

2012 Intramural Sports Basketball Rules

Location

- All Games will be played in the Physical Education/Natatorium (PE) building room PE 150 – Main Gymnasium.
- Parking is available in the Sport Complex Garage (XD). Please allow plenty of time before your game as parking may be difficult.

Schedule

- For the regular season your team will play five games on the day you choose. The time you play will vary each week. It is important as the captain and a member of an intramural sports team to check the schedule on the Campus Recreation website each week and to inform your team of the exact time you play.

Players

- A legal team consists of a maximum of 5 players and a minimum of 4 players.

Co-Ed Modifications

- Co-ed teams may play with any combination of the following:
 - 2 males & 3 females
 - 3 males & 2 females
 - 2 males & 2 females

The Game

- Two 20-min halves with running clock
- Clock will run for the entire first half, clock stops the last two (2) minutes of the second half if the score is within 10 points.
- Half time consists of two (3) minutes.
- Time Outs - Each team will receive one (1) per half of play. Timeouts cannot be saved and taken in the second half.
- The game will begin with a jump ball in the first half. Alternating possession carries throughout the remainder of regulation time.
- There will be 3-point line throughout the basketball season.
- Dunking is permitted anytime (warm-ups, during game) Hanging on the rim is NOT permitted and results in an individual technical foul. Hanging on the rim during warm-ups will result in a technical foul being assessed to start the game, with the alternating possession rule determining possession following the technical.

Mercy Rule

- If one team has a twenty (25) point lead over their opponents at the two (2) minute mark of the second half, the game will be over. If at any time during the last two (2) minutes of the game, a team reaches a 25+ point margin, the game will be over.
- If one team has a thirty-five (35) point lead over their opponents at ten (10) minute mark of the second half, the game will be over. If at any time during the last ten minutes of the game, a team reaches a 35+ point margin, the game will be over.

Team Roster & Roster Additions

- All players participating in a game must be listed on the team roster and have paid the recreational membership fee. **Recreation Membership fee payments are ONLY taken during business hours of the Natatorium Pro Shop (no weekend hours)** *The manager / captain is responsible for ensuring the roster is complete and accurate (i.e.: all team members who participate in that game are listed on the roster).*
- A maximum of 10 players are allowed on a team roster.
- Team members may be added to the team roster before a game within the first two weeks of play only. Team Rosters are set after the **second week** of play. These “new” members must **present their Jag Tag** and have **pre-paid** their rec fee **BEFORE** the game begins (signed receipt from Nat. for proof)
- A player must participate in at least one regular season game to be eligible to participate in the playoffs.
- **Players may participate on one co-ed team and one gender specific team (either recreational or intramural).**
- At the end of the game, it is the **captain's responsibility to return IDs** to their team players.

Eligibility

Who is eligible to play?

- Any currently enrolled IUPUI student who paid their recreation fee and present a valid Jag Tag.
- IUPUI faculty and staff who paid their recreation fee and present a valid Jag Tag.
- Team captain / manager are encouraged to clear any questionable player eligibility with the Campus Recreation staff.
- Proposition 48: Players who are ineligible for varsity sports and all practices for a period of one calendar year, are eligible to participate in Intramurals during that period of ineligibility. Their eligibility will end when they begin practices with a varsity team in the same or related sport.

Who is ineligible to play?

- Membership on a varsity team in the season of that sport makes a player ineligible for that same or like sport during the Intramural season.

- Redshirt: Players who are designated by the coaching staff as not participating in varsity games, but still have status as a squad member.
- Any player who is dropped from the team due to grades or who quits during the season for any reason will be ineligible to participate in Intramurals in the same or like sport for the rest of the calendar year.

Equipment

- All teams are required to provide and wear matching jerseys of the color they registered for with large **permanent (no tape)** numbers (0-99) on the front or back for every player.
- All team members must wear athletic apparel including athletic shoes appropriate for basketball.
- The colors of other teams in your league will also be listed. If you are the same color as an opponent, it is the sole responsibility of the teams to resolve the conflict before showing up to the game. There will be no "Shirts vs Skins." Technical foul will be issued for failure to have the proper jersey color.
- **We do not allow excessively cut shirts, exposed midriffs or chest and sports bras without shirts over them. Our policy requires that full length shirts must be worn in our programs at all times. No bare midriffs or exposed torsos. Shirt arm holes must be less than 1.5 inches from the armpit and sports bras worn alone are not allowed. Tank tops are allowed, as long as they meet the length requirement.**
- Team Captains are responsible for assigning numbers to their team members in accordance with these rules. These numbers must be set and recorded on the permanent roster.
- No jewelry is allowed while playing, if we see it, it comes off! The only exceptions are: medical alert, wedding band, and religious symbol.

Playoffs

- In order to be eligible for playoffs a team representative must attend the Captain's Meeting on Thursday, January 19 at 5:30pm in the Campus Center room 409.
- In order to be eligible for playoffs your team must maintain at least a 3.0 team sportsmanship rating throughout the season.
- No team that forfeits any regular season game will be allowed to participate in the playoffs.

Note: A player must be listed on the team roster and participate in at least one regular season game to be eligible to participate in the playoffs.

Sportsmanship

- Sportsmanship is defined as conduct (as fairness, respect for one's opponent, and graciousness in winning or losing) becoming to one participating in a sport.
- Sportsmanship Rating System: intended to be an objective scale by which teams' attitude and behavior can be assessed throughout the intramural sports league and playoff seasons.

- Rating Method: Each team in each contest shall be rated by the officials. The officials will receive training on rating team's sportsmanship.
- Rating Scale: You will be rated on a scale of 0-4, 4 being the best score possible. We will go over the scale in a minute.
- Playoff Eligibility: In order to make the playoffs a team must maintain a 3.0 during the regular season.
- Sportsmanship in Playoffs: Sportsmanship is paramount during playoffs. Teams must maintain a 3.0 to continue playing in playoffs. Poor sportsmanship could result in being removed from the playoffs and may carry over to the next intramural sports season.
- Sportsmanship will be assessed before, during, and after each intramural game.

