Intramural Sports
5v5 Basketball Rules
Cost: $50 per team

FORMAT
This is a 5-player league. Teams will be placed in round robin pool play for the regular season. Teams acquiring a .500 record or better will be placed into a single elimination playoff bracket. The league will take place from February 4th through March 28th. Games are scheduled between 7:45 PM-11:45 PM, Monday through Thursday. All games will be played in the gymnasium located in Barton Hall.

ELIGIBILITY
Players are eligible to join one Single Gender team (Fraternity, Men's Competitive, Men's Elite, Women's) and one Mix-Gender team, regardless of level of play. Participants are subject to the Intramural Sports eligibility rules as stated in the Intramural Handbook (Section VI.: Eligibility). 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 registers at the game site, they will need to create a profile by 10am the next morning.

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.

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 FEE
If a team fails to have the required number of participants at the scheduled match 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. However, the official game clock will start running as scheduled. The team present will earn 2 points per minute until the opposing team arrives and is ready to play. The game will commence once the opponents arrive with whatever game time is remaining on the clock and the score accumulated, 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.

THE FORFEIT FEE FOR THIS SPORT IS $40.

All fees will automatically appear on the captain’s bursar account. If a team calls prior to 4:00 PM the day of their scheduled contest, the forfeit fee will not be applied; however, they will still receive a default. 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. Teams that win by forfeit will NOT receive a grade toward their sportspersonship rating.
RULES
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, hard-billed hats, 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 wear or medical identifications must be removed from chains and taped or sewn under the uniform. They also require prior approval from the Director of Intramural Sports.
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.

The NFHS Basketball Rulebook shall govern play for all intramural basketball games with the exceptions listed in these rules:

Team
- Five players per team are allowed on the court at any given time. A minimum of five players is required for play. Teams may finish with less due to an injury or other reasons.
- Each team will designate a captain. The captain’s will do all communicating with officials and intramural staff.

Officials/Staff
- The officials have absolute control of the game. Their decisions will be final and are not to be disputed by any members of either team.
- **On-site personnel and professional staff reserve the right to rule on situations not specified in the NFHS rulebook and CUIM rules document when safety and sportspersonship are involved.**

Play
- Games will consist of two 20-minute halves with a running clock that will only stop for team or official timeouts. The final 2 minutes of the game will be conducted with a stop-clock.
- Teams will be granted two 30 second timeouts per half. Unused timeouts do not carry over. Requests may only be made by a player on the court. Coaches are NOT recognized personnel for calling time-out.
- Mercy rules:
  - Super Mercy: 35+ points with 8 minutes or less.
  - Mercy: 20+ points with 2 minutes or less.
- Ties will stand during the regular season. During playoffs, 3-minute overtime periods will be played with a stop-clock at the one-minute mark, until there is a winner. Teams will be granted one 30 second timeout for each overtime period. Timeouts do not carry over.
- Players will be disqualified after either 5 personal fouls, 2 unsporting technical fouls, 2 intentional fouls, or 1 flagrant foul.
- Technical fouls will be registered as personal and team fouls. They will result in the offended team being automatically awarded 2 points and the ball at the division line.
- Intentional and flagrant fouls will be registered as personal and team fouls. They will result in the offended team being automatically awarded 2 points and the ball at the spot out of bounds closest to the foul.
- Touching the rim and dunking are illegal. Players that hang on or touch the rim, or that dunk the ball will result in an unsporting technical foul and points scored will be nullified.
RISK MANAGEMENT
Cornell Recreational Services assumes no responsibility for injuries received during intramurals, special events, and other recreational activities. Participants have voluntarily decided to participate in this sport or activity and have knowledge of the nature and the extent of the risks. Participants are also aware that there are other risks of injury and illness, that may arise due to participation in this sport or activity and that it is not possible to specifically list every individual risk of injury. 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 individuals who are on medication are urged to confidentially inform the Director of Intramural Sports of their specific situation.

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.

SPORTSPERSONSHIP STATEMENT
Good sportspersonship 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 unsporting conduct at any time. Unsporting 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. Unsporting 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
4 = Team members participate with excellent sportspersonship within the established rules throughout the contest.
3 = Team or individual team members occasionally protest to officials. Sportspersonship and understanding of the rules is acceptable, but could improve. Individual player may have acquired a technical foul.
2 = A player or team is given two technical fouls or a flagrant foul for unsporting conduct.
1 = A team or members of the team receive three or more technical fouls for unsporting conduct. Teams showing lack of respect for the Intramural Sports Staff.
0 = A team or members of the team show lack of respect and disregard for safety of participants and/or Intramural Sports Staff.

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.

If you have any questions regarding the Intramural Basketball 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