



Intramural Sports Basketball Rules



Intramural Sports Participant Manual

- All participants are required to adhere to the policies of Intramural Sports. This information is located online at <http://intramurals.athletics.cornell.edu/IMWeb/Intramurals>.
- In the Intramural Sports Participant Manual, you will find important information regarding:

Team Information	Participant Information
• Registration	• Eligibility
• Divisions	• Participation
• Playoffs	• Participant Conduct
• Sportsmanship	• Safety
• Forfeits and Cancellations	• Alcohol and Drug Policy
• Protests	
• Champions	

Courts

- Regular-season games will be played in Barton Hall.
- Pending availability, championship games will be played in Newman Arena (Bartels Hall).
- Participants should park in the Central Campus Parking Garage.

Timing

- Games will consist of two 20-minute halves with running time. During the first 38 minutes of the game, the clock will only stop for team or official timeouts. The clock will stop on every whistle during the final two minutes of the game.
- Each team will be granted one 30-second timeout per half. Unused timeouts do not carry over. Timeout requests can only be made by a player on the court.
- Halftime will be three minutes in duration.
- With ten minutes remaining in the game or at any time thereafter, the game will end if a team is leading by 30 points (35 points in the CoRec Division).

Overtime

- Ties will stand during the regular season.
- For the playoffs, three-minute overtime periods will be played. The clock will stop on all whistles.
- Each team will be granted one 30-second timeout per overtime period.

Players

- Five players per team are allowed on the court at a time. A minimum of four players is necessary to begin and continue play.
- CoRec Modifications:
 - A minimum of two male and two female players must be on the court at all times.
 - Female field goals are worth three points and three-point field goals are worth four points.

Penalties and Fouls

- Players will be disqualified after committing their fifth personal foul. Technical, intentional, and flagrant fouls are registered as personal and team fouls.
- Flagrant, intentional, and technical fouls result in the offended team automatically being awarded two points and the ball out of bounds at the division line.
- Player disqualification: Any player committing a flagrant foul, two unsportsmanlike technical fouls, or two intentional fouls will be disqualified from the game and must leave the playing area within three minutes.
- Any team committing three flagrant, intentional or unsportsmanlike technical fouls in one game will forfeit that game.
- Touching the rim is illegal in Barton Hall. Any player who dunks the ball, hangs on the rim or touches the rim will be issued an unsportsmanlike technical foul and the points will be nullified.

*All rules not specifically covered in this document will be enforced as NFHS Basketball Rules.
All rules are subject to change by the Intramural Sports professional staff.*