2013 INTRAMURAL BASKETBALL RULES

ELIGIBILITY

- In order to be eligible to participate in intramural activities, players must be current OSU students enrolled in one or more credit hours or members who have purchased a current Colvin Center Activity Card.
- All students must present a valid OSU ID prior to participating in an intramural contest. Likewise, faculty/staff members must present a current Colvin Recreation Center Activity card. **Driver's License, class schedules, etc. WILL NOT BE ACCEPTED. NO EXCEPTIONS.**
- Teams may add players to rosters at the game site until the first scheduled playoff game. A team roster may not exceed fifteen (15) players.
  - For each Intramural Sport(s) there is a maximum and minimum number of players allowed. These numbers vary per intramural sport/activity and they are known as roster limitations. At no time will the Intramural Sports Office accept an entry form that does not fit within the roster limitations.
  - Roster additions and deletions may be made throughout the sport season in the Intramural Office, or they may be completed at the game site.
    - During scheduled contest(s), new players’ full names may be added at the game site up to the roster limitations.
    - If there is no space remaining on the team roster, names must be deleted and the new name of the team member(s) inserted into that roster spot.
    - The full names, and CWID MUST be clearly written on the appropriate score sheet for the new team member to be added to the permanent roster. Players are not eligible until this occurs.
    - If this procedure is completed properly the Intramural Sports Office will add and delete the player(s) to the permanent team roster. **Note:** Roster deletions are permanent. The deleted player will not be eligible to compete unless she/he is added back to the roster.
    - For all intramural activities the final opportunity to add/delete a player(s) is during the first scheduled contest in playoffs.
      - No roster additions/deletions will be taken over the phone.
      - Substitutions in individual/dual sports must be made before a player’s first scheduled game/match. The original player cannot re-enter the tournament after the substitution is completed.
- Team Captains and players are responsible for checking the eligibility status. A complete list of intramural eligibility requirements is available in the Intramural Sports Policies and Procedures, which can be obtained in the Intramural Office in room 104 Colvin Recreation Center, or via the IM website @ http://wellness.okstate.edu/intramural/policies.
- All players must present a valid OSU ID prior to the start of the game or when they arrive, in order to be eligible for intramural sports. If participants are found not checking in while playing, they will be immediately ejected and must meet with the IM sports staff before being declared eligible.

- Any person using someone else’s ID card, and the person whose ID it is will be suspended from ALL intramural sports for a period of one semester. Further penalties could be assessed which may include expulsion from the Colvin Recreation Center.

- Any player who is ejected from any IM sport will be suspended immediately for two (2) weeks and must meet with the IM Sports Staff before they are declares eligible. This includes all IM Sports during suspension. Suspensions will not begin until participants have met with IM staff.

- If a player is caught not having checked in they will be ejected from the game and given a red card, but the game shall continue provided no other penalties accrue.

- An ID will also be required to access the playing court in the Colvin Center and to checkout warm-up balls from the Colvin Equipment Room.

EQUIPMENT

- Teams are allowed to provide their own jerseys, but these jerseys must be similar in color and it is RECOMMENDED that they have legal numbers. (Ex. A number larger than 5 and no combined numbers can exceed 55). Numbers must be on the front and back of the jersey. The Intramural Office will provide a total of ten (10) reversible jerseys per team. An ID will be collected from the TEAM CAPTAIN (if a captain is not at that game, a team representative) to check out a jerseys and will be returned when the jerseys are returned. These jerseys can be checked out at the Intramural Equipment Room which is located by the 4-Gym-South. Any jersey not returned will be billed to the captain’s bursar account the next day. ** Each jersey costs approximately $20.00. If a participant wears an intramural jersey, a T-shirt must be worn under the reversible jersey. **

- Participants must remove all jewelry prior to competing.

- The Intramural Office will provide a game ball for each scheduled contest. Warm-up balls may be checked out with a valid ID from the Colvin Center Equipment Room. It is recommended that you return your checked out ball to the equipment room prior to 11:45pm, or you will be billed a late fee by the Equipment Room. Any game ball can be used, provided both captains agree.

- No hats or bandannas will be allowed. One-piece elastic headbands are the only forms of headwear that will be allowed. Any thing that forms a knot will not be allowed.

- Athletic shoes and athletic attire are required for participation. Unacceptable attire includes jeans, jean shorts, khaki pants/shorts, button down shirts, hiking boots, and street shoes.

- Any athletic brace with exposed metal must be covered and/or taped. The Intramural Office will not be responsible for providing athletic tape.

