

Spring 2008 Men's, Women's and Co-Rec Basketball Rules

BGSU Intramurals

1. Players, Substitutes, and Roster Size

- A. There will be four weeks of regular season play and one week of playoffs.
- B. Roster
 - 1. Each team shall have a minimum of 7 players and a maximum of 12 players on the roster. Team members must be listed on the team roster in the Intramural Office before playing.
 - 2. Players may play on one women's or men's team and a co-rec team, but not two men's or women's or two co-rec teams.
- C. To recreate in the **SRC** or **PFH** without additional cost, faculty or staff members must purchase a Rec Sports membership and undergraduate and graduate students must have at least 10 credit hours. Otherwise, a BGSU affiliate must pay the daily guest fee of \$5.
- D. To participate in **intramurals**, there is no credit hour requirement. Students and faculty/staff must show a BGSU picture ID (with picture and P00#).
- E. Roster Changes: Beginning Monday, January 21st, team captains will be allowed to make roster changes limited to 4 player changes. Roster changes can be made either at the IM office or at the contest site during the 1st two(2) weeks of play. New players must sign an "Agreement to Participate" form prior to playing. If a player is found to be on two rosters the later of the two teams they played for will be assessed a loss and will jeopardize their consideration for playoffs. ***Teams utilizing players who are discovered by the IM staff as falsely representing themselves as someone else (aka: wrong ID), will be immediately suspended from play and awarded a "Season Ending" Sportsmanship Rating.*** Captains who play must be listed on the player roster.
- F. All 2007-08 intercollegiate basketball players are ineligible to participate. Current year coaches and coaches and players from the previous academic year are eligible to play, but one total player is allowed per roster.
- G. Substitutions can only occur on dead balls. The scorekeeper must be notified and the court official will signal player into the game. A team must have at least 3 players to start the game or it is a forfeit. Any time a team drops below 3 players the game will be a forfeit.

2. Playing Area and Conditions

- A. All games will be played in the Field House track room.
- B. An official who is in-bounds is considered to be part of the playing area.
- C. A ball which touches the front or edges of the backboard is still in play. If a ball touches the back side of the backboard, the backboard supports, or passes over the backboard, the ball is declared out-of-bounds.
- D. During intramurals, chewing or smoking tobacco products is prohibited at all indoor and outdoor sites on campus. Coaches or rostered players found chewing or smoking tobacco may be warned, penalized by sport-specific rules, and/or removed from play. Uncooperative spectators may also penalize a team.
- E. Any personal items (ID's, keys, equipment, etc.) left at any intramural site and found by an intramural employee will be taken to that facility's "lost and found", or to the front desk of Perry Field House, to be placed in their "lost and found".

3. Equipment and Uniform

- A. Clean, dry, non-marking court shoes are recommended to be worn.
- B. A team's players must have the same color t-shirts or jerseys, with clearly visible, permanent player numbers on the back. Numbers may **not** be taped on, and must be whole numbers with no more than two digits. Otherwise, a team or player may not be allowed to play.
- C. All players must wear their shorts above the waist. At no time will a player's undergarments be allowed to be visible.
- D. The only headgear that is acceptable will be headbands and soft-knotted bandanas.
- E. Basketballs are provided for games only. If you wish to practice before the game, please bring your own ball or a second ID to check out a ball from the Field House.

4. Safety and Prevention

- A. A player who has any visible amount of blood on their uniform shall be considered an injured player and must leave the game immediately for appropriate treatment and/or changing of clothes.
- B. Players wearing glasses should have shatter proof lenses and straps.
- C. Absolutely no jewelry shall be worn. A warning will be issued to a team for an infraction of this policy. If a 2nd infraction arises in a given contest a technical foul will be assessed the team in question. ** Exception - medical ID tags which must be taped to the body.
- D. No braces or hard casts are allowed on the wrist or arms. Leg/knee braces with exposed hard materials will only be allowed if they are sufficiently covered with soft padding (i.e. an ace bandage).

5. Participant Conduct and Fair Play – "SPORTSMANSHIP"

- A. All players, captains, and spectators will be held to a reasonable standard of conduct and fair play. Violators of this standard will be subject to sport-specific penalties, and/or possible removal from the building and future Intramural sports.
- B. Captains should be present 10 minutes before the team plays to check rosters and help their players sign in.
- C. A player ejection will result in an "Unacceptable" Sportsmanship Rating for that game. Any game involving a second player ejection from the same team will result in termination of contest and a "Season Ending" Sportsmanship Rating.

6. Time Regulations and the Length of Game

- A. Games will consist of two (2) 20-minute halves, with a 5-minute half time.
- B. The clock is stopped in the last 1 minute of each half for all fouls, injuries, out-of-bounds, change of possession, jump balls, time outs, and other whistles.
- C. During the last 1 minute of each half, or following a time out, the clock will restart after: a last free throw is missed and a player touches or is touched by the ball; upon an in-bounds player touching the ball from a throw-in, etc.
- D. **Each team is allotted two (2) 1-minute timeouts per game (regulation play).** For timeouts during overtime, see section 11.D.

