



## Bloomsburg University Intramural Sports Program

### **IM Sports - 5 on 5 BASKETBALL RULES - Spring**

*PIAA Basketball rules with these IM modifications & the IM General Rules will govern play.*

**TEAM CAPTAINS:** Team captains are responsible for their team's actions. They are also the only players allowed to talk with officials during the game. It is each team captain's responsibility to ensure that all team members are listed on the team roster. A player may be added to a team's master roster before that team's second regular season game. Therefore all rosters after the first week of play are concrete. Team captains are not only in charge of their team's actions, but also the fans that are present. **BU ID+ Cards are required from all players at all games.**

**GAME TIME is FORFEIT TIME!!!** If a team does not have the minimum number of players at the scheduled game time, the game will be called and either a default or forfeit will be recorded.

- a. **FORFEITS:** Teams that have NO PLAYERS present on the field/court at game time will lose the game by forfeit. A deposit of up to \$20.00 will be assessed to the team captain prior to participation and a deposit of \$5.00 will be assessed to the individual/team captain prior to individual/dual sports participation. Additional fees may be assessed.
  - i. **1<sup>st</sup> Violation=** Teams/individuals will lose forfeit deposit.
  - ii. **2<sup>nd</sup> Violation=** Teams that forfeit for the second time, without notification to the Intramural Sports Office, will be dropped from the tournament.
- b. **DEFAULTS:** Teams that have some, but not enough players to compete at game time will lose the game by default. Teams may also inform the Intramurals Office (389-5288) by 3:00 pm on game day to receive a loss by default.
  - i. **1<sup>st</sup> Violation=** Grace, teams/individuals are not penalized.
  - ii. **2<sup>nd</sup> Violation=** 1 Forfeit. Team/individual will lose their Forfeit Fee and team captain must speak with the Intramural Director to discuss further league play.
  - iii. **3<sup>rd</sup> Violation=** 2 Forfeits. Team/individual will be dropped from the tournament.

**Forfeits:** The team that is present and ready for play can choose to wait on the other team to play the game. However, the clock will be started and rolling until the other team is ready to play or 5 minutes has gone by, which is when the supervisor will call the game. In the event of a forfeit, the winning team will win the game by a score of 20-0 (half of the mercy rule).

**THE GAME:** A game shall consist of two 20minute halves, with a three minute half time. The first 18 minutes running time (except for a team or officials time out). The last 30 sec. of the first half and the last 2 minutes of the second half will use a stopped clock (New rule enforced this semester).

**The CLOCK** will NOT be stopped for free throws, held-balls, out-of-bounds, etc. **However, during the last 2 minutes of the 2<sup>nd</sup> half and of overtimes the timer will stop the watch each time the ball is out-of-play (Exception: the clock will continue after successful field goals).** Throughout the game, teams must line up promptly for free throws. Officials will penalize teams that attempt to consume time by using obvious stalling tactics in these situations. The official may stop the clock and charge the offending team with a technical foul for such tactics.

**TIMEOUTS:** Each team may call two (2) timeout each half and in each overtime period. Only players in the game and on the team in possession of the ball may call timeouts - not coaches or substitutes on the sidelines. During a dead ball any offensive or defensive player in the game may call a timeout.

**OVERTIME:** The ball will be put into play with a center jump, starting each overtime period. Overtime period(s) will be 3 minutes with stoppages. **Overtime is only for playoffs.**

**SUBSTITUTIONS:** may be made anytime the ball is dead. Substitutes must go to the scorer's table and wait for the official to call them into the game with the two official systems. Substitutes must get an official's attention and wait for a dead ball to be called in.

**JUMP BALL:** A jump ball shall be used to start each game and each overtime period. Held ball situations and to start the second half shall result in teams alternating possession with a throw in.

**HELD BALL:** In all held-ball situations teams will alternate taking the ball out of bounds at the spot nearest to where the situation occurs. The possession arrow will determine all held balls.

### **FOULS AND PENALTIES**

**Common Fouls (a.k.a. "Fouls on the Floor"):** Ball will be awarded out of bounds, until 7 fouls are reached then 1 on 1 is shot. When 10 fouls are reached 2 shots will be awarded.

**PLAYER CONTROL FOULS:** There will be no free throws awarded on player control fouls.

**SHOOTING FOULS:** If the shot is missed, the offended team will shoot 2 free throws. If the shot is made, the offended team will shoot 1 free throw. **Note:** If the offended team was in the act of shooting a three point shot and missed, three free throw attempts will be awarded.

