

Basketball Rules

Villanova Intramurals

Sport Type: Season + Playoffs

Cost: \$40 per team

Location(s): Nevin, St. Mary's

GAME TIME IS FORFEIT TIME!

All decisions on forfeit times are at the sole discretion of the on-site Intramural supervisor.

Rules

Eligibility

- Previous men's champions of the B and C divisions must play up a division in the following season if four or more players are returning.
- Current Villanova men's and women's basketball players are ineligible to play in the same academic year.
- No more than two (2) club players per A Division intramural team, no more than one (1) club player per B Division intramural team, and no club players for any C Division intramural team. Club players are not permitted to participate in City 6 competition.
- No player can be on more than one roster, no matter the division (i.e., a player cannot be on an A and a C team).
- Champions in Men's A, All-Gender A, and Women's leagues move on to play in the Philadelphia City 6 Extramural Tournament. See <http://www.phillycity6.com/> for rules.

The Team

- Each team must have a minimum of four (4) players to start the game. If players foul out and a team has less than 4 players, the team can continue to play.
- If a team brings spectators to the game and they are not on the roster, they must sit on the bleachers (in Nevin), or on the opposite sideline (in St. Mary's).

Length of Game and Timeouts

- Two (2) twenty-minute halves and one (1) five-minute halftime.
- The clock will stop in the last 30 seconds of the first half on all dead ball situations.
- The clock will stop in the last two minutes of the second half on all dead ball situations AND the last minute after made baskets for close games (< 10-point difference).
- Teams get two (2) one-minute timeouts per half (clock will stop). These timeouts will not carry over to the 2nd half (or overtime).
- Timeouts can ONLY be called by the players on the court. Players on the bench may not call timeouts! A technical foul will be enforced if a timeout is granted by an ineligible player (Updated 1/15/19).

Overtime

- There are no overtime periods during the regular season, games will end in a tie and will be reflected in playoff seeding.
- Playoff games will consist of a 2 or 3 minute overtime period (depending on available time) with the clock stopping in the last 2 minutes on all dead balls.

Mercy Rule

- Will be called at the official's discretion based on the following:
- If at any point in the second half with a team up by 50 points.
- At the 10-minute mark of the second half with a team up by 30 points.
- At the 5-minute mark of the second half with a team up by 20 points.

Starting the Game/Half

- The first half and overtime will start with a jump ball.

- The second half will begin with the team who has the possession arrow.

Jump Balls

- All jump balls, after the first tip of the game, will be determined by using an alternating possession arrow.

Fouls

- All fouls, including technical, will be counted against a team and the player's total.
- On the seventh team foul each half; a bonus (one-and-one foul shot) will be awarded until the tenth team foul. Each foul thereafter will result in two foul shots.
 - The bonus is not in effect for the opponent on a player control foul (offensive player has possession of the ball when foul is committed) or any offensive foul (moving screen, elbow in the post, etc.).
 - However, if there is a loose ball foul (ball on the floor with no possession, foul on a rebounded shot) then the bonus will be enforced. All player control fouls will result in no basket and loss of possession.
- Players are allowed five personal fouls before fouling out (all technical fouls will be included).
- If a player cannot shoot their free throws due to physical ailment, the opposing team may choose the free throw shooter from any player on the free throw shooting team. That player must remain in the game until the next dead ball.

Technical Fouls

- All technical fouls will result in two foul shots plus possession of the ball. Any player on the court may attempt the 2 shots and the shooting team gets the ball at mid-court afterwards.
- **NO DUNKING AT ANY TIME – RESULTS IN A TECHNICAL FOUL.**
- If a player receives one (1) **“Aggressive”** technical foul: The individual **MUST** leave court of play and may not enter until the next dead ball situation.
- If a player receives two (2) **“Aggressive”** technical fouls: The individual **MUST** leave the court of play and may not enter the rest of the game, no matter individual foul count. The individual must also leave the playing venue and **will not be able to participate in ANY Intramural event** until they meet with the IM Director and/or IM Intern to further discuss the matter.
- Players will be assessed a technical foul for any/all of the following:
 - **“Aggressive”**: (counts towards “technical” team total fouls)
 - Berate the officials or display unsportsmanlike conduct (this includes foul language).
 - Out of control fan(s) and/or coaches on sidelines.
 - Badgering, fighting, or taunting other players during or after live play (includes before and after competition and can affect sportsmanship rating and playoff eligibility).
 - Any standard foul done so with the intent to injure an opponent or that is deemed “excessively physical.”
 - **Note: If the game is stopped/ended by the officials/supervisor, both teams receive a “team technical” and captain’s must meet with the IM Director and/or IM Intern to further discuss the matter before their team is eligible to participate again.**
 - **“Non-Aggressive”**: (counts towards “technical” team total fouls)
 - Touching the ball after it is awarded out-of-bounds to opponents.
 - Interfere with a player returning the ball from out-of-bounds.
 - Take a time-out with none remaining OR a non-playing player calling a time-out.
 - Hanging on a basket/net or dunking.
 - Climb on a teammate to obtain a greater height.
 - Knowingly attempt a free throw to which a player is not entitled.
 - **Intentional OR unintentional** touching of the rim, net, or backboard
 - Illegal substitution during play OR having more than five players on the court during a live ball.
- If a team receives two (2) or more aggressive technical fouls in a single game, they cannot receive more than a 2 for that game's sportsmanship rating.
- If a team receives three (3) or more TOTAL technical fouls in a single game, they cannot receive more than a 2 for that game's sportsmanship rating.

All-Gender Basketball Rules

Equipment

- Men's size basketball will be used.

Players

- Each team will begin play with five (5) players with a maximum of two (2) men on the court.
- If a team is not able to begin with 5, they may begin with four (4) players (maximum 2 men). If a team cannot begin the game or falls short of the minimum amount of four (4) players at any point in the game, that team will be forced to forfeit.
- All-Gender teams must maintain a maximum of 2 Male players on the court regardless of 5/4 participants.

Scoring

- Equal scoring across all genders.