



ELITE BASKETBALL

Rules

Revised July 2016

Current High School Federation Rules will govern play. Intramural policies, procedures, eligibility requirements, etc., and specific rule modifications will take precedent. Captains are encouraged to share these rules as well as program policies and procedures with teammates and spectators. Captains are encouraged to read complete rulebooks, available for sign out at SRC 250.

GENERAL - THE GAME

1. The game shall consist of two (2), eighteen (18) minute halves. Each half will consist of a seventeen (17) minute running clock followed by one (1) minute of play in which the clock shall stop for all fouls, held balls, and violations.
2. Half-time will be two (2) minutes.
3. Two (2) 30 second time-outs per game are allowed. **Time-outs can be called at anytime during the game.** The game clock will stop for all time-outs.
4. Regular season - If the game is tied, no overtime will be played. The game will be recorded as a tie.
5. Tournament - The first overtime period will be two (2) minutes with the clock running continuously, except for the last 30 seconds, which will be stopped clock. If the score is tied after this period, a sudden victory period will begin immediately with the first team to score declared the winner. In final and semi-final games, the sudden victory rule will not be enforced and 2-minute overtimes will continue to be played until a winner is declared. A jump ball will determine first possession of each overtime period. Personal, team, and technical fouls accumulated in the second half and/or overtime periods, as well as any leftover time-outs, will carry over into each succeeding extra period. Each team will be awarded one additional time-out for all overtime periods. A one-minute rest period will proceed each extra period.
6. **Each team must furnish one scorekeeper.** If no scorekeeper is provided at game time the clock will start. Teams have ten (10) minutes to provide a scorekeeper or the game will be a forfeit. Play will begin immediately if the scorekeeper is secured within the ten (10) minute time limit. If there is any discrepancy in the score, the running score on the score sheet will be considered official. The score on the electronic scoreboard will not be considered official in the event of a score discrepancy. Extra team members are allowed to be the scorekeeper.
7. When one team is 25 or more points ahead at the end of the first half or if that team secures a 25-point lead during the second half, the game is ended immediately.
8. The alternating possession rule will be in effect. Jump balls will be tossed at the beginning of the game and extra period(s).
9. Free Throw Rule. No player can enter the lane area until the ball is released by the shooter.
10. Any player who is bleeding must be substituted for until the bleeding stops. An intramural staff member or game official has the authority to remove the player. If by removing the player who is bleeding, the team falls below the minimum number necessary to play (Men's, Women's, and Coed 3 players, the following will apply: The game clock will stop and a maximum of five (5) minutes will be allowed for the player to stop the bleeding. Either an intramural staff member or game official must approve the player to re-enter. If the bleeding is not stopped within the allotted five (5) minutes the team will forfeit the game. **THE TIME ALLOWANCE IS ONLY FOR PLAYERS WHO ARE BLEEDING, AND THE TEAM CANNOT CONTINUE TO PLAY WITHOUT THEM.**

REGULATIONS - PLAYERS

1. Players can only play on ONE men's/women's team and ONE coed team.
2. Each team must have three (3) players on the court at the designated starting time or the team will forfeit the game. **GAME TIME IS FORFEIT TIME.** Teams may continue with no fewer than three (3) players or the game will be declared a forfeit.
3. Substitutes may enter the game on a dead ball only. Substitutes will report to the officials to enter the game.
4. Line-up including first and last names and numbers must be clearly printed on the scoresheet prior to the start of the game. If a player enters the game without first having their name and number on the score sheet a technical foul will be assessed to the team (limit of one technical foul charged to the team, regardless of the number of violations).

EQUIPMENT

1. Captains from both teams must agree on the game ball. If discrepancy, officials will choose the game ball. If discrepancy occurs in a coed game and women's ball is available, it shall be designated as the game ball.
2. Equipment representing possible hazards to all participants in a game will not be permitted to be worn during a game. Elbow, hand, finger, wrist or forearm guard, cast or brace made of hard and unyielding leather, plastic, pliable (soft)

plastic, metal or any other hard substance, even though covered with soft padding, shall always be declared illegal. Knee braces will be permitted if padded and metal is not exposed. Players may not wear jewelry or other accessories of any kind. Failure to remove ANY such equipment when asked to do so will result in that specific player not being allowed to participate until the equipment is removed. THIS INCLUDES EARRINGS AND ALL SOFT JEWELRY.

3. Flat rubber-soled shoes are required. Open toed shoes are not allowed.
4. **All players are required to wear jerseys with numbered front and back.** Numbers must be clearly visible and consist of whole Arabic numerals from 0-99. Pull over pinnies are available for check out from Smith Gym 101 for the duration of the game or teams may supply their own legally numbered jerseys, provided they are all the same color. If both teams have the same or similar color of jersey, it will be determined by flip of a coin whom will be responsible for checking out pinnies from Smith Gym 101.

