



I. Policy and Procedures

- A. For all Policy and Procedures, please refer to Columbia University's Intramural Handbook which can be found on perec.columbia.edu under Intramurals, Rules & Policies, as well as under Handbooks/Manuals on the Columbia University's imleagues.com website. All Intramural participants are responsible for knowing all of the Intramural Policy and Procedures.
- B. Leagues offered:
 1. **Men's**
 2. **Women's**
 3. **Open-Recreational:** a mixed gender league that is open for anyone to register and participate. This league is encouraged for teams not looking for gender-specific requirements. ***No Co-Rec rules will apply.***
- C. All players must present a valid Columbia University identification (CUID) or Dodge Fitness Center identification (DFCID) to Intramural Staff in order to play.
- D. Teams must arrive ready to play no more than **5 minutes** after the scheduled game time or a forfeit will be declared.

II. Team Size

- A. Three (3) players constitute a full team.
- B. You may start and finish the game with two (2) players.

III. Equipment

- A. Players must wear soft, dry rubber-soled sneakers. No other types of footwear will be allowed.
- B. Players must wear athletic clothing such as shorts or sweatpants. Jeans or dress pants are not permitted.
- C. Pinnies will be provided and must be worn unless a team has matching jerseys with legible numbers and the players can differentiate between the teams. **Players must wear a t-shirt underneath their pinnies.**
- D. The Columbia Intramural Sports Department shall provide a standard, regulation-size ball.
- E. No hats, jewelry, or watches may be worn during a game. The court monitor will assess a technical foul against any player found to be wearing these items during play. Exceptions may be made for mandatory religious paraphernalia, at the discretion of the Columbia Intramurals Department.

IV. Time Factors and Substitutions

- A. Each game will be played to 30 points with a 25-minute time limit. There will be a running clock for the entire game. The court monitor can stop the clock if there is an injury or someone needs to tie their shoe. The clock will also stop during timeouts.
- B. Each team will get one 1-minute timeout.

- C. Substitutions may be made after a basket, a foul shot, or at a stoppage of play.
- D. If the game is tied at the end of regulation the next point will win the game.

V. Scoring

- A. Baskets are worth 2 points from inside the arc, and worth 3 points from outside the arc.
- B. After a converted basket, the ball will change possession. A team must check the ball with their opponent before starting play again. The defense has 5 seconds to check the ball back to the offense. If they don't check it back within the 5 seconds, the offense will receive 1 point and maintain possession of the ball.

VI. Possession

- A. One player will attempt a three-pointer from the top of the key to determine who will have the first possession.
- B. When there is a change in possession not from a converted basket, the player must bring the ball out beyond the three-point line.

VII. Fouls

- A. There will be no official, but there will be a court monitor at each court and one Supervisor. The court monitor is only responsible for keeping time and the score and checking players in. Teams are responsible for calling fouls. An individual player cannot foul out of a game, but may be ejected by the court monitor for cause, or for excessive fouling that represents poor sportsmanship play.
- B. **Prior to the last 2 minutes of play:**
 - 1. Any common foul shall result in loss of possession for the offending team.
 - 2. Any offensive foul shall result in disallowing a converted basket and loss of possession.
 - 3. Any shooting foul with a missed basket shall result in retained possession.
 - 4. Any shooting foul with a converted basket shall result in the basket being awarded and a change of possession.
- C. **During the last 2 minutes of play:**
 - 1. Any common foul shall result in a single foul shot. If the foul shot is converted, there will be a change of possession. If the foul shot is missed, the rebound is a live ball. If the ball is rebounded by the non-shooting team, they must bring the ball out beyond the three-point line.
 - 2. Any offensive foul shall result in disallowing a converted basket and a change of possession.
 - 3. Any shooting foul with a missed basket shall result in a two shot foul. If the second foul shot is converted, the ball will change possession. If the second foul shot is not converted, the rebound is a live ball. If the ball is rebounded by the non-shooting team, they must bring the ball out beyond the three-point line.
 - 4. Any shooting foul with a converted basket shall result in the basket being awarded along with one foul shot. If the foul shot is converted, the ball will change possession. If the foul shot is not converted, the rebound is a live ball. If the ball is rebounded by the non-shooting team, they must bring the ball out beyond the three-point line.

- D. The court monitor at their discretion may assess a technical foul for any breach of conduct penalty. (Including dunking prior, during any dead ball, or after the game.) Technical fouls result in one foul shot plus possession.

VIII. Other General Basketball Rules

- A. Hand checking and other rough play shall not be permitted.
- B. Players must be **fully set and inanimate** to draw a charging foul.
- C. Hanging on the rim for any reason other than to avoid injury to oneself or another player shall result in a technical foul assessed to the violator.
- D. Slapping the backboard is not a technical in itself, but intentionally hitting the backboard hard enough to alter the flight of the ball will result in a technical.
- E. Half court is considered out of bounds.

Only the captain or designated captain can approach officials or activity supervisors during or after the game.

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