

INTRAMURAL BASKETBALL RULES

Except as designated below, NCAA Basketball Rules will cover any rules or play interpretations not discussed below.

Refer to the Intramural Sports Handbook for further information outlining the SDSU Intramural Sports Program.

RULE I RULE DIFFERENCES

Team Fouls

There are now team-control fouls. Meaning, no fouls committed by the offensive team will result in free throws. Any foul: hold, illegal screen, player-control, hit on the arm, etc., will result in a dead ball and a spot throw-in. The spot where the ball will be thrown in will be the designated location closest to where the foul was committed.

Double fouls, double technicals, & simultaneous fouls no longer go to the possession arrow. If any of these are called, the team that had possession will retain possession when the game restarts. The ball will be inbounded at the spot nearest where the foul occurred. The only time it will go to the arrow is if the foul happens on a shot (where no team has control) or when the ball is loose on the ground (and no team has control).

Mercy Rule

If one team has a twenty (20) point lead or more over their opponent at the two minute mark the game will be over. If any point during the last minute a team reaches a (15) point lead, the game will be over.

Team Jerseys:

All Intramural basketball teams are required to provide and wear the same color shirts or jerseys with permanent numbers for all players. No tape is allowed for numbers. Each player on the team shall wear a different number. Number must be on back and front of jersey and legible. Which color (light or dark) jerseys teams need to wear will be denoted on the schedule. **NO JERSEY, NO PLAY**

Team Rosters:

Rosters are limited to 25 individuals. Teams may add players up to the point that (1) the roster limit has been reached or (2) until the roster addition deadline has passed. A player must have played in at least one regular-season game to be eligible for the post-season playoff tournament.

RULE II PLAYING PROCEDURES

SEC. 1 Number of Players

Teams shall consist of five players. A team must have four players present to begin a legal game. There is no limit to the number of players that may play on one team but players may only participate on one team.

SEC. 2 ARC Membership

Prior to all games, players must sign an assumption of risk form. This form is located on the reverse side of the scoresheet. The Team Captain is responsible for monitoring the completion of his/her team's form. No player may participate in any Intramural contest with out prior purchase of an Aztec Recreation Center membership or Day Use Pass.

ALL PARTICIPANTS MUST PRESENT A PICTURE I.D. BEFORE PARTICIPATING. NO EXCEPTIONS. NO I.D., NO PLAY!

SEC. 3

Team Roster

Team Managers must submit a completed roster at <http://arc.sdsu.edu/intramurals> prior to the mandatory Managers' Meeting. All additions to the roster for a given week's game must be made 48 hours prior to the day of the game. All players must participate in at least one regular season game to be eligible for playoffs.

SEC. 4

ARC Rules

No food or drink is allowed in either gym at any time except water in a plastic bottle.

SEC. 5

Equipment

All players must wear court shoes during the course of play. No hard protective casts and/or jewelry (rings, watches, chain necklaces, friendship bracelets, caps, etc.) shall be worn. Game Officials will provide all equipment.

Team Jerseys

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SEC. 6

Completing the Scoresheet

Each eligible player must sign the reverse side of the scoresheet and print their name on the front line-up portion of the scoresheet. Members of the same squad shall not wear identical numbers.

The second listed squad member (and any following member) wearing an identical number will be assessed a technical foul. The penalty will be imposed whenever the infraction is discovered.

SEC. 7

Persons Subject to the Rules

Team representatives, including players, substitutes, replaced players, coaches, trainers, spectators and other persons affiliated with the team are subject to the rules of the game and shall be governed by decisions of Officials assigned to the game.

SEC. 8

Game Time

Game time is forfeit time. Teams must be present and signed in by their scheduled game time. Failure to do so will result in a forfeit.

Each game shall consist of two twenty-minute running halves, except for the last minute of the second half, which is regulation stop time. Exception: if either team is ahead by 15 or more points, the game clock shall continue running throughout the last minute of the second half.

SEC. 9

Time Outs

Each team will be allowed one 30-second time-out per half. These time-outs may be used at any time. The clock will stop for these time-outs. In overtime, each team will be allowed one time-out.

RULE III

GAME RULES

SEC. 1

Substitution

Substitutions follow NCAA guidelines. A substitute shall not enter the court without reporting to the scorer's table, without his/her name appearing on the scoresheet or without being beckoned onto the court by an Official. **Penalty: Technical foul.**

If in the judgment of the game Officials it is deemed that a team is abusing the substitution rule to gain an unfair advantage and drain the clock, game Officials may refuse repeated substitution during the final four minutes of each half, with the exception of the stopped time during the last minute of the second half.

SEC. 2

Jump Ball / Held Ball

At the start of each game a jump ball will be used to put the ball in play. *When a held ball is initiated by either team, the ball will be awarded according to the alternate possession arrow.*

SEC. 3

Free Throws

In free throw situations, all players occupying a lane space may enter the lane *as soon as the ball hits the rim* or the backboard. The shooter must wait until the ball hits the rim or the backboard before entering. All players not occupying a lane space must stand behind the free throw line extended and behind the three-point line - they may not pass the line until the ball hits the rim or the backboard.

