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Score Reporting

Paper score sheets must be filled out by both teams. At the end of the game the captains must verify the score, sign the score sheet and return the clipboard to the check-in station. The winning team’s captain must also email the final score to the Grad-Pro IM Coordinator (kellie.faust@yale.edu). To be considered a reported score, captains must send the email within the 48-hour window. Unreported scores may be considered forfeits and teams may be barred from playoff competition.

Weekly Updates

Scores will be posted weekly and sent to all captains. Game cancellations/announcements will also be emailed to all captains.

Game Cancellations & Rescheduling

If a game is cancelled by the coordinator due to weather or court availability, captains will be notified via email. If the season’s time constraints allow, games that were cancelled by the coordinator will be rescheduled. Games cancelled by the coordinator will not be recorded as a win or loss for either team. If the games cannot be rescheduled, they will be nullified.

Rescheduling:

a. The captain of the team requesting to reschedule must contact the opposing captain and the IM coordinator 24 hours prior to the contest.

b. If the opposing team’s captain agrees to reschedule, then the captains and the coordinator will work to find a time that works for both teams.

c. If there are scheduling constraints and a time cannot be found, the team requesting the reschedule will take the loss, but no “points against” will be added to their record.
   
   i. The opposing team will receive a win by default and be awarded the default win points, which will be counted toward their final record.

   Note: Teams have the option to decline a request to reschedule a contest. If declined, the game will be counted as a default, and the appropriate points for and against will be distributed to both teams.

d. If both teams need to reschedule a game, then they can work with the coordinator to find a time and date that works for both teams.

   i. If the captains cannot find a time that works for both teams then the game will be recorded as a double default.

      - Teams will receive no points for or against.

   Note: If there are extenuating circumstances, default points may be altered at the discretion of the coordinator.

Tie, Default & Forfeit

Tie – If the game is tied at the end of the game during the regular season, only one 3-minute overtime will be played. If there is still a tie after the 3-minute period, then each team selects five players (from the floor or bench) to shoot a round(s) of free throws until the team with the greatest point total is declared the winner. During playoff overtime play, 3-minute periods of overtime will be played until there is a winner. One thirty second timeout in each overtime period, no carry over timeouts from the game to overtime or from one overtime to the next.

Default – An un-played game that is recorded as a loss rather than a forfeit. This occurs when the defaulting team’s captain notifies the coordinator and the opposing team’s captain at least 24 hours before the scheduled game time.
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a. The team who is defaulting will receive eighteen “points against” and the opposing team will receive the win with eighteen “points for”.

Forfeit – An un-played game that is recorded as a forfeit because the team failed to show up for its scheduled game or did not meet the minimum roster requirements and did not notify the coordinator and the opposing team’s captain at least 24 hours in advance.

b. The team who is forfeiting will receive eighteen “points against” and the opposing team will receive the win with eighteen “points for”.

c. Forfeit consequences:
   i. 1 Forfeit – Team will receive 18 “points against” and the loss
   ii. 2 Forfeits – 10 “points for” will be subtracted from the team’s final season record points, in addition to the recorded loss with 18 “points against”.
   iii. 3 Forfeits – Automatically disqualified from playoffs

Eligibility

All current graduate and professional students, alumni, faculty, and full-time staff are eligible to participate. Spouses and same sex civil union partners are able to participate ONLY if they have a Yale ID. Only players listed on the roster are eligible to play in any intramural game. Any updates to the roster must be submitted to the coordinator on the Friday prior to any weekend game. Final updates to the roster must be made before the last regularly scheduled game. Additional participants can be added only if they are meet eligibility requirements. Eligibility of the players is the responsibility of the team captain.

- **Playoff Eligibility:** In order to be eligible for playoffs, each participant who is listed on the roster must play in at least one regular season game.
- Yale affiliated members who are on a roster, but not members of the Payne Whitney Gym must purchase a guest pass at the front lobby desk or become a member of PWG. Guest passes are valid for one day. Graduate and professional students are considered members of the gym and must present their Yale ID and scan into the gym upon entry.
- Please note, for any person registered in more than one league, games may be scheduled at the same time for different leagues.

Protests

Protests involving eligibility may be made by any captain against any team and must be made during or immediately following a contest. Protests will be addressed by the coordinator or on-site supervisor. Once notified the team captain is required to present that player’s valid Yale ID for verification to the on-site supervisor, referee or coordinator. If no ID is available, then the captain must submit a brief statement that includes the name of the person in question and the circumstances of eligibility. If a person is found to be ineligible, all games in which he/she participated are recorded as losses.

