

-Arkansas State University-
INTRAMURAL SPORTS
TEAM EVENT
5-ON-5 BASKETBALL RULES
SPRING 2009

RULE 1. SPORTING INFORMATION, PLAYERS, AND EQUIPMENT

1. **Registration:** Registration for this team event will open on Monday, 1/12 & close on Wednesday, 1/21. Rosters can be turned in at the Intramural office (HPSS 136) or at the captain/players meetings at the times, dates, & location mentioned below. Rosters turned in after the closed date will not be added to the playing rotation. They will however, be placed on the waiting list. What does this mean? If a team drops out then we will plug in the first team on the waiting list.
2. **Rosters & limitations:** The minimum amount of players that you need to turn in a roster is five (5). The maximum amount of players that you can have on your roster is sixteen (16). For a player to be added onto your roster the captain must provide the following: Participants proper first & last name (no nick names) & Participants valid ASU ID. Rosters **WILL NOT** be accepted if they do not have the minimum amount of people or have the information mentioned above. **Faculty/Staff will not be allowed to participate in our A leagues.** Teams will not be added to the playing rotation until the captain reads the waiver & signs it. **PLEASE BE AWARE** that if the captain or alternate captain decides to take a player off of the roster that player that was taken off **CAN NOT** be added back on & **CAN NOT** play for another team in that sport. In short, chose your players wisely when making your final rosters. You have up to the last day of your last game of pool play to add players or change your roster. Once the tournament begins **ALL** rosters are frozen & **NO** changes will be made.
3. **Schedules:** Pool play schedules will be out Friday, January 23. You can only print off a copy of your playing schedule from one place & that is from the Intramural webpage at <http://union.astate.edu/intramurals>. From here you will be able to view scores, team records, point differential, sportsmanship grades, & rankings. Schedules will also be posted on the intramural board in the HPSS.
4. **Captain/Players meeting:** There will be two captains/players meetings that team representatives must attend. Again these are **MANDATORY** meetings! The meetings will be held Tuesday, January 20 & Wednesday, January 21 at 6:00 PM in the Mockingbird room of the Student Union. Teams that **DO NOT** send representatives will be subjected to the following: a) will begin the season 0-1, b) will be forced to use one (1) or their two (2) defaults, c) will have fifteen (15) points count against their point differential.
5. **Scrimmage:** Your team will have an opportunity to be apart of our clinic by participating in some scrimmages. There will be 8 spots open for teams to sign up. Spots are limited & will have a waiting list for those who wish to sign up. Sign-up's for these events will be done only after the players/captains meeting. Teams that sign up for the scrimmages will have the incentive of having half of the mercy rule points (7) added to their pool play point differentials. Those who sign up & decide not to show or notify the Intramural Coordinator will be subjected to the forfeit policy mentioned below.
6. **Pool & tournament play:** Pool play will begin on Sunday, January 25 – Wednesday, February 11. Tournament play will begin on Sunday, February 15 & end on Wednesday, February 18. There will be an All University Final on Thursday, February 19 for those teams that qualify (A teams only). Player requirements for tournament play are as followed: 1) A player has to be in good – fair standing 2) players have to meet the player eligibility requirements found in the intramural hand book & 3) they had to have played in at least one game during pool play. Team requirements for the tournament are as follows: 1) less than two forfeits & 2) regular season sportsmanship average of or above a 2.0 or a “C”. Your record during pool play will determine where you place in the brackets.
7. **Cancelled & rescheduled games:** Any games that are or cancelled and/or rescheduled can be found out from the following locations: 1) by going to the front page of the intramural webpage at <http://union.astate.edu/intramurals> or 2) calling the intramural weather line at 972-3109 (after 2:00 PM).
8. **Defaults:** We here at the Intramural Sports Department understands that there will be scheduling conflicts with play time versus work, social events, class time, study time, i.e. During **ANY** team sport that we offer we allow one team two defaults during pool play only. A default is where you know that you will not be able to make your game & you do not want to reschedule. To be considered for a default your team must make its best efforts to notify the Intramural Coordinator (Not supervisor's or official's but the Coordinator) at least 24 hours **BEFORE** the scheduled event time. You are given the loss but there is no charge. You would however take on the point differential of fifteen (15) points against your point differential & take a 2.0 towards your teams sportsmanship average. If a default is used after the maximum (2) the team will be charged the regular forfeit fee of \$20.

