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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
- Any player attempting to participate illegally will cause their team to forfeit the game, and player(s) will be suspended.
- Only 1 basketball collegiate athlete may be on any one team's roster.
- Players must have registered successfully and paid using the online Fusion portal or in person at the CFH and be on their team's roster on IM Leagues 24 hours before the 2nd game of the season.

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 permanent).**
- All participants must wear the same color jersey; if one member of a team does not have the same color jersey then the entire team must wear pennies that will be provided by Campus Recreation.
- 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.

Line-Ups:

- Prior to the first league game, each coach must verify the team roster and input all players' numbers on the roster. For league games thereafter, the coach must fill out a line-up sheet and turn it into the scorekeeper.
- Late arriving players must check in with the scorekeeper before entering the game.

Game Play:

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

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- 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.
- Goal:
 - Whether the clock is running or stopped has no influence on the counting of a goal. If a player-control foul occurs before or after a basket, the basket is cancelled.
- Time Out, Stopping Play:
 - Time out occurs and the clock, if running, shall be stopped when an official signals:
 - A foul
 - A held ball
 - A violation
 - A time-out
 - Stops a play:
 - 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 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

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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.

Substitutions:

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

Time Limits:

- Games will be played in two, twenty (20) minute halves with running clock.
- The last two minutes of the game will be 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
- 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.

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Time Outs:

- 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.

Tie-Breakers (Playoff seedings):

- Forfeits
- Sportsmanship
- Point Differential – Scored/Against

Forfeits:

- A game will be ruled a forfeit and a forfeit fee will be required if any of the following apply:
 - A team fails to field the required number of players (4 rostered players) by game time.
 - If neither team is ready to play: double forfeit.
- **Any team that forfeits a game for one of the above reasons will be billed a Forfeit Fee. The amount billed for each forfeit is \$50.00.**
 - All forfeit fee payments must be received by Campus Recreation 48 hours prior to the next regularly scheduled game. Failure to pay the fee will result in the team forfeiting the next game.
- A game will be ruled a forfeit, but no forfeit fee is required if any of the following apply:
 - Any player or manager consumes alcoholic beverages during the game.
 - A team uses an ineligible player or players.
 - Continued delay of game.
 - Continued harassment of officials, players, managers, city personnel or spectators.
 - In the opinion of the official, a manager does not control the actions of his/her team.
 - If at any time during the game, a team can only field 3 players.

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,

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the player or manager will be ejected from the game and/or the gym.

Foul Shots:

- All bonus situations are in effect on the 7th team foul per half (1 +1). On the 10th team foul this will be considered 'double bonus' and 2 shots will be awarded.
- All technical fouls will be 2 shot fouls.
- All free throws play the release.

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

Miscellaneous:

- **No dunking is allowed during warm-ups, games, or after games. The penalty for dunking is a technical foul and removal from the game.**
- Players may not wear any kind of jewelry, hats, bandanas, or scarfs while participating.

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 Team Sports Supervisor and a possible suspension or expulsion from the league.