

# Elizabethtown College Intramural Basketball Rules and Regulations

ALL GAMES IN WHICH A TEAM CANNOT PLAY AS SCHEDULED WILL BE CONSIDERED A FORFEIT. ANY TEAM WITH 3 OR MORE FORFEITS CANNOT MAKE PLAY-OFFS.

NATIONAL INTERCOLLEGIATE ATHLETIC ASSOCIATION (NCAA) BASKETBALL RULES WILL GOVERN PLAY UNLESS SPECIFICALLY MODIFIED IN THE ITEMS THAT FOLLOW. MODIFICATIONS ARE INTENDED TO GIVE TEAMS THE GREATEST POSSIBLE PLAYING TIME IN THE SAFEST AND FAIREST MANNER POSSIBLE.

1. RESPONSIBILITIES OF CAPTAINS: Captains are responsible and expected to check his or her email daily. Captains will be sent schedules, rosters, and any changes through email. All materials will also be available in public folder *Lawlittin d* ~~Marcowski~~. If a team does not show up because they did not receive an email, it will be considered a forfeit and will not be rescheduled. The intramural bulletin board will also be kept up to date. Captains are expected to distribute rosters, schedules, and any other important information to his or her team.
2. PLAYING TIME: A game consists of two 20-minute halves with running time until the last minute. The game clock will stop only for injuries, time-outs, rules discussions, or lengthy breaks to retrieve the basketball during the game. However, during the last minute of each half (and of overtime) the clock will stop for all "dead ball" situations. Half time will be no longer than 5 minutes in duration.
3. TIME-OUTS: each Team will be permitted one time-out per half (1 minute in duration) and one additional 30-second time-out for overtime. Time-outs cannot be carried over to subsequent periods and can only be called by those players on the court. Requests for additional time-outs result in a technical foul, but will only count towards a flagrant technical if repeatedly done.
4. OVERTIME: In the result of a tie score at the end of regulation a three minute overtime will be played. Additional overtimes will be played until a winner is decided. All bonus situations remain in effect during the overtime periods.
5. SUBSTITUTIONS: Substitutes may enter anytime the ball is dead. They must report to the scorekeeper before entering and the official must waive them in. Illegal substitution will result in a technical foul.

6. DISQUALIFICATIONS:
  - a. Any player committing 5 personal fouls or 2 technical fouls will be expelled (first technical foul results in suspension for remainder of game, and second technical results in suspension of rest of game and an additional game).
  - b. Flagrant fouls, abusive language, striking a referee or an opponent, etc. will result in automatic disqualification, two foul shots, and a possible suspension from further play.
  - c. Any player hanging from the rim after dunking a ball during or after the game (also a two shot technical).
7. FOULS: All fouls committed against a player in the act of shooting will result in two shots. In the A League all fouls will be added until a team reaches seven. Then the other team is put into the one-and-one bonus situation. In the last minute of B League play, the official will call the fouls and they all will result in the one-and-one situation.
8. PLAYERS: Team rosters can consist of a maximum of 15 players. Teams are not coed. Teams are permitted to start a game with 4 players and may finish a game with fewer players due to injuries, disqualification, etc.
9. EQUIPMENT: The Recreational Sports Office will provide a game ball, game clock, and scorecard. Teams must wear the same-colored shirts. No black-soled shoes will be allowed on the gym floor. The Rec Sports Office will not be held responsible for lost or stolen basketballs or other personal belongings.
10. INJURIES: The Division of Recreational Sports assumes no responsibility for injuries sustained during participation in this tournament. Only basic first-aid will be provided when necessary and appropriate. Players are not entitled to training room services.
11. START OF GAME: Initial possession will be determined by a coin toss for the men's league. Winner of the toss will have the choice of possession or court direction. On all subsequent jump ball situations (tie-ups, start of the second half, double fouls, etc.) teams will alternate possession with the ball being put into play at point nearest to where the jump-ball situation occurred. Jump balls are permitted for the women's league.
12. DISPUTES: If for any reason there is a need for further clarification or discussion of an official's interpretation of the rules, it must be dealt with at the time the dispute occurs even though it may involve checking the rulebook and/or getting a final interpretation from the supervisor. Only the team captain is permitted to question an official's interpretation of the rules. A judgment call is not subject to protest or discussion.

13. OUT-OF-BOUNDS: The ball is awarded out-of-bounds after the following:
- Successful field goal or free throw
  - A common foul until bonus rule goes into effect
  - A held ball
  - A violation or infraction of the rules
  - Start of each period

14. THROW-INS:

- A player has 5 seconds to put the ball in play
- The player cannot leave the designated throw-in spot (except on those after a successful field goal or free throw)
- No field goal can be scored from a throw-in
- A game official must handle the ball on all throw-ins (except after a successful field goal or free throw)

15. FREE THROWS:

- Teams must line up promptly for free-throw attempts. Officials are instructed to penalize teams that attempt to consume time by using obvious stalling tactics in this situation.
- No player may touch on or beyond the free-throw line until after the ball is released.
- The free-throws has 10 seconds to shoot the ball after he/she receives it from the official.

16. LOSS OF BALL:

- 3 second lane violation
- 10 second violation (may not consume more than 10 seconds in the backcourt)
- Over-and-back
- Offensive foul, player control foul, technical foul
- Ball out-of-bounds last touched by offensive team
- Double dribble or traveling
- 5 second dead ball violation

17. SCORING: Recreational Sports will supply a scorer and timekeeper to record fouls and team score.

18. ELIGIBILITY: Every player must bring a valid Elizabethtown college ID to every game. Players should arrive 15 minutes early in order to check IDs. There will be no exceptions, and players will not be allowed to participate in the game without his/her ID. Also, violation of any of the following rules may result in expulsion of the ineligible player and/or forfeit of any game he/she participated in:

- A player may compete for only one team regardless of what division he/she competes in

- b. Members of the Varsity or J.V. Basketball teams are ineligible
  - c. Once a person has competed with one team he/she may not switch teams
  - d. Only players who have competed in at least one regular season game may compete in the playoffs.
20. CANCELLATIONS: If, for any reason, a team cannot play a scheduled game, it will be considered a forfeit. A team cannot make play-offs after it forfeits three times. There will be no rescheduling of games unless the Supervisor has had to cancel the games due to uncontrollable circumstances (i.e. gym availability). Unless the captain gets a call, the games will be played! Make every game!!!
21. CODE OF CONDUCT: All players, coaches, or managers participating in an activity sponsored by the Division of Recreational Sports are bound by the following code of conduct:
- a. A participant may be ejected from a game or prevented from participating for consumption of alcoholic beverages, illegal drugs, etc. either at the game site or in sufficient quantity prior to the game to impair his/her behavior.
  - b. Sportsmanlike conduct by participants toward the opposition, officials and recreational sports staff is mandatory. Game officials and/or Rec Sports personnel shall have the authority to administer disciplinary action to individual players, coaches, managers, teams, etc. for unsportsmanlike behavior.

Failure to comply with this code of conduct may be penalized with expulsion or suspension of a player and/or forfeiture of a contest depending on the severity and frequency of the occurrence.

*Jan Casella*  
Any questions or concerns may be addressed to ~~Janie Murawski~~ *Jan Casella* at ~~x3166~~, or emailed to ~~Janie Murawski~~ *Jan Casella* at ~~janie.murawski@etown.edu~~ *Jan Casella*. Coach Faith may be contacted at ~~faithm@etown.edu~~ *Jan Casella* or at x1981 *Jan Casella*