



Intramural Sports

Basketball League Rules Summary:

National Intramural Recreational Sports Association (NIRSA) Rules will be used with the following modifications/restrictions.

I. Timing Regulations

- a. The game shall consist of two twenty-minute halves.
- b. The clock will run continuously until the last two minutes of each half when it will stop on all whistles.
- c. When a team is ahead by 20 or more points at the 2-minute mark in the second half, the clock will **not** stop.
- d. Half-time will be five minutes in length.
- e. Each team is permitted three time-outs per game, each one minute in length.

II. Overtime

- a. If the score is tied at the end of the second half, play shall continue without a change of baskets for one or more extra periods with a one-minute intermission before each extra period. As many such periods as needed shall be played to break the tie.
- b. The length of each extra period will be two minutes. The clock will run continuously until the last minute of each extra period when it will stop for all whistles.
- c. Each team is allowed one time-out, one minute in length for each overtime period.
- d. Time-outs not used during regulation play **cannot** be used during the overtime period(s).
- e. Personal & team fouls do carry over to the overtime period(s).

III. Forfeits

- a. **Four** players are needed to start each game. NIRSA rules apply regarding the number of players needed to finish the game.
- b. *Player eligibility:* If a player is deemed ineligible at any time during the league, his/her team will forfeit all games in which that the ineligible player participated. In addition, the ineligible player is suspended for the remainder of the league.
- c. *Team eligibility:* All teams must check in at their court five minutes prior to their scheduled game time (with at least 4 players). **GAME TIME IS FORFEIT TIME.**

IV. Eligibility

- a. Players must present a valid CTC w/ picture ID (e.g.: School ID) before first game.
- b. Faculty/Staff members of a CTC are allowed to compete in the league.
- c. Teams will be allowed two people not listed on the roster to be on the bench as coaches/statisticians.

V. Tiebreaker Procedure

- a. The championship playoffs are determined by the following criteria:
 1. The top four teams qualify for the championship playoffs.
 2. If a tie exists, it will be decided as follows:
 - a. Total points scored.
 - b. Head-to-head record.
 3. If two teams are tied after calculating points, the head-to-head record of those two teams will break the tie.
 4. If teams are still tied after calculating points, and did not play each other during league play, a coin flip will be used as determined by Intramural Director.

VI. Ejections

- a. If any player is ejected from a game due to unsportsmanlike conduct, the captain of that team must meet with the Intramural Director to determine the player's eligibility for the remainder of the league.
- b. Two technical fouls due to unsportsmanlike conduct on the same player in the same game will result in ejection.
- c. Any team receiving three unsportsmanlike technical fouls in one game will forfeit that game.
- d. Three technical fouls due to unsportsmanlike conduct on the same team in the same game will result in a meeting with the Intramural Director regarding further eligibility in the league.
- e. Any player accumulating three unsporting technical fouls during the league will be **barred** from further participation.

VII. Protests

- a. If a team wishes to protest because they believe a correctable error has occurred will do the following:
1. Upon gaining possession, the team will call a time out, alert the game officials that they wish to protest and will state specifically what “correctable error” they think has been made.
 2. The game officials will alert the team that (a) the error is not correctable or (b) the error is correctable or (c) they aren’t sure.
- b. In (a) – the ball will immediately be put back in play and the team will not be charged with a time out. Teams are allowed this courtesy **ONE TIME** during the course of a game. A team making any subsequent requests that are not “correctable” **WILL** be charged with a timeout.
- c. In (b) or (c) – the game officials will charge a timeout to the team and they will find a member of the Rules Committee (Intramural Director) who will make the final ruling.
- d. If the error is indeed correctable, the error will be fixed and the team will not be charged with a timeout. If the error is not correctable, the team **will** be charged with and may use a timeout.
- e. Teams may **not** protest the fact that a player was ejected for unsportsmanlike conduct.
- f. Teams may **not** protest a judgment call of an official.

VIII. Illegal Equipment

- a. Because of safety reasons, no players are allowed to wear necklaces (including hemp necklaces), rings, jewelry, barrettes, etc. while participating. There are no exceptions to this rule!!! Players are not allowed to cover jewelry with tape or **BAND-AID**.
- b. Pants or shorts with any pockets, belts, or belt loops are **illegal**. Shorts with pockets may be turned inside out and worn legally; as long as there is no pocket-opening on the reverse side (i.e. dangling pockets are acceptable).
- c. No type of hat, cap, etc. may be worn other than a sweatband. Bandannas and “do rags” will **not** be allowed as sweatbands. Sweatbands must be one continuous piece of material. Pieces of cloth tied in a knot are not allowed as a sweatband.
- d. Also, players may **not** wear hair clips that are made of any metal or plastic substances. Only scrunches’ and rubber bands are allowed to hold hair back.

IX. Injuries & Blood Policy

- a. If the clock or game is stopped because of blood, the player must come out of the game until the next dead ball.
- b. Clothing soiled with blood must be removed; it may not be taped over.