All other protests involving misinterpretation of the rules must be made at the time of incident. Play may be stopped and may not continue until the protest is resolved on the spot by the captains with the aid of the governing rules of the game, or if necessary by final decision of the on-site supervisor. Any team that disputes and refuses to continue play will forfeit the contest.

Sportsmanship

Intramural Basketball encompasses a spirit of sportsmanship that places the responsibility for fair play on the players. Competitive play in intramurals is appropriate, but never at the expense of mutual respect among competitors or the spirit of intramural comradery. Respect for referees, teammates, opponents and supervisors must be upheld at all times.
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The designated captain is the team representative and is responsible for maintaining proper behavior and sportsmanship of his/her players and fans. Inappropriate language and behavior will not be tolerated. If unsportsmanlike conduct is continued, after being asked to stop, team(s) will be asked to leave the court and will receive a forfeit. Continuous unsportsmanlike conduct by individuals or teams will lead to expulsion from the league.

Late Policy

Teams are expected to be at the courts and ready to begin play at the designated starting time. Teams are permitted a 10-minute grace period. If at the starting time or during the grace period a team has the minimum number of players, then the game must begin immediately.

If a team has fewer than 4 players at the designated starting time, then the start of the game is delayed and the late arriving team is penalized as follows:

1. After 10 and up to 15 minutes after the original starting time, the team that is ready to play is awarded 5 points and possession of the ball at half court. The first half is also reduced by the same number of minutes the game was delayed.
2. After 15 and up to 20 minutes after the original starting time, the first period is reduced by 15 minutes, and the team that is ready to play is awarded a total of 10 points, as well as possession of the ball at half court.
3. At 21 minutes after the original starting time the game is forfeited and an 18-point win is awarded to the team that was ready to play.
   a. If both teams are late in arriving, then only the time is deducted until 21 minutes after the scheduled start at which time the game is declared a double forfeit and both teams receive losses.

Captain’s Responsibilities

1. Submit all registration materials by the registration deadline.
2. Attend the scheduled captains meeting. If the captain cannot attend, a representative may be sent to the meeting instead.
3. Distribute important IM information and schedules to teammates.
4. Communicate with the coordinator and other captains any scheduling requests in a timely manner.
5. Accountable for team’s sportsmanship
   a. Captains should set an example for teammates by playing within the IM guidelines and exhibiting a high level of sportsmanship.
   b. Captains should address player conduct situations involving their team before the on-site supervisor must intervene.
6. Be knowledgeable of all game and eligibility rules and requirements.
7. Ensure that all teammates meet the eligibility requirements.
8. Inform teammates of any scheduling changes and IM updates.

The Game

The game consists of two twenty minute halves – running time – with stop time the last two minutes of each period. Two thirty-second timeouts are allowed per team, per half. Also, teams are permitted one thirty-second timeout in overtime, no carry over timeouts from the game to overtime.

Mercy Rule: If a team is ahead by 30 points or more at any time following the start of the second half, the game will be ended. If a team is ahead by 20 points or more with 5 minutes remaining in the second half, the game will be ended. In both situations, teams will be allowed to use the court for the remainder of the game time, but the officials will not officiate the
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Game. Players may be traded among teams after the mercy rule is instated for a more balanced game. The final score will be recorded as it was when the mercy rule went into effect.

If a team is ahead by 15 or more points at the 2-minute remaining mark in the second half, the clock will continue to run and stop clock procedure will not be used except for team and official timeouts.

The Team

Each team consists of 5 players with unlimited substitutes who all must meet the eligibility requirements. Before each game the captain must sign-in all players anticipated for the game - late arriving, unrecorded players may be added without penalty.

Teams may begin a game or continue play with a minimum of four players. However, once the game starts and a team has less than four players available the game is defaulted. Limit two undergrads per team.

Co-Recreational Teams: Each team consists of 5 players with at least two women on the court at all times. Teams may start/play a game with a minimum of one woman, but must play with only 4 players. A man may not substitute in the missing woman’s place.

Rules Follow NFHS Rules in addition to the explanations & modifications listed below.

Ball Placement for Inbounding: Violation or Non-Shooting Foul: ball is inbounded on the sideline nearest to where the violation occurred. Time out or Start of Second Half: ball is unbounded at half court outside the offensive zone. After Score: anywhere along the baseline.

Goal Tending and Basket Interference: When a player touches the backboard or ball during a field-goal try while the ball is in the downward flight and has the possibility of entering the basket. When committed by an offensive player the goal is disallowed and a throw-in is awarded at a spot nearest the infraction for the opponent. When committed by a defensive player the goal is allowed.