9. **Forfeits:** A forfeit is when a team does not show up, does not have enough players to meet the minimum to start a game, or does not make it to their start time. When any of the above happens a team is given a forfeit. A team is given a loss, will obtain a point differential of fifteen (15) points against their overall score, obtain a 2.0 grade towards their teams sportsmanship average, **AND** is charged a fee of \$20 per forfeit. The maximum amount of forfeits a team can get to make it to the tournament is two (2). If a team exceeds the maximum amount of forfeits they are taken out of the league. **IF** a team forfeit's out the season then they will be automatically suspended from registering for all events. If they forfeit another season during that same semester then they will be suspended for that semester. This includes using the team name & suspending **EVERYONE** on the roster. Fees must be paid prior to those participants or team playing **ANY** future intramural events.
10. **ASU ID's:** Each participant must present a current, validated ASU student or faculty/staff ID card in order to be eligible to participate. Failure to produce a valid ASU ID will result in that participant not playing that evening. **NO EXCUSES WILL BE TOLERATED!**
11. Players **CAN BE** added to the roster on the field of play or can be added in the Intramural office.
12. **Number of players:** The game shall be played between two teams of five (5) players each. Each team must have a minimum of four (4) players in order to begin a game. Due to injury, a team may continue a game with less than the minimum number of required players. An ejection that leaves a team with less than the minimum number of required players will result in a forfeit by that team.
13. **Game balls:** Warm up balls **WILL NOT BE PROVIDED** for teams to warm up with. One game ball per field will be provided & **WILL NOT** be used to warm up with. Men shall use a regulation-sized basketball & women shall use a 28.5 sized basketball. Teams **MAY NOT** play with their own or warm up ball's even if both teams agree so **DON'T ASK!** If you want to check a ball out from down stairs (Monday – Thursday), check into the scorers table first, then go down stairs & check out a warm up ball.
14. **Jerseys:** Each team must wear **numbered** shirts of one distinguishable color. We **STRONGLY** encourage teams to provide their own shirts or jerseys. If your team can not provide some we will have some on site for you to use. Having shirts or jerseys with numbers on the front or back is the only way that official's & staff members will identify players. Numbers must be clearly legible on the back or front of each jersey. No taped-on numbers or numbers written in via markers will be allowed. Any team not dressed in like-colored shirts may wear the colored jerseys provided by Intramural Sports. If both teams are wearing the same colored jerseys then the home team must wear a different color.
15. **Shoes:** Regulation rubber-soled shoes are the only foot ware that is eligible. The following foot ware is illegal: barefoot, combat boots, hiking boots, or flip-flops. Before participating please ask an intramural supervisor for any questions concerning appropriate foot ware.
16. Players may wear soft, pliable pads or braces on the leg, knee, and/or ankle. Braces made of any hard material may not be used due to safety reasons. Elbow pads are not permitted. For safety reasons participants **CAN NOT** participate with a cast.
17. Tape or bandages of the hand, wrist, forearm, or elbow are prohibited except to protect an injury. This must be approved by the Intramural Supervisor **BEFORE** the game begins.
18. Glasses or sport goggles may be worn as long as they are pliable and non-rigid.
19. Headwear containing any hard, unyielding, stiff material, including billed hats, or items containing exposed knots (i.e. bandanas) is prohibited.
20. Jewelry that may cause harm to others and/or your self is also prohibited. Any player wearing exposed permanent jewelry (i.e. body piercing) will not be permitted to play.