- TWO (2) officials will be on the court officiating each game. An additional official will keep the time, score, and fouls of each team on the provided score sheet. In some cases three officials will be scheduled to officiate each court.
• If an official is not available to keep the time, score, and fouls then each team must provide a scorekeeper (*fan will suffice*). One team representative will keep score and time; the other team representative will keep score and fouls on the score sheet.

**FORFEITS**

• **GAME TIME IS FORFEIT TIME, THERE WILL BE NO GRACE PERIOD**

• If a team is scheduled to play at 7pm, they must be SIGNED IN, JERSEYS ON and READY TO BEGIN playing at 7pm or a forfeit will be declared. It is recommended that teams arrive at least *FIFTEEN* (15) minutes prior to the start time to ensure they are ready to play on time.

• In team sports, a Forfeit Fee of $25.00 will be charged for any forfeited contest.
  - Team Forfeit Fees may be paid in the Intramural Office within 24 hours of the forfeit. Otherwise, they will be charged to the Captain’s Bursar Account.
  - All forfeits, regardless of cause, will result in the Forfeit Fee being assessed (i.e. sportsmanship or illegal player).

• In order to claim a forfeit, the opposing team must have the minimum players present and ready to play at game time. (Four (4) players is a minimum.)

• Conceding: A team captain may concede a game/contest (No Forfeit Fee will be charged) by notifying the Intramural Office prior to 12-noon the day of the contest that they will not play. (5pm Friday for weekend games).

• If a team forfeits or concedes two (2) contests during a sport season they will be dropped from further competition in that sport.
  - All teams scheduled to play that team will automatically receive a victory and a four (4) sportsmanship rating unless another team is inserted in its place.
  - Members of a team, which has forfeited out are not eligible to participate for another team. Exception: a team, which did not show up for any contests prior to forfeiting out, only by the permission of the coordinator of that sport.

• All teams which forfeit out of a sport, will not receive All-University Points.

**PROTESTS**

• The team captain must file all protests with the IM sports Supervisor/official at the time a question occurs.

• Only protests that concern rule interpretations, policy and procedure, or player eligibility will be considered.

• If a captain wrongfully protests, the team protesting will be charged a time-out. If that team is out of time-outs, the team protesting will be given an unsportsmanlike technical foul for a delay of game.

• Rule interpretation protests:
  - PROTESTS THAT CHALLENGE THE ACCURACY OF A JUDGEMENT CALL BY AN OFFICIAL/SUPERVISOR WILL NOT BE ACCEPTED.
    - Rule protests must be filed at the time a question occurs and will be settled at that time by the Supervisor (before the next live ball play).
    - NO contests or portions thereof will be replayed due to improper rules enforcement. If you have a question captains, please ASK it.
• All protests that challenge rule interpretation will be recorded by the IM Supervisor.
• For further questions about protests, please see the Intramural Sports Calendar.

• Player eligibility protests
  • Eligibility protests will be decided at the time the question is raised whenever possible.
  • Players found to be ineligible after the contest will result in that contest being forfeited and/or that player being suspended.

PLAYERS
• A team will consist of five (5) players. A team may start (and play) with as few as four (4) players.
• If a team drops below the minimum of four (4) players due to injuries or fouls they will be allowed to continue.
• Players arriving late must show their ID & give their jersey # to the scorekeeper before entering the game. **The late player must not interrupt the scorekeeper!** Please, be courteous and wait for a break in the action so they can get the late player into the game.
• Varsity athletes can play in “A” leagues only as long as the sport does not correspond with the sport they play for at OSU.

PLAY
• All games will be governed by 2012-2013 NFHS Basketball Rules, except where special Intramural Rules apply. All players, captains, and coaches are responsible for knowing the rules.
• Length of Game
  • A game will consist of two 20-minute halves (running clock).
  • During regulation play, the clock will only stop for time-outs and injuries.
  • The clock will stop on every official’s whistle in the last two (2) minutes of the second half.
  • A three (3) minute halftime will separate the first and second halves (if possible).
  • **Playoffs** A tie score after regulation time will result in a three (3) minute overtime period. The clock stops during the last minute for all whistles. If the score is tied at the end of the first overtime period, each overtime period thereafter is one (1) minute in length. All whistles will stop the clock.

Time-outs
• Teams are allowed three (3) time-outs per game of 30 seconds in length. One (1) time-out is allowed during each overtime period. Time-outs will carry from the first half into the second half, or from the second half to overtime.
Mercy Rule
- The IM mercy rule states that during the second half, at the two (2) minute mark and beyond, if a team leads by 20 points at any point, the game is called.
- At any point inside of the two (2) minute mark of the second half, if a team leads by 15 points or more, **The Clock Will Continue To Run**. If the losing team cuts the lead back down below 15 points, the clock will begin to stop as regular two (2) minute rules will once again apply.
- At the end of the first half, if a team is ahead by forty (40) or more points the game will be called. Additionally, if a team gains a forty (40) or more point advantage in the second half the game will be called.

