Intramural 5v5 Basketball

Registration:
January 25th (Monday) – February 2nd (Tuesday)
All teams must be registered by 11:59 PM on Tuesday, February 2nd

Cost: $40 per team

DIVISIONS OF COMPETITION:
Fraternity        Men’s Competitive        Men’s Recreational        Co-Rec        Women’s

MANDATORY CAPTAINS’ MEETING:  February 4th (Thursday) @ 5:30 PM
Robert Purcell Community Center Auditorium

A mandatory captains’ meetings will be held to discuss rules and program operations. If a team captain or representative does not attend this meeting, the team will be charged a $15 missed captains’ meeting fee. The team may also be replaced by a team on the waiting list (whose representative is present at the meeting). The team that missed the meeting will be placed at the bottom of the waiting list (if one exists) as well.

FORMAT: This is a 5 player indoor league. Teams will be placed in round robin pool play for the regular season. Teams with a winning record (.500 or better) will advance to a single elimination playoff tournament. The league will take place from February 7th through March 23rd. Games are scheduled between 7-11:30PM, Sunday through Wednesday. All games will be played in Barton Hall.

ELIGIBILITY: Players are eligible to join one single gender (Fraternity, Men’s Competitive, Men’s Recreational, Women’s) and one Co-Rec Team regardless of level of play. Participants are subject to the Intramural Sports eligibility rules as stated in the Intramural Handbook (Section VI). Teams will be allowed to add new players to their roster throughout the season, including playoffs. All roster additions will be handled through IMLeagues.com or at the game site. If a participant does register at the game site, they will need to have created a profile by the time their game is played. If the Intramural staff has to create an IMLeagues profile for an individual that is added to a team, a $5 administrative fee will be charged to the team captain for each instance.

VALID CORNELL ID CARDS: Before anyone can participate, each player must present their Cornell picture ID when they check in at all events. NO ID = NO Play. There are no exceptions to this rule.

TEAM JERSEYS: Each team must wear similar color jerseys. Visible numbers (0-99) must be displayed on the back of the jersey. No taped-on or pinned-on numbers are permitted. Pinnies will be provided for teams that need them.

FORFEIT PROCEDURE: If a team fails to have the required number of participants at the scheduled game time, the opposing team who is present will have the following options:
1. Take the win by forfeit at that time. No contest will be played.
2. Choose to wait until the opponent arrives to compete. However, the official game clock will start running as scheduled. The game will commence once the opponents arrive with whatever game time is remaining on the clock and the score at 10-0, in favor of the waiting team. If the opposing team is not ready to play 10 minutes after the scheduled game time, the Intramural Staff will declare a forfeit win for the waiting team.

Any team that forfeits one game will be charged a $15 forfeit fee. All fees will automatically appear on the captain’s bursar account. If a team calls 24 hours before their scheduled game time, the forfeit fee will not be applied; however they will still receive a forfeit. Teams that forfeit only once are still eligible for playoff consideration. A team that forfeits the equivalent of two games will be dropped from the league without the possibility of re-entry.
SAFETY:
1. Proper attire must be worn. No jeans or dress pants allowed.
2. It is forbidden to wear any object that may cause an injury or give an artificial advantage to the player, including but not limited to: head gear, jewelry (including tied rope necklaces, earrings, nose rings, etc.), casts, or braces. Taping of exposed jewelry will not be permitted. This is for your safety as well as others.
3. Religious medallions or medical identifications must be removed from chains and taped or sewn under the uniform.
4. Individuals are required to obtain prior approval from the Director of Intramural Sports for the use of orthopedic devices essential to protect an injury.
5. Players bleeding or having blood on clothing will be prohibited from participation until appropriate measures have been administered.
6. Any player who refuses to follow these rules cannot play and may be removed from the playing area.

National Federation Rules shall govern play for all intramural basketball games with the exceptions listed in these rules; the Director of Intramural Sports has the authority to modify said rules at his discretion.

GENERAL RULES:
1. Five players per team are allowed on the court at a time. A minimum of four (4) players is necessary to begin and continue play. You may finish with less than 5 due to an injury, player(s) fouling out, or other reasons. For Co-Rec play, a minimum of two male and two female players must be on the court at all times.
2. The game will consist of two 20 minute halves. During the first 19 minutes of each half, running time is used and the clock is not stopped for anything (except TIME OUTS or injuries). During the last minute of each half, the clock is stopped on the officials’ whistle only.
3. With ten minutes remaining in the game or at any time prior to five minutes left in the game, the game will end if a team is leading by 30 points. With five minutes to go in the game or at any time thereafter, the game will end if a team is leading by 20 points.
4. Each team is allowed two time outs per game (30 seconds in duration). One additional time out will be given per overtime. A time out request must be made by a player on the court.
5. Players shall be disqualified when committing their 5th personal foul. A technical foul is registered as a personal foul and a team foul.
6. 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.
7. A jump ball begins each game and the possession arrow will be used after that as necessary. The overtime period will begin with a jump ball.
8. If necessary, a three minute overtime period will be played (clock stops on the officials’ whistle). During the regular season pool play, there will be no overtime.
9. 7th team foul= one free throw (plus a bonus free throw if the first attempt is successful)
   10th team foul= two free throws
   No free throws will be awarded for common fouls 1-6 as well as any player/team-control foul.
9. The number of players permitted in the lane spaces during free throws (not including the free throw shooter) will be six: four defensive players and two offensive players.