RULE 2. INTRAMURAL & HPESS COURT POLICY

1. **Dates & Times:** **ALL** games will be played Sunday – Thursday from 5:00 PM – 10:00 PM in the HPESS.
2. **Food & drinks:** **NO** food or drinks are allowed past the front doors of the gymnasium. If **ANY ONE** brings food or drinks onto the HPESS courts during intramurals they will be asked to leave. This rule is in effect for players, employees, & spectators.
3. **Spectators:** Team spectators must watch the game from the fan-side area of the court and are not permitted in the staff/players area or in the baseline area. If over crowding is an issue or a concern space will be provided on the adjacent court. Conduct of team spectators is the responsibility of the team captain before, during, and after the game.
4. **Players Area:** Players & staff are the **ONLY** people allowed. If their names **DOES NOT** appear on the team rosters **AND** they do not have an ASU ID then they **DO NOT** belong in your box. Teams will be responsible for players & coaches in their team area. If asked to clear your bench area & it is not done in an orderly fashion that team could receive a technical foul.
5. **Above the rim play:** There will be no hanging of the rim (unless done to avoid injury) at any time while playing in the HPESS gyms. If a player attempts to initially hang on the rim (even in pre-game warm-ups) a

technical foul will be assessed to that player. **It is not a technical foul if a player slaps the back board!** However, it is a technical foul if a player slaps the back board with the intent to alter an opponents shot. This action will result in the offending player being charged with a technical foul. No points attained on a dunk will be counted. There will be no warnings regarding this rule before or during the game.

6. This is an alcohol free campus. Anyone who brings alcohol into the HPESS or is intoxicated will be asked to leave & UPD will be notified.
7. The Intramural Sports staff & Coordinator reserve the right to refuse **ANYONE** access to the HPESS. Please remember that participating or observing any and all Intramural & Recreational Sports events is not a right but a privilege. And at anytime we have the right to take that privilege away!

RULE 3. CONDUCT OF PLAYERS & COACHES

1. **Each team is allowed one (1) coach. Teams are not allowed to have ANY assistant coaches.**
2. For a coach to be recognized on a teams roster they must register with the team & turn in a valid ASU ID with the team. Other wise they are not allowed in the player's area.
3. Any player or coach who acts in a manner not showing good sportsmanship shall be penalized with an unsportsmanlike technical foul and possible ejection from the game. The official(s) shall have the authority to warn, penalize, or disqualify any player(s), substitute, or coach for violations of sportsmanship including, but not limited to the following:
 - a. Disrespectfully addressing an official or IM staff member.
 - b. Questioning the official's judgment or decisions.
 - c. Showing disgust with official's decisions.
 - d. Using profane or insulting language or gestures toward an official or opponent.
 - e. Baiting or taunting players of the opposing team.
 - f. Disrupting the game so that it may not be continued in an orderly fashion.
4. Captain's, and/or coaches are responsible for the action of their team members.
5. **ANYONE** who is asked to leave or is ejected from a game **MUST** leave the **ENTIRE** complex before play is resumed. If they refuse to leave UPD will be called to physically remove them from the complex. **ANYONE** who is ejected from a game will be suspended from playing **ANY & ALL** intramural events until they make an appointment with the Coordinator of Recreation & Intramural Sports. They **WILL NOT** be reinstated to play until they talk with him first the next business day! It is important to note that this meeting **WILL NOT** take place on the field of play but the **NEXT BUSINESS DAY!**
6. If a player or coach receives two (2) unsportsmanlike technical fouls then they will be ejected from the game & the complex.
7. During pool play if a team receives three (3) unsportsmanlike technical fouls in one game then it shall be called with the losing team losing all points gained but retaining all points against.
8. During tournament play, for a game to be called solely on the number of technical fouls shall be reduced to two (2) rather than three (3). If a team receives a grade less than a 2.0 (C) during tournament play then they do not advance. This rule is in effect even if that team is winning. The opposing team will advance in their place.
9. **Sportsmanship:** If a team receives one (1) unsportsmanlike technical foul it will effect their sportsmanship grade that game to a 2.0 "C", two (2) unsportsmanlike technical fouls it will result in a 1.0 "D", three (3) unsportsmanlike technical fouls will result in a 0.0 "F", & the game shall be called.