**INTENTIONAL/TECHNICAL FOULS:** These fouls by themselves are not considered unsportsmanlike. An intentional foul with flagrancy is grounds for ejection. A double technical foul is considered an unsportsmanlike conduct penalty. As a result of an intentional foul, technical foul, and double technical foul, the opposing team is awarded two foul shots and possession of the ball. All ejections will be considered unsportsmanlike conduct penalties.

**FLAGRANT FOULS:** A player who commits a flagrant foul will be ejected from the game. The offended player will shoot two foul shots and the offended team will awarded possession.

**DUNKING: Players are allowed to dunk during games ONLY! Players are not allowed to touch the rim at all before, or after the game. Any player dunking by touching the rim not during the game will result in an ejection and suspension of the next game. All offenses will be kept on record. THIS IS YOUR WARNING!**

**HEADGEAR:** is NOT permitted. Headgear for religious or medical reasons (with doctor's excuse) will be permitted only with staff approval. Elastic headbands are permitted. **NO HATS, NO BANDANAS and NO JEWELRY.**

**A PLAYER MAY COMPETE WITH ONLY ONE TEAM.** Once a player has played with a team, he/she may not play for any other team, regardless of division. Violation will result in suspension of the player and forfeiture of the game/s in question. See IM General Rules for details.

**ELIGIBILITY:** Current Varsity Basketball players are ineligible for Intramural Basketball. Former varsity letter winners of any collegiate program may not participate in the same sport until one full year after receiving the letter. Former professionals must sit out one year from participation in the same sport.

**PLAYOFF ELIGIBILITY:** Team must be in good standing with no unsportsmanlike conduct issues.

- Players must be on official team roster
- Players must have played in at least 2 regular season games.

**TIE BREAKER:** If teams are tied a tie breaker will occur. The first tie breaker will be the head to head game result. If there is still a tie after the first tie breaker the team with the least points given up will win. If there is still a tie we will take the team with the most scored points. If teams are still tied, a coin toss will decide the outcome.

**ELIGIBILITY: YOU MUST SHOW YOUR STUDENT or FACULTY/STAFF ID for every competition.** Currently enrolled BU undergraduate students, graduate students, and BU Faculty/Staff personnel are eligible for intramural competition. A player is ineligible for any further activity as of the date he or she withdraws from school. Players listed on the current year's varsity sport roster are ineligible to participate in the same/comparable intramural sport.

Comparable varsity sports are as follows:

*BU Varsity Sport – Comparable IM Sport*

Baseball/Softball – Softball

Basketball – 5 on 5 Basketball

Football – Flag Football

Soccer – Outdoor; Indoor Soccer

Volleyball – Sand; 6 on 6 Volleyball

**VARSITY, FORMER VARSITY TEAM MEMBERS:** A varsity squad member is any individual participating in intercollegiate contests attending regular practice, whose name appears on the official squad list, or who has won a letter at a recognized senior college. The active squad rosters on the date of the first varsity contest shall be used to determine intramural eligibility. Interpretations: Included as a varsity squad member are red shirts, junior varsity players, and freshmen. Anyone who works out with an intercollegiate team and/or retains a locker and equipment is also ineligible for the same or "like" sport. Any student receiving athletic grant-in-aid assistance shall be ineligible to compete in intramurals in the same or "like" sport responsible for such assistance. Once considered a varsity squad member, you are one for the entire school year unless you have been dropped from the squad list and are no longer playing or practicing with the team. You must drop before the second intercollegiate contest for varsity members or before the second junior varsity contest for junior varsity players. Former Varsity letter or award winners at this or any other four-year collegiate institution must wait one full year from the date the letter was received to be eligible to participate in the same or "like" sport.

**CLUB SPORT MEMBERS:** Club sport members are eligible for competition, but are limited to the amount of players per team, per sport. The specific number allowed will be stated in individual sport rules.

**PLAY for "ONE TEAM"** You may PLAY for ONE TEAM within a tournament. Playing in ONE game "declares your team" for the remainder of that tournament. You cannot switch teams or brackets within a tournament. See "Protests" for penalty.

A participant may play on one team and one team only in its respective division (men's, women's, coed). I.e. A participant may play on one men's team, and one coed team in the same sport, but not two men's teams, or two coed teams. Any participant playing on two teams in the same division (men's, women's, coed) will automatically be disqualified from participating in the division in which the offense occurred for the remainder of that sport season. In addition, any game(s) the participant played illegally will result in a forfeit. **Teams violating eligibility rules or forfeiting will be ineligible for playoffs.**

**REFEREE'S AUTHORITY:** The referee has authority to rule promptly, in the spirit of good sportsmanship, on any situation not specifically covered in the rules. The referee's decisions are final in all matters pertaining to the game.