7. Forfeits and Starting Games

- A. Teams must be ready to play at their scheduled game time, or the game will be forfeited. Once team minimum is met, late arrivals can still play once they check in.
- B. If a team forfeits once for any reason, they jeopardize their eligibility for playoffs. Forfeiting a second night drops that team from play for the rest of the season.
- C. Participants failing to check in with the scorekeeper before play will be penalized, and may penalize the whole team. Once a person is found to have played prior to checking in, they will be asked to present a valid ID. If the player can present a valid ID, he/she will be removed from the game. If that player is unable to present a valid ID, the game will be declared a forfeit.
- D. Games and overtime will start with a jump ball.

8. Playing Rules and Scoring

- A. There is no grasping the rim, dunking, or attempting to dunk permitted at any time!! No points will be awarded for a made basket, plus a technical will be called. The player may be removed from the game.
- B. During a free throw, players in the lane spaces may not enter the free throw lane until the ball hits the rim (high school rule). The shooter and all players outside the 3-point line may not enter the lane/3-point area until the ball touches the rim. **Unlike collegiate varsity rules, in Intramurals no player may place their foot on or over the lower "blocks" during a free throw.**
- C. Closely guarded players (in the frontcourt, opponent within 6 feet) that hold or dribble the ball for 5 seconds will result in a violation and the defense gets the ball at the nearest side-line.
- D. A team has 5 seconds to **release** an inbound pass (throw-in). Failure to do so results in a change of possession.
- E. The back court rule is in effect (over and back, ten (10) seconds).
- F. On a throw-in, or jump ball, an airborne player who jumps from the front court to catch the ball and lands in the back court will not violate the over and back rule.
- G. When the shooter is fouled on an unsuccessful 3-point shot, 3 free throws will be awarded.
- H. 30 pt. Mercy rule at 3 minutes (or less) and the game will end. 15 pt. mercy rule at 1 minute (or less) and the game will end.
- I. 7, 8 and 9 fouls per team per half and then it's the "one-and-one" bonus shot(s) awarded to the player who was fouled.
- J. 10 fouls per team per half and then it's 2 shots awarded (beginning with the 10th foul) to the player who was fouled.
- K. Goal tending will be called when a player touches the ball during a field goal try while the ball is in its downward flight and has possibility of entering the basket, when a defensive player smacks backboard while ball is on rim or in the air going towards basket, or when a defensive player touches the ball when on the rim (basket counts automatically).
- L. Any player touching the backcourt, or out-of-bounds, or touching/inside the 3-point line is considered as being located in the backcourt, out-of-bounds, and inside the 3-point line respectively.
 - 1. Any player touching the backcourt or out of bounds is considered out of bounds, and results in a change of possession.
 - 2. Any player touching or inside the 3-point line while shooting receives only two (2) points.
- M. A stoppage of clock due to a team's rule protest not upheld by the Intramural Managers will result in a time-out being charged to the protesting team. If team has no time-outs, a delay of game warning will be given to the protesting team.

- N. National federation rules will apply, except as noted within these Intramural rules, as long as they fall within the spirit of Intramurals.

9. Fouls, Violations, and Penalties

- A. All players are limited to five (5) fouls/player.
- B. Fouls resulting in free throws:
1. Fouls committed by the defense during the act of shooting
 2. Intentional fouls (Points are automatically awarded when intentional fouls occur. However, if they occur during the act of shooting, one foul shot is still taken.)
 3. Each team's 7th, 8th, or 9th foul for the half (except player control fouls) will result in one-and-one free throws.
 4. Each team's 10th foul for the half (except player control fouls), plus all their additional fouls for that half
- C. All other fouls will be recorded on the scoresheet and the team against whom the fouls were committed will have the ball out of bounds.
- D. Note: No free throws for double or simultaneous technical fouls. Alternating possession throw-in is awarded.
- E. For non-shooting fouls the ball will be put into play at the nearest side-line following a violation.
- F. Technical fouls
- In the event of a technical foul, the opposing team is automatically awarded 2 points and receives possession of the ball at mid-court.
 - Technical fouls will be counted on the team total and individual total. Three (3) technical fouls on a team will result in a forfeit and an "Unacceptable Sportsmanship Rating" Two (2) technical fouls for a player and they are ejected. A player can also be ejected and the game forfeited without receiving a technical foul be issued as well.
1. Grasp the basket, dunk, or attempt to dunk the ball, the basket does not count (includes warm-up time).
 2. Climb on a teammate to obtain greater height.
 3. Knowingly attempt a free throw to which a player is not entitled.
 4. Player unsportsmanlike conduct (profanity, taunting, slamming the ball to the ground, throwing the ball high in the air, arguing with officials, etc.).
 5. Any behavior by a fan or coach that is deemed unsportsmanlike by an official (i.e., profanity, taunting, etc.) will result in a team bench technical foul. If this conduct is continued, the individual in question may be removed from the game and/or facility and the game may be forfeited.
- G. ***The following violations will result in 2 points being awarded to the opposing team and possession of the ball at mid-court but will not be counted as a technical foul. However, if any of the following occurs repeatedly or in an obvious unsportsmanlike manner, the referee may then decide to also count the violation as a technical foul.***
1. Touch the ball after it is awarded out-of-bounds to opponents.
 2. Interfere with a player returning the ball from out-of-bounds.
 3. Take a time out, when a team has no time outs remaining.
 4. Leave the court unless for a substitution or with the official's permission.
 5. Go on the court as a substitute without being recognized by the officials and scorer.
 6. Have more than five players on the court during a live ball.
 7. Deliberately striking the backboard.
 8. Uniform violations (i.e. shorts worn improperly, number requirements not met, etc.)
- H. Personal fouls and ball possession:
1. Free throw made – out-of-bounds to opponents unless shooter is entitled to additional free throw.
 2. Free throw missing the basket entirely – out-of-bounds to opponents unless shooter is entitled to additional free throw.
 3. Free throw missed after touching basket – ball in play unless shooter is entitled to additional free throws.
 4. Player control foul – personal foul charged - ball awarded out-of-bounds to opponents (a shot made by that player before or after the foul will not count).
 5. Foul in act of shooting – 2 or 3 free throws awarded if shot from field is unsuccessful. One free throw awarded if shot is successful.
 6. ***An intentional foul – 2 points are automatically awarded (3 points if committed on a 3-point try) and ball out of bounds nearest the spot of the foul. Intentional fouls are fouls that are committed in an intentional, but non-flagrant act, are not counted as technical fouls, and are NOT grounds for ejection.***
 7. ***Flagrant fouls – flagrant fouls are very serious fouls committed in an extremely physical fashion and may include an intent to injure. It is the referee's decision to decide if a foul is intentional or flagrant. If deemed flagrant, the player will be ejected from the game. A second team flagrant foul by a given team will result in immediate game stoppage and forfeiture of contest.***
- I. Captains are expected to ensure proper behavior by their players and spectators should an altercation develop. Details, including penalties, are spelled out in the IM Handbook and Captain's Responsibilities handout. ***Captains***