All games will be governed by the 2008-2009 National Federation of State High School Associations Rules Book with the following ASU Intramural Sports modifications:

RULE 4. GAME FORMAT

1. **Game time:** A game will consist of two 20-minute halves with an intermission of two minutes after the conclusion of the first half. There will be a running clock, except for the last two (2) minutes of the second half, when the clock will stop for every dead-ball situation (except in mercy rule situations - see Rule 5).
2. **Game time is forfeit time.** A team must have the minimum number of players to start a game (4). **During pool play only**, if there are an insufficient number of players, the opposing captain has the option of taking the win or waiting for the minimum number of players to show. In the event that he/she decides to wait, that decision is irreversible and game clocks will be adjusted accordingly. If a team chooses to wait, it must wait for at least 10 minutes. **During tournament play**, if there are an insufficient number of players, the team that has the minimum amount of players at game time will be declared that winner.
3. **Time-outs:** Each team will be given three (3) time-outs per half and one (1) time-out per overtime period (30 seconds in duration). Time-outs **DO NOT** carry over from half to half or from overtime to overtime. The clock stops during all time-outs.

4. **Overtime:** If the score remains tied at the end of regulation play, an overtime period of two (2) minutes will be played. A jump ball will be administered at center court to start the overtime period. The overtime period shall be counted just as if you were playing the last two minutes of each half which is the clock stopping on every dead-ball situation. This procedure will be repeated until a winner is determined.
5. **Mercy Rule:** If any team is ahead by 15 or more points with two minutes or less remaining in the game, then the clock will run continuously. If any team is ahead by 40 points or more at any point during the game, then the game will be declared over. Officials may end the game if teams are avoiding the mercy rule.
6. To start the game, a jump ball will be administered at center court. Alternating possession will be in effect once control is obtained after the jump ball. The alternating possession arrow will determine possession of the ball at the start the second half.
7. **Substitutions:** A substitute must report to the scorekeeper and be recognized by a game official before he/she may enter the game. A substitute can only enter the game during a dead-ball situation. In a multiple free throw situation, a substitute may only enter immediately before or after the last free throw attempt. Failure to properly report will result in a technical foul being assessed to that player.

RULE 5. FOULS AND PENALTIES

1. A player will be disqualified (foul out) when he/she has accumulated 5 fouls (any combination of personal or technical).
2. One free throw will be awarded for a player fouled in the act of shooting if the two or three-point try is successful.
3. Two free throws will be awarded for a player fouled in the act of shooting whose two-point try is unsuccessful, and three free throws will be awarded for an unsuccessful attempt beyond the three-point line.
4. Bonus free throws (one-and-one) for each common foul (except player control) will be awarded beginning with the offending team's 7th personal foul during each half. Two free throws will be awarded for every foul on or after the 10th team foul of each half.
5. On all one-shot and one-and-one free throw attempts (not the first of a two-shot sequence), offensive and defensive players may enter the lane when the free throw attempt has contacted the rim.
6. No free throws will be awarded for the following:
 - a) Each common foul before the bonus rule is in effect
 - b) A double foul
 - c) A player control foul.
 - d) A team control foul
7. **Technical Fouls:** On all technical fouls, two free throws will be awarded to the offended team, plus the ball at the division line for a throw-in. Technical fouls are counted towards each player disqualification total (five fouls) and the team's bonus situation. **Two (2) unsportsmanlike technical fouls charged to any individual (player or coach) will result in his/her ejection from the game and the facility.** Any technical foul assessed to the bench, manager, any coach will also be charged to the head coach/team captain. **Any team receiving three (3) unsportsmanlike technical fouls in one game shall forfeit the contest.**
8. Grabbing or hanging from the basket/rim will result in a technical foul charged to the player. An exception may be made in the event a player grasps the rim to prevent injury. Note that this is the judgment of the game official. Any player damaging the rim and/or backboard may be held liable for the cost of replacing damaged equipment.
9. **Intentional Fouls:** Two (2) free throw attempts and possession of the ball at the spot nearest the foul will be awarded to the offended team for all intentional fouls during an unsuccessful two-point try. An intentional foul during an unsuccessful three-point try will result in three (3) free throws and possession of the ball. For a successful two-point or three-point try, the basket will be counted and two (2) free throw attempts and the ball will be awarded.
10. **Flagrant Fouls:** On all flagrant fouls, the same procedure will be followed as mentioned above only now the offending player will be ejected from the game.