

Intramural Basketball Rules

I. ELIGIBILITY

- All Participants are subjects to the Intramural eligibility rules, which are available in the Intramural office.

II. THE GAME

- The game starts with the flip of a coin or a do or die shot from the tip of the key and the winner chooses the basket or the ball
- Games must start by 10 minutes after the hour or game will be a forfeit for the team that does not show with enough players.
- Games will be played until the end of the hour at which time the gym field supervisor will sound the buzzer ending play (it its not necessary to win by two).
- Games will be played in two 20 minute halves. A 5 minute half time will be taken when the buzzer sounds at half past the hour (this is optional).
- Each team will consist of 5 players but may start and continue the game with 4.
For Coed: Each team will consist of 5 players, 3 men and 2 women * A team may play with 3 women and 2 men the third woman will be considered a man, you may not play with 4 men and 1 woman. Same sex defense.
- If the score is tied when the hour is up play should continue and the next team to score a basket wins the game.
For Coed: There is no zone defense, man-to-man is to be played. There is no backcourt violation.
- For your safety no dunking will be allowed at any time.
- Each team is to bring their own ball.

III. SCORING

- A basket made from within the arc will count as two (2) points. A basket made from outside the arc will count as three (3) points.
For Coed: A basket scored within the arc counts as one (1) for men and two (2) points for women. Beyond the arc two (2) points for men and three (3) points for women. *But Coed A play by normal scoring rules.
- Each team must provide one person to act as scorekeeper for each game.
- Free throws count as (1) one point for both men and women (only during officiated season, otherwise there are no free throws). All shooting fouls will shoot two regardless of gender unless the basket was made (1 free throw) or it was a 3-point attempt (3 free throws).

IV. FOULS

- No team fouls will be counted.
- Fouls out of bounds will be taken at half court with a "check." No free throws will be attempted.

- Players should call their own fouls, whether they are on offense or defense. The advantage rule states that if the ball goes in the basket after the shooter is fouled, the basket counts.
- In the case of foul disagreement, the alternating possessions rule will be in effect.
For Coed B & C: When a guy steals a ball from a girl, it is considered a non-shooting foul. When a guy blocks a girl's shot, it is considered a shooting foul with free throws attempted as usual (except in self-officiated games). At the referee's discretion, an intentionally blocked shot or steal may result in an international foul with free throws and possession.
Coed A, Men's, & Women's Leagues: All other fouls and regulations will follow will follow NCAA Basketball Rules and Intramural Rules.

V. SUBSTITUTIONS

- Substitutions may be made when the ball is checked at center court.

VI. PLAYOFFS

- There are NO PLAYOFFS for self officiated basketball. Winter quarter will be officiated therefore there will be playoffs.

VII. PROTESTS

- All protests must be settled at the time of the incident, and the game should not continue until the conflict is resolved. The gym-field supervisor may be consulted for interpretation.
- VIII. I.D.'s ID's are mandatory for inspection, by the gym-field supervisor before the teams designated game begins. Valid ID's include: Cards, CA ID, Drivers License, etc. NO ID, NO GAME, NO EXCEPTIONS!

IX. WAIVERS

- Every player must sign the waiver by their 3rd designated game. Players must sign a waiver for each team that they are signed up for (ex. 2 teams 2 waiver signatures). IF YOU ARE NOT ON THE WAIVER BY GAME 3 YOU WILL NOT PLAY FOR THE REST OF THE SEASON, NO EXCEPTIONS!!

X. BASKETBALL CONDUCT

- Fighting will not be permitted at any time. Abusive conduct or fighting will result in removal from the league. Anyone involved in an altercation will be given a "NOTICE O APPEAR," which will require that person to come into the Intramural office for a sit down meeting with the Director of Recreational Sports before the next scheduled game. If that person fails to follow through with this obligation, the entire team will be penalized by not being allowed to play until the persons involved fulfill their obligation. Those involved in fighting during an Intramural event may also be referred to the Dean of Students for further disciplinary action.

XI. EJECTIONS

- A participant whose conduct is deemed inappropriate by the presiding officials, and is ejected from the game, will automatically face a minimum of one game suspension for the

following game. In addition, the offending participant must schedule an appointment with the Recreational Sports Director or Assistant Director prior to their team's next game, or the entire team will forfeit their next match and may face expulsion from the league if the incident is unresolved. In the event the ejection occurs on the last game of the season, penalties will be assessed in the beginning of the next quarter.

XII. SPIRIT OF COMPETITION

- Sport activities find their origin in the basic human need for the spirit of play. Winning and losing are more outcomes of their spirit. What is part of the game is pure satisfaction of participation (fun, fitness, friendship, stress release, etc.) Without your opponent, you have no game, no contest and no fun. You are indebted to them as they are to you. The spirit of play, then, is based on cooperation. Upholding high standards of integrity and fair play acknowledges this idea of cooperative competition. All players are encouraged to exercise good judgment in caring for the safety of others as well as themselves. At UCSB, an intentional violation of the rules is considered cheating and a gross offense against the spirit of competition. Abusive language toward officials, other participants and manipulation of the rules are not "part of the game." A lifetime interest in sports is a goal for all players, which has more meaning than that of a win or loss, the memory of which often fades quickly. All players are asked to participate within the context of this spirit of play/competition.