5) minute overtime period shall consist of three (3) minutes running time followed by two (2) minutes stop time.



to stop play or pushing a player in the back to prevent a score when there is no possibility of getting into position to guard are examples of intentional fouls.

PENALTY: Two-shot penalty plus possession of the ball for a throw-in at the designated spot nearest the foul.

6. If a team (including bench personnel and spectators) **receives 3 unsporting technical fouls** (including flagrant fouls) in one game, the game shall be ended and the opponent given the win by score or forfeit if the offending team is ahead by score. Examples of unsporting conduct include:
  - disrespectfully addressing officials and staff
  - using profanity, vulgarity or obscene gestures; taunting, baiting or ridiculing another player or bench personnel
  - grasping or hanging on the rim illegally (ex: 'showboating') during the game
  - delaying the game by preventing the ball from being promptly made live or by preventing continuous play

#### G. JUMP BALL

1. The game and any overtime periods shall begin with a jump ball at the center circle. Teams shall not change baskets for the overtime period(s).
2. In all other jump ball situations, the ball will be awarded to the team based on the alternating possession arrow. To begin the second half, the team awarded the ball based on the alternating possession arrow will inbound the ball at the half-court division line.

#### H. CO-REC FREE THROW LANE REGULATIONS

1. Male players shall not step in or break the plane of the entire free throw lane area from the free throw line to the baseline at anytime on either end of the court. This holds true on offense and defense. A violation of this regulation shall be treated as follows:
  - a. If the encroachment is in the violator's offensive court, the ball shall be awarded to the other team out of bounds at the free throw line extended.
  - b. If the encroachment is in the violator's defensive court, it shall be treated as basket interference (whether a shot was attempted or not) and two points shall be awarded to the other team. The subsequent actions are the same as if the ball had actually gone through the basket, except that the referee must hand the ball to the inbounding team at the end line.
  - c. If the interference is in the violator's defensive court (a man breaking the plane of the key to prevent a woman from shooting), three (3) points shall be awarded to the shooter's team. The subsequent actions are the same as if the ball had actually gone through the basket, except that the referee must hand the ball to the inbounding team at the end line.
  - d. Male players are permitted to 'break the plane' of the 'key area' **only** in their backcourt while playing offense, such as after a throw-in following a made basket and the team is attempting to move the ball to their frontcourt.

#### I. BACKCOURT

1. All divisions-men, women & co-rec – backcourt (over-and-back) and 10-second backcourt violations are enforced.