#### **PROTEST PROCEDURE:**

- Whenever a matter of protest arises during a contest, the captain or manager of the protesting team must notify the official and the opponent of his protest BEFORE THE NEXT BALL IS "LIVE." Failure to lodge a protest will void the protest.
- Upon notification of a protest, the official in charge will suspend play.
- The protesting captain or manager will state specifically the basis for his/her protest. In turn, the official in charge will explain the basis of the decision.
- If the protesting party wishes to appeal the decision of the official in charge, he/she must request that the field/court supervisor review the decision before play resumes. The supervisor will render a decision on the question.

**INELIGIBLE PLAYER Policy:** Bloomsburg ID Cards will be required for eligibility verification prior to each contest and at any given time. Refer to the "ELIGIBILITY" and "ONE TEAM" sections for details on eligibility.

#### **The use of "ineligible players" will result in...**

1. Default of Game\* involved.
2. Ineligibility of Player from future IM play within that tournament.
3. Ineligibility of both Teams for playoffs within that tournament.

\* Note: Eligibility violations discovered after the 24-hour limit will NOT result in game default; however, #2 & #3 will still apply.

**ELIGIBILITY PROTESTS:** Protesting the eligibility of players will be the responsibility of the individual team or team captain and should be made at the start of the game or when the player in question arrives at the game site, but must occur prior to the next contest.

- In protests regarding player eligibility, all pertinent information (i.e. date, time, location of contest, and names) must be noted as well as notifying the supervisors at the game site, if possible. If player identification is needed, the supervisors or officials will be utilized.

- Individual players found ineligible automatically forfeit the game in which they participated. During playoffs, eligibility protests must be filed before the accused team plays another contest or the protest becomes null and void.

**If you suspect an ineligible player AFTER THE GAME HAS ENDED...** You have a 24 hour limit from game time to submit a Written Protest Form to the Intramurals Office to receive a "Win by Default". Teams found to involve ineligible players will be dealt with according to the above policy. Provide the players name (if possible), team name, the game date, time and location, and why you believe they are ineligible, to assist with verification.

**RULE INTERPRETATION PROTESTS:** (Judgment calls by an official cannot be protested)

Protests concerning interpretation of playing rules will be allowed, that is, failure of an official to apply a proper rule, penalty or violation to a given situation that has a direct and immediate impact on the outcome of a contest. The protest must be handled immediately following the play or decision on the field.

**WRITTEN PROTEST:** Must be presented to the Intramural Director within 24 hours after the event. All protests will be given to the Intramural Director for a ruling. Protest forms will be available at every contest.

**MERCY RULE:** At anytime during the last 2 minutes of the second half, "when one team has a lead of 25 points or more, a running clock will be established. The clock will revert to regular time schemes should the score be reduced to a 12point lead or less." The clock will be stopped as normal for all timeouts. A game will be ended if a team is leading by a total of 40 points within the 10 minute mark of the second half.

**DISQUALIFICATIONS:** A player will be disqualified upon receiving their 5th personal foul.

**SAFETY CONCERNS: THIS IS A NONCONTACT SPORT.** Hats, jewelry, or metal joint braces will not be permitted. We have these rules to protect the participants' safety. Please respect this policy.

**BLOOD BORNE PATHOGENS:** If a player is found to be bleeding, they must immediately leave the game. Substitutions may occur at this time and the official may take a timeout. The player may not reenter the game until all bleeding stops, and all injuries are properly cleaned and bandaged. All blood soiled clothing must be removed before the player can reenter the game.

**UNSPORTSMANLIKE CONDUCT:** Any offensive behavior towards officials, fans, and opposing teams will result in an unsportsmanlike foul. If a player receives two of these fouls they will be ejected. Behavior that would be considered an immediate ejection would include foul language towards an official, hitting another player or fan, an alcohol related incident, and any other action an official deems worthy.

**EJECTIONS:** If any one of these instances occurs, a player will be automatically ejected.

All ejections will result in at least a one game suspension and scheduled meeting with the Director of Intramurals and that sports coordinator. The player that is ejected will be given 2 minutes to leave the playing area and field. If the player does not leave within 2 minutes their team will be penalized a misconduct penalty. If the player has still not left the playing area and field the game will be called a loss to the team the player was a member of.

- Combative behavior.
- Threatening the wellbeing of another person.
- Intentional contacting an official.
- Extreme circumstances deemed unsafe by officials.

**FAN SPORTSMANSHIP:** Team captains are in charge of their fans. If fans become unruly the acting supervisor may stop the game and ask the fans to leave the area or take action accordingly