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INTRAMURAL BASKETBALL RULES – ALL CO-ED DIVISIONS

(Revised February 15, 2009)

EACH COACH IS RESPONSIBLE FOR TEACHING HIS OR HER PLAYERS THESE RULES BEFORE THE SEASON STARTS.

Except as provided herein above, the high school basketball rules as published by the National Federation of State High School Associations and divisional rules shall apply, as interpreted by the referees and division directors.

CONDUCT

Coaches, players and fans are expected to observe good sportsmanship and adhere to the rules set down by the 78th Precinct Youth Council. Coaches, players, and fans shall show respect for the decisions of the referees at all times.

Any player or coach who, in the determination of a referee or Division Director, throws a punch or incites violence at a game will be immediately ejected from the game and subject to suspension or expulsion, the length of which shall be determined by the 78th Precinct Youth Council Basketball Program Committee.

Any fan who, in the determination of a referee or division director, throws a punch or who incites violence at a game will be ejected from the gym and may be banned from attending games of the 78th Precinct Youth Council Basketball Program for the remainder of the season. The length of any suspension shall be determined by the 78th Precinct Youth Council Basketball Program Committee.

Any player who, in the determination of a Referee, commits a flagrant foul (an intentional foul with either intent to hurt the opposing player or reckless disregard for the opposing player's safety), shall be ejected from the game and subject to suspension. Any player who, in the determination of a Referee commits a second flagrant foul during the season, shall be subject to an additional suspension or expulsion, the specific penalty to be determined by the 78th Precinct Youth Council Basketball Program Committee.

Any player or coach who, in determination of a Referee or Division Director, engages in trash talking, or who threatens another person will be given a technical foul. A second instance will result in ejection from the game. Any player who acts with disrespect towards a Referee shall be assessed a technical foul or be ejected from the game, at the discretion of the Referee. Any player or coach who is ejected from a game for a second time pursuant to this rule will be suspended or expelled from the program, the specific penalty to be determined by the 78th Precinct Youth Council Basketball Program Committee.

PLAYING TIME FOR ALL DIVISIONS EXCEPT THE GRADUATE DIVISION

Every Player, Is Entitled To Play Two Full Quarters Of Every Game. If players are missing, then any player may be substituted, with the caveat that no player shall play four quarters before everyone has played three. Any player may be substituted for an injured player; if that player remains in the game for more than 4 minutes, that entire quarter shall count against their total playing time.

GRADUATE DIVISION PLAYING TIME

All players are entitled to one full quarter in the first half and one half of the third quarter. A coach may freely substitute players in the fourth quarter

TABLE OF PLAYING TIME FOR ALL DIVISIONS

DIVISION	Ten Players	Nine Players	Eight Players	Seven Players	Six Players
Freshman through Senior	1 full quarter, each half	7 players, 2 qtrs 2 players, 3 qtrs	4 players, 2 qtrs 4 players, 3 qtrs	6 players, 3 qtrs. 1 player 2 qtrs	4 players, 3 qtrs 2 players, 4 qtrs
Graduate	1 quarter, 1 st half, 4 minutes in 3 rd quarter, free substitution 4 th quarter	FOR GRADUATE DIVISION, COACHES MAY SUBSTITUTE ANY PLAYER FOR MISSING PERSONNEL			

ALL COED DIVISIONS

Coaches shall encourage their players to attend all practices, and all games. The foregoing notwithstanding, coaches shall make their division directors aware of players who are frequently absent from practices or games. Upon the request of a player's coach, a division director may reduce the playing time of a player who the division director determines, in his or her sole discretion, has been frequently absent without justification from practices or games. The Division Director should follow-up with player and parents to discuss the problem and determine proper action. This may include reduction in playing time or replacing the player on the roster.

A player arriving late (after tip off), but in the first half is entitled to play one full quarter. The coach may play him two (2) quarters, but may not play him any additional time, unless every other player has received additional time. Players arriving after the first (1st) half plays only one (1) quarter. Playing time during overtime shall be at the coach's discretion.

In the event a player is taken out of a game because of injury, ejection for misconduct or fouling out, the coach may substitute the player of their choice.

TOURNAMENT PLAYING TIME

During tournament games, if a player is absent from a team, the coach shall report that information to the opposing coach and to the division director. As in the regular season, no player shall play a total of one quarter more than any other player.

INJURIES

If a game is stopped because a player is injured, the injured player shall come out of the game. Any Player Who Starts To Bleed From An Injury Shall Be Immediately Removed From The Game And Any Open Wound Shall Be Bandaged. Injury Timeouts shall be charged to the referee, not to the team of the injured player. An injured player removed from a game shall be returned to the game as soon as he or she is able to do so, but not

until the next stoppage of play. The injured player shall not be entitled to be compensated for the time lost as a result of injury.