Closely Guarded: When a player in control (dribbling, or holding the ball) is guarded within six feet by the opponent in a guarding stance and does not restart the five-second count by moving from the five second line to the frontcourt or from the frontcourt to the five second line. The ball becomes dead and is awarded to an opponent for a throw-in at a spot nearest the violation.

Dribble: Ball movement caused by a player in control. During a dribble the ball may be batted into the air, provided it is permitted to strike the floor one or more times before the ball is touched again with the hands. The dribble ends when: the ball is caught in one or both hands; the dribbler touches the ball with both hands; an opponent bats the ball; or, the ball becomes dead. A carry is a violation that involves hand contact with the lower half of the ball by the dribbler. A double dribble is a violation that involves a player who dribbles a second time after the first dribble without having attempted a goal, had the ball batted by an opponent, or had a pass or fumble that was touched by another player. For a carry or double dribble, the ball becomes dead and is awarded to an opponent for a throw-in at a spot nearest the violation.

Free Throw: A privilege given a player to score one point by an unhindered try for goal from the free throw line. Each of the lane spaces adjacent to the end line are occupied by opponents, next spaces are occupied by teammates and spaces alternate in this pattern thereafter. Free throws awarded for personal fouls must be taken by the offended player and for technical may be taken by any player on the floor or entering the game as a substitute. The free throw must be attempted within ten seconds after the ball has been given to the shooter. After a successful free throw the ball is put into play by a throw-in. If the last free
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The throw is unsuccessful: and the ball hits the rim, then it remains alive; or, if the ball misses the rim, then it is whistled dead and a throw-in is awarded to the opponent.

**Frontcourt and Backcourt:** A team’s front court consists of its offensive zone beyond midcourt. A team’s backcourt consists of its defensive zone behind midcourt. A player may not be the first to touch a ball that his/her teammate caused to go from the frontcourt to the backcourt while it was in control, and, if touched, it results in the ball becoming dead and a throw-in awarded at a spot nearest the infraction for the opponent. In Rooms H & K, once the ball crosses the midcourt line the violation line on all over and back calls is the offensive team’s foul line extended. (Similar to the blue-red lines in ice hockey)

**Out of Bounds:** A player is out of bounds when he/she touches the floor or any object other than a player on or outside a boundary. The ball is out of bounds when it touches: a player who is out of bounds; the floor or any object on or outside a boundary; or the supports or back of the backboard; or the ceiling. The ball is out of bounds if it passes over the backboard. If the ball goes out of bounds and was last touched by two opponents, both of whom are in bounds or out of bounds, or if the referee is in doubt as to who last touched the ball, play is resumed by the team entitled to the throw-in at the spot nearest where the violation occurred. The ball is awarded out of bounds: after a violation, a free throw for a technical foul, or a score; to begin a period; or, after a held ball.

**Pivot:** When a player who is holding the ball steps once or more in any direction with the same foot, the other foot, called the pivot foot, being kept at its point of contact with the floor.

**Screen:** A legal action by a player who, without contact, delays or prevents an opponent from reaching a desired position.

**Scoring:** One point per successful foul shot, two points for successful field goals, and three points for successful field goals initiated from outside the three-point line.

**Three-Second Rule:** A player may not remain for more than three seconds in the free-throw lane while the ball is in control of his/her team in the frontcourt. Allowance should be made for a player who, having been in this area for less than three seconds, dribbles or moves in to try for goal. Ten-Second Rule: A team may not be in continuous control of a ball that is in their backcourt for more than ten consecutive seconds.

**Traveling:** Running with the ball in any direction in excess of prescribed limits while holding the ball.

1. A player who catches the ball with both feet on the floor may pivot using either foot. When one foot is lifted, the other becomes the pivot foot.

2. 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 the pivot. -If one foot is on the floor: it is the pivot when the other foot touches in step; the player may jump off that foot and simultaneously land on both, neither foot can be the pivot.

3. After coming to a stop and establishing a pivot foot: The pivot foot may be lifted, but not returned to the floor, before the ball is released on a pass or try for goal; the pivot foot may not be lifted, before the ball is released, to start a dribble.

4. After coming to a stop when neither foot can be lifted: one or both feet may be lifted, but not returned to the floor, before the ball is released on a pass or try for goal; neither foot may be lifted, before the ball is released, to start a dribble.
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Substitutions: Substitutions may occur only during a stoppage of play. The teams must inform the referee by shouting "subs" and the referee will give ample time to make changes before whistling the ball "live". Remember, the clock is running and if in the opinion of the referee, the substitution deliberately delays the game the substitution may be cancelled.

