

# SAMFORD

## CAMPUS RECREATION

### Intramural Basketball Rules

The following is a summary of rules and regulations for basketball. It is not the complete set of rules but includes those rules most frequently in question. All rules adopted by the National Federation of State High School Associations will be in effect except for the modifications listed on these rules.

#### Home Facility

The home facility for basketball is Bashinsky Fieldhouse. All reschedules, defaults, forfeits and additions/deletions must be made at the Campus REC office.

#### Questions

Please feel free to contact Campus REC office with any questions or concerns that you may have. The Campus REC Office is 302 Seibert Gym at 726-2194

#### GAME GUIDELINES

1. The game will consist of two 20-minute halves, with three minutes between halves. The clock will run continuously throughout the game until the last 2 minutes of the 2<sup>nd</sup> HALF. During the last 2 minutes of the 2<sup>nd</sup> half, the clock will stop during all dead balls. It will not stop after a made basket.  
**MERCY RULE: If one team has a twenty (20) point lead over their opponents at or under the two-minute mark the game will be over. If at anytime during the second half the point margin reaches 40, the game will be completed.**
2. Basketball teams consist of 5 players on the court at one time. A team may play with a minimum of 4 players. If a team is reduced to less than 4 players at any time during the contest, a default will result.
3. **Game time is forfeit time!!** Make sure your team members are present, signed in, and ready to play at game time. Show up at least 15 minutes ahead of your game time to allow check in with supervisor.
4. All teams are required to 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. The number must be on back of jersey, legible and bigger than 2 inches. Numbers must be real numbers and be either single or double digits.
5. Campus Recreation will provide mesh jerseys for all games. Teams will be required to wear the mesh jersey if they do not provide their own legal jerseys or there is a color conflict between teams. If there is a color conflict between teams the visiting team will wear the mesh jerseys. If wearing Campus Recreation mesh jerseys, you must wear a t-shirt.
6. Each team will be allowed two (2) time-outs per game.
7. There is no overtime in regular season. Games that end in a tie during regular season will remain a tie. In the event of a tie at the end of regulation in playoffs, there will be a **two-minute overtime period** to determine the winner. The clock will stop during all dead balls in the final minute. Only one time-out is allowed for each team in each overtime period. Time-outs not used during regulation play CANNOT be used in overtime periods. All overtime periods will start with a jump ball.
8. Substitutions may be made any time the whistle blows the ball dead. Report substitutions to the scorer before entering the game.
9. Dunking will not be allowed during pre-game, half-time, or post-game. Dunking is described as: the driving, forcing, pushing, or attempting to force a ball through the basket with the hand. In addition, players may NOT touch the rim or net, causing the rim to flex or snap during pre-game, half-time, or post-game. This is a judgment call that can be made by an official, scorer and/or the supervisor on duty. Words of advice: Stay away from the rim during pre-game, half-time and post-game!!!! No hanging on the rim is allowed at any time.  
**Result will be a Technical Foul.**
10. The use of profane language is not necessary and will not be permitted during campus recreation activities. Any player directing profanity at an official, teammate, and/or opponent will be assessed a technical foul. A technical will also be assessed to any player that displays poor sportsman-like conduct and/or uses loud, blatant swearing. Technicals will be based on the interpretation of officials.
11. FOUL TROUBLE / BONUS = There is no 1 and 1 bonus, there will only be double bonus after 10 fouls is reached in a single half. (No free throws for a player-control foul regardless of team fouls.)
12. During free throw attempts, no player may enter the lane until the ball has been released. Marked lane spaces may be occupied by a maximum of four defensive and two offensive players in the designated lane spots.

Bottom spaces on both sides shall not be occupied. The free-throwers and all players outside the 3-point line cannot go into the 3-point arc until the ball touches the rim.

13. Player disqualification results from accumulating 5 personal fouls. Technical fouls count as personal fouls.
14. Player ejection results from two (2) individual technical fouls on the player or any flagrant foul.
15. A player who is ejected from the game shall leave the facility for the remainder of the day. The participant will be suspended for all Intramural Sport programming until the reinstatement process is completed, please see the Handbook for these procedures. The Team Captain must also attend the meeting.
16. Team disqualification results from three technical fouls accumulated by players or team in a single game. The team may also be eliminated from post-season tournament play. The failure of an ejected player or team captain to follow through on the process of ejections will result in further consequences.

### **CO-RECREATION RULE CHANGES**

1. Teams consist of 3 females and 2 males for the first half. Teams consist of 2 females and 3 males for the second half. A minimum of 4 participants must be on the floor to enable the game to be played.
2. A women's basketball will be used for co-rec games unless both teams agree to play with a men's regulation size basketball.
3. All baskets for both genders will be 2pt and 3pt value. Free Throws will be worth 1pt as well.

### **SPORTSMANSHIP**

Sportsmanship is vital to the success of each and every program we offer to the university community. In order to encourage proper conduct before, during and after a scheduled contest, the Intramural Sports Department has developed a rating system. The rating procedure is as follows:

#### Acceptable Rating (3)

The team exhibits respect and cooperation and sporting behavior towards all sport programs staff, teammates, and opponents. The team has no issues or minor disagreements with the judgement of the officials. Captain demonstrates control over spectators, teammates, and him/herself.

#### Average Rating (2)

The team exhibits some respect and cooperation towards all sports programs staff, teammates, and opponents. The team has several minor disagreements with the judgement of the officials. Captain demonstrates mild or little control over spectators, teammates, and him/herself. Teams receiving one unsportsmanlike penalty fall into this category as well.

#### Unacceptable Rating (1)

The team does not exhibit respect and cooperation with unsporting behavior towards any sport programs staff, teammates, and opponents. The team displays issues and disagreements with officials. Captain demonstrates no control over spectators, teammates, and him/herself. Teams receiving more than one unsportsmanlike penalty fall into this category as well.

If a team receives two unacceptable ratings in a season, the team will be removed from the league and have to meet with the Sports Programs Office. Teams may face additional suspension and sanctions for one unacceptable rating depending on the situation and severity of the incident