FOULS

DISQUALIFICATION: A player is disqualified and removed from the game when he/she is charged with a foul and it is his/her fifth foul (combined count of personal and technical), or if it is a flagrant foul, or his/her second technical foul. Personal fouls include common fouls and player-control (offensive) fouls.

When player disqualification results in a team having less than five active players, the game will continue, but the team will play with only the number of players still eligible.

TEAM FOULS: Team fouls assessed during a game to a team include:

- a. Shooting Fouls
- b. Common Fouls (Defensive)
- b. Player Control Fouls (Offensive)
- c. Technical shooting and non-shooting fouls incurred by its players.

After a team picks up its sixth (6th) team foul in a half, the bonus light or signal shall go on and the opposing team shall be in the “one and one” bonus foul shooting situation, on common fouls for the seventh, eighth, and ninth team foul in the half. Starting with the 10th team foul in the half, the “double-bonus” shall be in effect and two shots will be awarded for any common foul committed.

If an overtime period is played, it shall be considered a continuation of the second (2nd) half, rather than the start of a new half, for the purpose of the bonus situation.

LENGTH OF GAME

A game will consist of four quarters, the length of each quarter determined by the playing division.

DIVISION	LENGTH OF QUARTER
Freshman	6 minutes
Sophomore	7 minutes
Junior	8 minutes
Senior	8 minutes
Graduate	8 minutes

CLOCK STOPS: The clock stops automatically on time outs, shooting and non-shooting fouls, jump balls and possession arrow changes. During the last two (2) minutes of the fourth (4th) quarters of every game and during overtime, the clock stops on every whistle.

The referee may also stop the clock at any time.

TIMEOUTS:

Each team is entitled to three 45-second timeouts and two 30-second timeouts per game. Unused timeouts carry over from quarter to quarter, and into any overtime periods. One additional 45-second timeout shall be awarded for each overtime period played.

DEFENSE

The different defensive requirements for each division are listed in the table below

DIVISION	First Half	Second Half
Freshman	Zone, no backcourt press	Backcourt press allowed in the last three minutes of game by team that is losing or leading by less than 10 points
Sophomore	Zone, no backcourt press press	Backcourt press allowed in the last four minutes of game by team that is losing or leading by less than 10 points
Junior	Zone, backcourt press only if losing, or leading by less than 10 points	Zone, backcourt press only if losing, or leading by less than 15 points
Senior	Zone, backcourt press only if losing, or leading by less than 10 points	Zone, backcourt press only if losing, or leading by less than 20 points
Graduate	No restrictions	No restrictions

BALL POSSESSION

A player possessing the ball must within five (5) seconds either:

- a. Pass the ball to a teammate, or
- b. Advance the ball towards the opposing team's basket by dribbling it.
(a defensive player must be within five feet of the player with the ball for this rule to be in effect).

Failure to do so will result in the ball being given to the opposing team.

A team has five (5) seconds to inbound the ball, Failure to do so shall result in the ball being given to the opposing team.

If a player attempting to inbound the ball steps on the end line or sideline, or hits the backboard or basket on the court or a sideline backboard or basket, the ball shall be given to the opposing team.

A team taking possession of the ball is allowed ten (10) seconds to advance the ball past the mid-court line. A team ahead in a game which takes possession of the ball with less than thirty (30) seconds left in the game will inbound the ball from the mid-court line.

DEFENSE/BACKCOURT/PAINT AREA

In the Freshman and Sophomore divisions, a team shall not be permitted to guard opposing players or intercept or attempt to intercept the ball in the opposing team's back court, other than in the last three and four minutes of the game respectively (see defense chart above)

Teams in all other divisions shall not be permitted to intercept or attempt to intercept the ball in the opposing team's back court while being ahead in the game by ten (10) or more points.

In all Divisions, no player on offense shall stand in the lane (or the box in front of the opposing team's basket bounded by the end line, the foul line and the lines being taken) for more than three (3) seconds. A violation shall result in possession of the ball being given to the opposing team. This rule is modified to five seconds for the Freshman Division.

EQUIPMENT / UNIFORMS

Players are required to wear the 78th Precinct basketball shirt for their team and shorts (without pockets) during the games. The failure by a player to have his or her shirt or shorts at a game shall be a technical foul, which shall entitle the opposing team to take two (2) foul shots at the beginning of the game. Each team in violation of this rule must shoot the foul shots, unless the other team is also in violation and the penalties cancel themselves.

Jewelry, watches, earrings and hats (unless for religious cover) may not be worn during games or practices. Sneakers are the only permissible footwear to be worn during games and practices.