FOULS

1. Personal and technical fouls will be combined for player disqualification (on the fifth foul).
2. Personal and technical fouls will be combined for the team to reach the bonus. The bonus begins with the seventh (7) team foul in the half. On the tenth (10) team foul of the half 2 shots will be awarded to the team which was fouled.
3. Fouls that occur on missed 3-point attempts will result in the shooter being awarded three (3) free throw attempts.
4. Intentional/Flagrant Fouls; 2 points awarded regardless of when foul occurs, plus offended team receives ball at out of bounds spot nearest to the foul. **NOTE:** Under-cutting is considered a flagrant foul.
5. Technical Fouls and Flagrant Fouls; 2 points awarded plus shooting team's possession at mid court.
6. If double technical fouls or simultaneous technical fouls by opponents occur, the alternating possession rule will be utilized. No points are scored.
7. Dunking will be allowed during the contest. *However, hanging on the rim during the game, at halftime or in warm-ups will be penalized with a technical foul. Dunking in the pre-game warm-up, at halftime or post-game will result in a technical foul.*
8. A technical foul will be assessed to a player who excessively swings his/her arm(s) or elbow(s) even though there is no contact with an opponent.

PLAYER/TEAM CONDUCT

**Teams are responsible for knowing and understanding the team sportsmanship rating system. Behavior before, during or after an intramural contest will be included in the rating (refer to the 2016-2017 IM Handbook)

**TAUNTING, BAITING, AND/OR "TRASH TALK" IS NOT ACCEPTABLE BEHAVIOR AND WILL RESULT IN TECHNICAL FOULS!
NOTE: Only the captain may talk to the officials while he/she is on the floor concerning questions of rule interpretations if done within the rules and in a sportsmanlike manner. Rule interpretations are the only questions that may be directed to an official. Discussion of judgment calls may not be directed toward the officials by either the players or captains.

1. Any incident involving more than one (1) player from each team could result in the game being called a double forfeit. i.e. bench clearing or team altercations.
2. Technical fouls will accompany all yellow and red cards with the exception of procedural technical fouls. For example - illegal substitution, delay of game, reaching through the throw in plane, etc..
3. Yellow (caution) cards - **plus two (2) points awarded and the ball at mid court:**
A player shall receive a yellow (caution) card if:
 1. He/she throws and/or kicks the ball in an unsportsmanlike manner.
 2. He/she uses incidental profane language or obscene gestures towards opponents, officials, or IM staff.
 3. He/she argues with an official's decision.
 4. He/she plays in a rough or unsportsmanlike manner.
 5. He/she taunts an opponent.
 6. Captain fails to give player's name to the official after a foul has been called.

*PLAYERS RECEIVING A YELLOW CARD ARE REQUIRED TO SUB OUT OF THE GAME UNTIL THE NEXT DEAD BALL SITUATION AFTER THE BALL IS RETURNED TO PLAY. Please note that Captains/Managers are subject to a yellow card for team/spectator misconduct.

4. Red (ejection) card - **plus two (2) points and the ball at mid court:**
A player shall receive a red (ejection) card if:
 1. He/she receives a second yellow (warning) card.
 2. He/she excessively uses profane language or obscene gestures towards opponents, officials, or IM employees.
 3. He/she is involved in any altercation not within the rules of the game.
 4. He/she commits a flagrant foul.
 5. He/she excessively argues with an official's decision.
 6. He/she flagrantly throws and/or kicks the ball in an unsportsmanlike manner.

Captains/Managers are subject to a red card for team/spectator conduct

NOTE: A player may receive a red (ejection) card without first receiving a yellow card. All players ejected (1 red or 2 yellow cards) from a contest are suspended from that IM team for a minimum of one (1) game, the next scheduled game, to be determined by the assistant director(s). IF A TEAM RECEIVES 3 UNSPORTSMANLIKE TECHNICAL FOULS (YELLOW CARDS) THAT TEAM WILL RECEIVE AN UNACCEPTABLE SPORTSMANSHIP RATING AND BE FORFEITED FOR THE GAME.

5. Blue (protest) card: All protests must be "announced" to the opposing manager/captain and game officials at the time of the misinterpretation of the rule (or before the completion of the game if for player eligibility). A blue card will be displayed by the official(s) to indicate the contest is under protest.

COED BASKETBALL RULES

PLAYERS

1. Each team consists of five (5) players (3 women and 2 men or 2 women and 3 men). Each team must have three (3) players on the court at the designated starting time or the team will forfeit the game. **Each team must furnish one (1) scorekeeper.** If both scorekeepers are not provided at game time the clock will start. Teams then have (10) minutes from the start of the clock to each provide one or it will be a double forfeit.
2. Teams may continue with three (3) players. If a team plays with 3 players, it can be either 2 females and 1 male or 2 males and 1 female. A team of 4 players must consist of 2 males and 2 females. Only in the event of a player fouling out or having to sub out for receiving a yellow card when a team has no substitutes may a team play with 3 males and 1 female or 1 male and 3 females.