are leader and, thus, are expected to be the speaking voice for their entire team and the sole calming influence on the team should an altercation develop. If a team captain or "acting captain" is ejected from a game, the entire team will likely be removed from all league play.

10. Co-Rec Rules

- A. All previously stated rules for men's and women's basketball will apply, with the following changes:
 - 1. A women's basketball must be used throughout the entire game unless a different ball is used with the agreement of both captains and the referee.
 - 2. First half: When playing with five (5), each team must consist of three (3) women and two (2) men on the floor.
 - 3. Second half: When playing with five (5), each team must consist of three (3) men and two (2) women on the floor.
 - 4. When playing with less than five at any point: with four (4) players, ratio must be 2:2; with three (3) players, ratio can be 2:1 or 1:2.
 - 5. For overtime(s), the second-half player format will be applied until the game ends.
 - 6. Men and women may guard each other without restrictions.

11. Score and Overtimes

- A. If the score is tied at end of regulation during the regular season the contest will be ruled a tie.
- B. **During playoffs a 3-minute overtime period will be utilized to determine a winner. If after two (2) 3-minute overtime periods are completed without a winner, the format will revert to sudden death.**
- C. Each team will be allowed one time out for all play beyond regulation (no carry-over). The clock will stop during the last minute for fouls, out-of-bounds, time-outs, jump balls, change of possession, and other whistles.

12. Playoffs

- A. The number of teams who qualify, plus the number, length, and playing rules for playoff games may be altered as time, weather, facility, and equipment conditions require. A variety of options will be considered before altering the preferred playoff format.
- B. Teams must be able to play any day M-R, after 7 p.m. during playoffs. Make sure you have enough players on your roster so you do not have to forfeit during playoffs.
- C. A captain should call the IM Office to check on their team's status as to playoffs. The IM Office does not personally notify teams regarding playoff schedules. Please see the IM Handbook for specifics as to the procedures for determining how teams advance to playoffs.
- D. The captain is responsible for notifying his/her team of the playoff schedule. Playoff schedules will be available from the web site or the captain may pick up a copy in the IM Office beginning the Friday before playoffs at 3 p.m.
- E. Teams who don't want to be included in playoff consideration must contact the IM Office in person prior to their last regular season game.
- F. Teams need to familiarize themselves with the Team Sportsmanship Rating System located in the IM Handbook as this will affect their eligibility for playoffs at the end of league play.

13. Officials and Manager Duties

- A. The Intramural scorekeeper at each court will be responsible for scoring the game and checking ID's and rosters. Teams should verify the score at the end of each half, and after the game. Captains must sign the score sheet to verify the game winner.
- B. Managers/Officials have the power to enforce all Intramural rules as they apply to players, coaches and spectators.

14. Miscellaneous

- A. All participation in the Intramural Program is voluntary. The University is not responsible for injuries while participating in Intramural sports. Each participant is advised to carry personal health and accident insurance. For reporting purposes, participants injured during play must have an appropriate report form completed and turned in to the Intramural Office within 48 hours of the injury.
- B. T-shirts will be awarded to those participants on each championship team in each division who played in at least one game and did not commit multiple violations. The t-shirts should be picked up individually in the office beginning two days after final playoffs and within 15 academic weeks.