Throw-Ins: After the referee has signaled the team in possession of the ball and has whistled the ball "live" a throw-in may occur. It is not necessary for the referee to "set" the ball in play.

Scoring: One point free throws, two point goals inside or on the '20 foot' line, and three point goals beyond the '20 foot' line. This applies to all gyms.

Fouls: An infraction of the rules that is charged and penalized. A player may not: hold, push charge or trip; nor impede the progress of an opponent by extended arm shoulder, hip or knee; nor use any rough tactics. A dribbler may not charge into or contact an opponent who has established a legal defensive position. A screener may not take a position closer than a normal step from a stationary opponent, make contact from the side or in front of a stationary opponent, or take a position so close to a moving opponent that the opponent cannot avoid contact by stopping or changing direction.

Description:
- Common Foul - a personal foul that is neither flagrant nor intentional nor committed against a player trying for a score.
- Double Foul - a situation when two opponents simultaneously commit personal fouls against each other.
- Flagrant Foul - a foul that involves aggressive and unsportsmanlike behavior.
- Intentional Foul - a foul that involves a designed and/or premeditated act.
- Multiple Foul - a situation when two or more teammates simultaneously commit personal fouls against the same opponent.
- Personal Foul - a player foul that involves illegal contact with an opponent while the ball is live or after the ball is in possession for a throw-in.
- Player-Control Foul - a common foul committed by a player who is holding or dribbling a live ball.
- Technical Foul - a foul that does not involve contact with an opponent but involves excessive flagrant behavior.

Fouling – First 18 minutes of the half:

Common and player control: Offending player and team assessed a personal foul, offended team is given possession of the ball out of bounds nearest the occurrence of the foul.

Shooting: Offending player and team assessed a personal foul, offended team awarded one point and possession of the ball out of bounds nearest the occurrence of the foul. If basket is good, one point is awarded in addition to the basket; with the offending team, then given possession of ball.

Technical: Offending player and team assessed a personal and technical foul; offended team awarded two points and possession of the ball at half court. After two technical fouls a player is expelled from the game and must leave the room. If the player refuses to leave the room then the game is stopped and his/her team is declared the loser (regardless of the score).

Bonus: After the team's sixth personal foul (on the seventh foul and thereafter), the offended team is awarded one point and possession of ball out of bounds nearest the occurrence of the foul.

Fouling – Final 2 minutes of the half:

Common and player control: Offending player and team assessed a personal foul, offended team given possession of the ball or shoot bonus.

Shooting: Offending player and team assessed a personal foul, offended player shoots two or three free throws. If basket is good, shot is counted and one free throw is attempted.

Technical: Offending player and team assessed a personal and technical foul, offending team shoots two free throws and is
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awarded possession of the ball at half court.

**Bonus:** After the sixth personal foul the offended team will shoot a one-and-one bonus.

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**Fouling – Limit**

If a team has five or less players, then a player may not personally foul out of a game. However, each foul accumulated after the fifth personal foul will result in the normal penalty (listed above) for that infraction plus the award for a team technical foul. The player will not be assessed a technical foul. Nevertheless, any player may be ejected or expelled and the game may be stopped by the referee.

**Ejection:** If a player receives two technical fouls for verbal abuse or other non-violent actions to the refs or the opponents, then the player must immediately depart the court area/room for the remainder of the game and is eligible to play the next week. If the player refuses to leave the area and/or continues to act disorderly (e.g. badger the refs), then the game will be stopped and the player’s team will receive the loss for the game (regardless of the actual score) and the player is banned from participation and must schedule a meeting with the grad-pro IM coordinator as soon as possible to discuss the incident and to determine the length of suspension. Until the meeting is held the player may not continue to play in the league.

**Expulsion:** A player who is ejected from the game for violent action or behavior which could cause injury to the refs or opponents. The player receives two technical fouls and must depart the court area immediately. The opponents shoot four free throws and receive possession of the ball at half court. If the player refuses to leave the area and/or continues to badger the referees, then the game will be stopped and that player’s team will receive the loss for the game. Finally, the player is banned from participation and must schedule a meeting with the grad-pro IM coordinator and IM director as soon as possible to discuss the incident and to determine the length of suspension or in certain cases, season or permanent expulsion from the league. Until the meeting is held the player may not continue to play in the league.