



## BASKETBALL - City 6 Rules *ALL OTHER RULES PER NCAA*

I. All activity rules are written and revised by the CITY 6 Committee. The committee reserves the right to make adjustments and/or changes based on host site requirements or safety needs.

II. **ELIGIBILITY** is the responsibility of each team captain and representative Intramural Director. **Full time Undergraduates Only.**

### III. GAME RULES:

**Players** - Each team must begin with five (5) players. Less than five players may be on the court to finish the game. Females can play in the women's and co-rec leagues. Men can play in men's and co-rec leagues. A female cannot play in the men's league, and a male cannot play in the women's league.

#### Co-Rec modification:

3 female + 2 males; 2 female + 2 male or 2 female + 1 male.

**Clock** - 20 minute halves with a running clock, except for the last 2 minutes of the 2nd half. First 38 minutes, clock stops only for time-outs, official's time and injury based on discretion. Last 2 minutes clock stops during all dead ball situations. Clock begins in all re-start instances when the ball is put into play and touched by a player.

**Starting Play** - A jump ball will start the game and any subsequent overtime periods. Otherwise, in jump ball situations teams will alternate possession.

#### Co-Rec modification:

Women must perform all center jump situations.

### **SCORING**

#### Co-Rec modification:

Male basket	1 point
Female basket	2 points
Male from behind the arc	2 points
Female from behind the arc	3 points

- Foul shots awarded according to the above scoring system.

**Technical Fouls** -

All technical fouls are 2 shots and loss of possession.  
Technical for dunking includes ejection.

**Overtime** - An overtime period will be 5 minutes in length; 3 minutes running clock and 2 minutes stop time.

**Time-outs** - 2 time-outs per team per half, one additional time-out per team in each overtime period.

**Officials** - Officials will be provided and have sole authority for court decisions. Officials may stop clock at their discretion due to injury, delay of game, confer with scorekeeper, etc.

**Also: - NO DUNKING**

*(Penalty: Technical Foul, Player ejection & one game suspension)*

*A player that dunks in the pre-game warm-up period will receive a technical foul and will not be permitted to compete in that game (will be eligible for the next game). A player that dunks during the game (including half-time) will receive a technical foul, an ejection and a one game suspension.*

-3-point play in effect where applicable.

-Pinnies will be provided when necessary.

-Tournament host provides game ball.

- Men's size basketball will be used in the Co-Rec games.

- Team fouls will be the same for men's, women's, and co-rec:  
7th foul teams shoot one & one.

10th foul teams shoot 2.

- No 5-second rule while dribbling.

- No stoppage of clock after field goal in final 2 minutes of each half. (see clock section)

**\*\*\*NCAA rules exist unless otherwise noted.**

**SPECTATOR RULE:**

Team bench areas will be designated; this area for official team members only (those whose name appear on approved City 6 roster); All others must sit/stand in designated spectator areas.

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