INTENTIONAL FOUL: The offended team will automatically be awarded 2 points plus the ball out of bounds.

FLAGRANT FOUL: The offended team will automatically be awarded 2 points plus the ball out of bounds. As opposed to an intentional foul, a flagrant foul is deemed (or intended) to cause harm to the opponent. Any person committing a flagrant foul will be DISQUALIFIED from the game and must leave the playing area within 5 minutes. In addition, the player will be subject to Intramural disciplinary procedures.

TECHNICAL FOUL: The offended team will automatically be awarded 2 points plus the ball out of bounds. Any person committing 2 technical fouls (or any flagrant foul) in one game will be DISQUALIFIED from the game and must leave the playing area within 5 minutes. In addition, the player will be subject to Intramural disciplinary procedures.

MEDICAL PROCEDURES: Cornell Recreational Services assumes no responsibility for injuries received during intramurals, special events, and other recreational activities. Participants are reminded that their participation is completely voluntary. The nature of sport activities and the large number of participants in the Cornell University Intramural program make the occurrences of some injuries inevitable. It is strongly recommended that all participants have a physical examination prior to participating. Any injuries or accidents occurring during recreational activities should be reported immediately to on-duty
personnel. Participants with a health issue and/or are on medication are urged to confidentially inform the Director of Intramural Sports of their specific situation immediately to see what steps can be taken for participation in this activity.

**ALCOHOL AND DRUG POLICY:** Individuals, teams, and spectators who arrive intoxicated, suspected of consumption, or possessing alcohol, tobacco, or other illegal substances will not be permitted to play and will be asked to leave the playing area. The game may be forfeited and the offending individuals immediately suspended. Cornell Recreational Services will not tolerate such behavior and will act in a manner that is prudent, with the safety of all participants the priority. Such individuals will be dealt with harshly, given a minimum of a 365-day suspension and will be subject to University disciplinary procedures.

Please read the Intramural Handbook. It is a written description of the regulations that govern the Intramural Sports Program. No matter what sport you play, these regulations govern your participation in our programs. It is imperative to the continuity of the program that all participants are aware of and abide by the regulations set forth by Cornell Recreational Services.

**SPORTSMANSHIP RATING:** Good sportsmanship is required of all participants. Players, coaches, and spectators are to conduct themselves properly at all times. Cornell Recreational Services reserves the right to suspend or disqualify groups or individuals for unsportsmanlike conduct at any time. Unsportsmanlike conduct before, during, and/or after a game (event) will not be tolerated. The team captain assumes full responsibility for the conduct of the team and spectators.

Unsportsmanlike conduct includes actions that are unbecoming to an ethical, fair, honorable individual. It consists of acts of deceit, disrespect, or vulgarity and includes taunting. Cornell Recreational Services disapproves of any form of taunting which is intended or designed to embarrass, ridicule, or demean others under any circumstances.

Teams qualifying for the playoff tournament (using W/L record) must average at least a “B” (3.0) rating to be included. In addition, teams must maintain a “B” (3.0) rating throughout the playoff tournament. Teams dropping below a 3.0 average during the playoffs will be eliminated from the tournament. Teams will not receive a grade for a game forfeited or won by forfeit. All ratings will be cumulative based only on the number of games played.

**RATING CRITERIA**

- **A** = Team members participate with excellent sportsmanship within the established rules throughout the contest.
- **B** = Team or individual team members occasionally complain to officials. Sportsmanship and understanding of the rules is acceptable, but could be better.
- **C** = A player or team is given a technical foul for unsportsmanlike conduct or an intentional foul.
- **D** = A team or members of the team are given two technical fouls, two intentional fouls or a flagrant foul for unsportsmanlike conduct or intention to harm.
- **F** = A team or members of the team are given 3 or more technical fouls, intentional fouls, or 2 flagrant fouls for unsportsmanlike conduct.

The Intramural Supervisors reserve the right to reevaluate and amend any grade based on team/player’s sportsmanship.

If you have any questions regarding the intramural soccer rules, please contact Scott Flickinger (Director of Intramural Sports) at (607) 255-8063 or e-mail: sf487@cornell.edu

Schedules and results will be available on the IMLeagues webpage: imleagues.com/cornell