The following are free-throw violations:

- A. Failure of the shooter to hit the rim of the basket.
- B. Player moving into or out of the free throw lane after the ball has been handed to the shooter by the referee.
- C. Opposing player verbally or physically disconcerting a free throw shooter.
- D. A faked attempt at a free throw.

SEC. 4

Bonus Free Throws

On the seventh team foul in the half, the opposing team is awarded the "bonus" or "one and one" situation on foul shots. On the tenth team foul in each half, the opposing team is awarded the "double bonus" situation on foul shots. This bonus situation will carry over into any over-time periods.

SEC. 5

Technical and Flagrant Fouls

Technical fouls shall be assessed for unsportsmanlike conduct, too many players on the court, extra time-outs (however, the time-out will be granted), etc. All technicals are two points and the ball out of bounds. No free throws will be attempted.

A player/coach/team representative receiving two technical fouls will be ejected from the gym. Technical fouls count as personal and team fouls.

Intentional or flagrant fouls are two points, as well as the ball out of bounds. Flagrant fouls will result in disqualification.

A player will be removed from the game upon receiving his/her fifth personal foul. Anyone ejected from the game will be required to leave the gym before the game is continued. Failure to do so will result in a loss by forfeiture to that player's team. This does not include players who have fouled out of the game.

RULE IV

UNSPORTSMANLIKE CONDUCT

SEC. 1

Sportsmanship Ratings

In order for a team to advance into the playoffs, it must receive an average or better sportsmanship rating during the regular season. Sportsmanship ratings will be based on the following criteria and are given after each Intramural contest:

- 5 points: Team displays excellent sportsmanship while treating opponent with respect. Players demonstrate excellent sportsmanship at all times. Team respects Intramural Sports Officials and Supervisors and accepts their decisions without gesture or argument. Maintains an attitude of complete cooperation with staff. Players always display self-control.
- 4 points: Team displays good sportsmanship. Team plays hard but within the rules. Team respects Intramural Sports Staff and generally accepts their decisions without gesture or argument. Mostly cooperative with game Officials and opponent. Team Captain able to control his/her players.
- 3 points: Team competes without incident; wins without boasting, loses without excuses, and does not display any poor conduct. Neither cooperative nor disruptive towards staff. Team Captain unable to control all players on his/her team.
- 2 points: Team has a player or coach who is ejected for abusive language or remarks. There is persistent questioning of game Officials' judgment in the game and/or repeated arguing. Spectators, clearly related to the team, fail to cooperate with the Intramural Sports Staff.
- 1 point: Team has a representative (player or coach) who is ejected for fighting. Players are so antagonistic that the game cannot be played with proper order and control. Representatives of the team display uncooperative nature to Intramural Sports Staff. Players disregard warnings of unnecessary roughness by game Officials.

SEC. 2

Player Ejection

Actions that are potentially dangerous to the participants of the game and/or conduct that is detrimental to the purpose of the program will not be tolerated.

No player(s) may physically intimidate or verbally abuse game Officials. Violations of this nature will be considered unsportsmanlike conduct and at the discretion of the Official may result in an ejection and removal from the contest. Any player ejected from a contest may not participate in his/her team's next two games.

SEC. 3

Aggressive Acts

Acts of aggression or physical violence will not be tolerated. This includes throwing a punch, kicking an individual, or any other aggressive acts. Any player guilty of such an action immediately before, during, or after an Intramural contest shall be expelled from further participation in Intramural Sports for one calendar year (365 days).

SEC. 4

Leaving the Bench Area to Participate in an Altercation

A player, coach or bench personnel shall be ejected if he/she leaves the bench or coaching area to participate in an altercation. The penalty is an automatic two-game suspension.

In all cases, the Intramural Sports Handbook's policies on "Fighting," "Fighting with Intramural Sports / Campus Recreation Staff," and "Team Disturbances" shall take precedence.

RULE V

BLOOD RULE

Whenever a participant suffers a laceration or wound where bleeding occurs, the player must leave the game and take necessary action(s) to stop the bleeding and prevent it from

occurring again before re-entering the game. If a participant's uniform becomes stained with blood, it must be removed before re-entering. The participant may use another number without penalty.

A team may call a thirty-second time-out if it wishes to keep the player in the game, otherwise the player must be removed and he/she may not re-enter until the next dead-ball after the situation has been corrected. The Intramural Staff on duty shall have final approval on any situation relating to blood.

Addendum **INSURANCE**

Participation in the Intramural Sports Program is completely voluntary. All participants run the risk of possible injury due to the inherent risks involved in the sport of basketball. Individuals are strongly encouraged to have a physical examination and purchase health and accident insurance prior to participation.

THE AZTEC RECREATION CENTER HAS NO INSURANCE FOR ITS PARTICIPANTS. INDIVIDUALS PARTICIPATE AT THEIR OWN RISK.

In the case of an injury during a scheduled contest, participants should immediately notify a staff member, game official, or site supervisor.