FOULS
- Players are allowed five (5) personal fouls before fouling out.
- All fouls do carry over into overtime; this includes team, technical, and personal.
- All common and personal fouls will be counted against a team total. On the seventh (7) team foul of each half; a bonus (one and one foul shots) will be awarded for the remainder of that half. On the tenth (10) team foul of the half a double bonus, two (2) fouls shots, will be awarded for the remainder of the half.
- The bonus is not in effect for the opponents on a team control foul (offensive player has possession of the ball when foul is committed by anyone on the offensive team). All player or team control fouls will result in **NO** basket and loss of possession. No free-throws will be awarded if the bonus is in affect.
- Shooting fouls will result in two (2) or three (3) foul shots. If the field goal was made on a shooting foul, the player is awarded one (1) foul shot.
- Hand Checking
  - Hand Checking is not permitted.
  - One point of Contact only, with no guiding
  - Contact with the forearm and wrist is not permitted.
  - Hand Checking will be considered a personal foul.
- Intentional Foul
  - An intentional foul is one which “does not appear to be a legitimate attempt to play the ball”. This has been expanded to include a player causing “excessive contact” (hard foul) while playing the ball.
  - This is a JUDGEMENT CALL by the official and cannot be protested.
  - **Penalty: 2 shots and possession at the spot nearest the foul. (Point of interruption)**
- Technical Foul
  - A non-contact foul, which involves unsportsmanlike behavior of any sort; but specifically includes profanity, obscene gestures, and abusive or obscene language, will be considered a technical foul.
  - All Technical fouls given directly to a player will also result in a sportsmanship rating change, as related to the IM sportsmanship policy.
  - Two technical fouls on one player will result in that player’s automatic ejection. These fouls include unsportsmanlike conduct plus dunking/grasping the rim.
THREE UNSPORTSMANLIKE TECHNICAL FOULS ON THE SAME TEAM WILL RESULT IN THE GAME BEING FORFEITED BY THAT TEAM.

Penalty: **2 shots, and possession at mid court.**

- **Flagrant Foul**
  - A personal foul that involves any of the following:
    - Violent contact with an opponent (including striking with the elbow, kicking, kneeling, or moving under a player who is in the air) in a manner that might cause severe injury to the opponent.
    - Extreme verbal, sometimes persistent, vulgar, abusive conduct.
  - This is a JUDGEMENT CALL by the official and cannot be protested.
  - Penalty: **2 shots, possession at mid court and automatic ejection of offending player.**

**DUNKING**

- Dunking or grasping the rim, at any time, is not allowed in the Colvin Center. The offended player will be ejected from the game and suspended from the Colvin Recreation Center for a minimum of one week. Violators will be referred to the Campus Recreation staff for further disciplinary action. Dunking is allowed in the Colvin Center Annex.
- Dunking during warm-ups or prior to the game will result in a technical foul to start the game (in either facility) and in the Colvin Center the offending player will be ejected from the game and the Colvin Recreation Center for a minimum of one week.
- During play in the Colvin Center, the penalty is a **technical foul**, an immediate ejection, and a **disallowed basket**.
- Dunking after the game will be considered unsportsmanlike conduct and will result in disciplinary action and/or disqualification from Intramural competition. The offending player will also be suspended from the Colvin Recreation Center for a minimum of one week.
- If a player is ejected twice during the season for dunking or grasping the rim, he/she will be suspended for at least the remainder of the regular season and playoffs.
- Slapping the Backboard **(in an unsportsmanlike manner)** will result in a technical foul. (note slapping the backboard in an attempt to block a shot is not a technical foul)

**SUBSTITUTIONS**

- Substitutions shall be made only during dead ball situations: time-outs, violations, and fouls.
- Substitutes must check in with the scorekeeper prior to entering the game.
- **Substitutes may enter the game only when motioned onto the court by the game officials during a dead ball period.**
- Players may re-enter as many times as desired unless they have fouled-out or have been removed by the officials, an Intramural Supervisor, or member of the Campus Recreation staff.
• No substitutes will be allowed for a shooter in free-throw situations, unless the player is injured or unable to continue; in this scenario the substitute will be the player designated to shoot the free throw.

**JUMP BALLS**
• A jump ball will be administered to start the game.
• Alternating possessions will be awarded in all other held ball situations and to start the second half.
• If an overtime period is needed, a jump ball at center court will occur with the teams facing the same direction as they were at the end of the second half.

