



RIT INTRAMURALS BASKETBALL RULES (Revised 2/4/2020)

All NCAA/NIRSA basketball rules apply except for the following:

There are no longer any Co-Ed leagues within the Intramural Program, which removes all gender requirements for any offering. We ask all players to respectfully play down to the competition level of the league they are playing in. If this is not the case, based on the supervisor's discretion, players can be removed from their respective teams.

General Rules

- Unsportsmanlike behavior, toward an opponent or official will not be tolerated and can result in a technical foul. This includes trash talking, spitting, etc.
- If any player is ejected from the game, the team will be placed on probation. If any additional team member is ejected from any game the team will be dropped from the league.
- A technical foul will result in a minimum of one game suspension for that player.
- Any player ejected for fighting will result in suspension for the rest of the semester and the team is placed on probation.
- Hand checking is not allowed.
- All sides of the backboard are in except for the back and the belt/cords.
- If the ball bounces over the backboard without touching anything, the ball remains in play. If it touches the backboard on the way over, it will be considered out of bounds.

5v5 Rules

- A game consists of two 20-minute halves. There is running time, except the last 2 minutes of the 2nd half. Halftime is 5 minutes.
- A minimum of four players must be present at game time to avoid a forfeit. Each team will have two timeouts per half, both being 1 minute in length. They do not carry over if they are not used.
- All sides of the backboard are in except for the top and belt/cords.
- The beginning possession will be determined by a jump ball. The next jump ball will go to the team that lost the initial jump ball. Each jump ball from there will alternate possession. Possession after halftime will be determined by the possession arrow.
- A team will enter the bonus when the opposing team reaches 5 fouls and the double bonus at 7 fouls.

- When in the bonus, the shooting team will be awarded a free throw for any given foul. This free throw will be a live ball situation where players may attempt to rebound the ball upon the release of the shot. If the free throw is made, they will be awarded a second free throw.
- When in the double bonus, the shooting team will be awarded two (2) free throws for any given foul. Only the second free throw will be a live ball situation where players may attempt to rebound the ball upon the release of the shot.
- If any player accumulates 5 fouls, they will be fouled out of the game.
- Overtime: 5 minutes will be put on the clock. Each team will be awarded a timeout. Possession will be determined by the possession arrow.

3v3 Rules

- Matches will be played in a best of 3 format. The first team to win two (2) games will be the winner of the overall match.
- In each game, the first team to score 15 points wins. If the game isn't completed within the 15-minute time limit, the team with the most points wins.
- The clock will continuously run, except for the last minute of each game. Within the last minute, the clock will be stopped on all dead ball situations.
 - There will be a 3-minute rest period in between each game.
- Initial possession will be determined by any given 50/50 scenario (Example: Coin Toss).
- A minimum of two players must be present at game time to avoid a forfeit.
- A regular two-point basket will be worth one point, and a regular three-point basket will be worth two points.
- On dead ball situations the ball must be checked and passed in to start the possession from the top of the key.
- On any change of possession, the ball and the player must clear the three-point line before a shot can be attempted.
- On any given free throw attempt, the players may attempt to rebound the ball on the release of the shot.
- A team will enter the bonus when the opposing team reaches 5 fouls.
 - When in the bonus, the shooting team will be awarded a free throw for any given foul.
 - After the made free throw, the opposing team will receive possession of the ball.
- When a shot is made and a player is fouled, that player will not receive a free throw. The possession will go to the defensive team.
 - If the opposing team has 5 or more fouls, the shooting team will get a foul shot in addition to the made shot.
 - After the made free throw, the opposing team will receive possession of the ball.
- Overtime: There will be no time limit set. The first team to score will win the game. Initial possession will be determined by a 50/50 scenario.