4 – Excellent Conduct

Participants and spectators show respect to the officials, game, and spectators. Participants cooperate fully with Campus Recreation staff at all times. The captain has full control of his/her team and himself/herself at all times. Participants address questions or concerns to the officials in a calm and respectful manner. Teams that win by "forfeit" or "default" will receive a "4."

3 – Acceptable Conduct

Participants and spectators question or comment on officials' judgment calls, rule interpretations, or decisions in a manner that is not respectful. A team receiving a technical foul in basketball, unsportsmanlike penalty in flag football, or a yellow card in soccer or volleyball will receive no higher than a "3" in sportsmanship. This may include minor incidents of unsportsmanlike conduct that may or may not warrant an unsportsmanlike penalty or warning. A team that defaults will automatically receive a "3."

2 – Sportsmanship Needs Improvement

Participants or spectators are disrespectful to opposing team, officials, or Campus Recreation staff on multiple occasions which may or may not warrant an unsportsmanlike penalty. Participants engage in constant questioning/dissent of officials' calls/abilities. Team captain has little control over his/her teammates/spectators. Teams receiving multiple technical fouls, unsportsmanlike penalties, or yellow cards that are not on the same player will receive no higher than a "2."

1 – Unacceptable Sportsmanship

Team constantly comments to the officials, Campus Recreation staff, or opposing team from the field or sidelines. Team captain has little or no control over his/her teammates/spectators and himself/herself. Teams that have a participant ejected from the contest will receive no higher than a "1."

0 – Sportsmanship Reflecting that Participation for Rest of Season is in Doubt

Team is completely uncooperative and out of control before, during, or after the game. Team captain has no control over his/her players/spectators. This may include engaging in harmful behavior such as fighting, threatening another person, or any other physical abuse or intimidation. Teams receiving multiple ejections that result in the game being forfeited will receive no higher than a "0." Any team receiving a "0" in sportsmanship must meet with the Coordinator of Intramural Sports before their next game to determine if their team is able to continue playing. It is the team captain's responsibility to schedule this meeting.

Indiana University – Purdue University Indianapolis Intramural Sports basketball will be governed by the rules set forth by the National Federation of State High School Associations with the following modifications.

Rule 1 – Court and Equipment

1.2 – Sidelines, Endlines

On the side courts, the blue line next to the curtain, the two black end lines, the black line along the bleachers and the up-rights of the backboards are out of bounds.

When the ball is being in-bounded from the sideline with the bleachers, the opposing team shall give the player 3 feet.

1.4 – Three-Point Line

The three-point line does not extend into the main court. It is up to the official's discretion to rule whether the player was in front of or behind the imaginary 3-point line extended.

1.12 – Ball

All Co-ed games shall be played with a 29.5 inch men's ball.

1.13 – Team Bench

The team bench shall be located on the center court side with each team occupying a half of the court.

Rule 2 – Officials and Their Duties

2.2 – Officials' Jurisdiction

The official shall make decisions for infractions of the rules committed within or outside the boundary lines. The official's jurisdiction shall begin when a player enters the Main Gym until they exit the Natatorium.

2.3 – Intramural Sports Staff Authority

The Intramural Sports staff shall make decisions on any points not specifically covered in the rules.

Rule 3 – Players, Substitutes and Equipment

3.3 – Substitution

All subs must report to the designated sub area BEFORE entering onto the floor. A player may only enter during a dead ball situation when a game official beckons him/her onto the court.

A player who is directed to leave the game for an injury, uniform, or any other issue must be subbed out immediately and may not re-enter until the next dead ball.

3.4 – Uniforms

All teams are required to provide and wear matching jerseys of the color they registered for with large **permanent (no tape)** numbers (0-99) on the front or back for every player.

The colors of other teams in your league will also be listed. If you are the same color as an opponent, it is the sole responsibility of the teams to resolve the conflict before showing up to the game. There will be no "Shirts vs Skins." Technical foul will be issued for failure to have the proper jersey color.

We do not allow excessively cut shirts, exposed midriffs or chest and sports bras without shirts over them. Our policy requires that full length shirts must be worn in our programs at all times. No bare midriffs or exposed torsos. Shirt arm holes must be less than 1.5 inches from the armpit and sports bras worn alone are not allowed. Tank tops are allowed, as long as they meet the length requirement.

Rule 5 – Scoring and Timing Regulations

5.4 – Forfeiture, Protest, Interrupted Game

The game shall be forfeited if:

- A team does not meet the minimum requirement of four (4) players
- A team receives three (3) technical fouls before, during, and/or after the game.
- If any player, team member, bench personal, or coach fails to comply with any instructions of the Intramural Sports staff.

5.5 – Length of Half

Playing time shall consist of 2 – 20 minute halves. The clock shall run continuously during the first half. The clock shall stop during the last two (2) minutes of the second half if the score is within 10 points. Halftime shall be no more than two (3) minutes.

5.7 – Extra Period

If the two teams are tied at the end of regulation we will play an extra four (4) minute period. The clock will run until the last two (2) minutes.

5.11 – Charged Time-Outs

Each team shall receive one (1) time-out per half. Time-outs do not carry over to the second half. Each team will receive one time-out for the extra period. Time-outs from the second (2nd) half will not carry over.

Rule 10 – Fouls and Penalties

10.6 – Contact

A team is in bonus when the other team has committed Ten (10) fouls. All bonus shots are “two shot fouls” (*no such thing as a 1 & 1 foul shot in this league*).