**OUT OF BOUNDS**
• All out-of-bounds balls must be presented to the official to be put back into play.
• To facilitate play, please toss the ball to the nearest official when a whistle is blown.

**PLAYER/CAPTAIN/COACH CONDUCT**
• If a player is ejected, or receives two (2) technical fouls in the same contest all of the following sanctions will apply:
  o He/she must leave the building immediately.
  o He/she will be ineligible to participate in any intramural sport until they meet with the Graduate Assistant (Arianne Judy) in charge of the sport, and will be suspended a minimum of one week from the date of the meeting.
  o Each team is allowed one coach on the team bench area during play. If the coach does not remain in the bench area it will result in a bench technical foul being assessed. The team must designate a playing Captain who is responsible for communicating with the officials.
  o Only the Captain is allowed to address the officials during play. The coaches must not address the officials at anytime.

**SPECTATORS**
• Spectators will be allowed in the Colvin Recreation Center 4 Gym and the Annex during games (with proper student ID). Due to limited space, if a supervisor feels that the gym is getting too crowded, they will ask spectators to leave the sports area and watch from the outside of the playing areas.
• If a person is a spectator they must sit/stand against the wall (or specified bench area). **All coaches must also be named on the roster and need to sign in at the game site.**
  o In the event that a coach does not meet the requirements of eligibility in the Policies and Procedures manual, special arrangements must be made in the IM office (DURING OFFICE HOURS) with the Graduate Assistant.
• Spectator areas start at the end of the bench and extend all the way to the wall. At no time should players (warming up for the next game) or fans be in areas not designated by the supervisors on duty.
• The supervisor has ultimate authority on who stays and who leaves the gym area. Remember that having spectators in the gym is a privilege, so do not take advantage of the system or the privilege will be taken away.
• All spectators must have a valid membership to enter the Colvin Recreation Center. If you do not have a valid membership spectators can purchase a day pass. If games are being played in the 4 Gym north all spectators can watch for free in the balcony area.

PLAYOFFS
• At the completion of the regular season a single elimination tournament will be played for all teams that meet the qualifications. To qualify, teams must not forfeit or concede twice during the regular season, and must have at least an average of 3.0 sportsmanship rating. Teams must also win a minimum of one (1) game during the regular season. The win may come via forfeit.

CO-REC MODIFICATIONS
• Players
  o A team must maintain a male/female ratio of 3:2, or a female/male ratio of 3:2. (Ex: 3 guys: 2 girls, 2 guys:3 girls). At no time may there be more than a one player per gender advantage on the court.
  o If four players are playing, the ratio must be 2:2. (2 guys, 2 girls).
  o If a player fouls out or is injured, the correct gender ratio must be maintained by adding or eliminating players.
• Play
  o A regulation men’s basketball will be used in all Co-Rec. games.
  o There are no lane restrictions for men in Co-Rec basketball. All players can enter the lane at any time.
  o Women’s baskets are worth 3 and 4 instead of 2 and 3. (the only exception is Free-throws where a single point is given).
    • If a woman is rewarded a shooting foul inside the three-point-arc the Woman participant will shoot 3 free-throws.
    • If a woman is rewarded a shooting foul while attempting a three-point field goal, the women participant will shoot 4 foul shots.
    • If a woman is awarded a foul shot after making a basket, the woman participant will be rewarded only one foul shot.
    • If a female is fouled and the team fouls put that team in the bonus, points will only be worth 1 and only a 1 and 1 or a double bonus shot will be attempted.

MISCELLANEOUS
• All players must present a valid OSU ID prior to the start of the game. An ID will also be required to access the playing court in the Colvin Recreation Center and Colvin Center Annex and to checkout warm-up balls from the equipment rooms.
• Players will not be allowed on the gym floor until the preceding game on their court is finished.
• No food or beverages are allowed on the gym floor.
• The Intramural Office does not provide insurance and assumes no responsibility for injuries occurring during intramural activities.
• No tobacco products are allowed in the Colvin Recreation Center or Colvin Center Annex. The penalty will be a technical foul for unsportsmanlike conduct to each offender on the court.

• Only the captain is allowed to address the officials during play. The coaches must not address the officials at anytime. During a contest, captains, please identify yourselves throughout the game. Remember, you are the only player that may speak to the officials during play - this includes any coaches that may be on the sidelines. The ability to address officials does not give a Captain the right to verbally abuse ANYONE.

*ALL RULES STATED ABOVE FOLLOW NATIONAL FEDERATION OF STATE H.S. ASSOCIATION RULES, EXCEPT FOR THOSE SPECIAL INTRAMURAL RULES THAT ARE USED.

INTRAMURAL SPORTS OFFICE - (744-7407)