



## **2012 SMU INTRAMURAL BASKETBALL RULES**

### **ELIGIBILITY**

- In order to be eligible to participate in intramural activities, players must be current SMU students enrolled in one or more credit hours, current Faculty/Staff, or members who have purchased a current Dedman Membership.
- All participants must present a valid SMU ID prior to participating in an intramural contest. **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 playoff game is played. A team roster may not exceed twenty (20) 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, ID numbers **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.
  - 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 Campus Recreation Policies and Procedures, which can be obtained in the Intramural Office.

### **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). 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. Any jersey not returned will be billed to the captain \*\* Each jersey costs approximately \$12.00. 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 Dedman Desk. 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 officials will be on the court officiating each game. An additional scorekeeper 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. 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 order to claim a forfeit, the opposing team must have the minimum players present and ready to play at game time.
- 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 that have 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.
- A forfeit fee of \$25.00 will be charged to the team captain for all contests in which his/her team forfeits during the season. The team captain must keep a credit card on file when registering his/her team.
  - To avoid a forfeit and the penalties associated with a forfeit please contact the office (Phone 768.3367, Email jharper@smu.edu or msasala@smu.edu) by 3:00 PM on the day of your scheduled contest. In order to default a weekend match (Saturday or Sunday) the notification must be received by 5pm Friday. This will be considered a default which means you will still be given a loss but a forfeit fee will not be charged.

## 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 not protested. 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 Policies.
- 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 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.
- Current varsity basketball players are not eligible to participate in intramural basketball.
- Individuals who have earned a varsity letter in basketball from any four-year institution are not eligible to compete in intramural basketball for one calendar year from their last season of play.
- *More information on eligibility can be found in the IM Policies.*

## PLAY

- All games will be governed by 2011 - 2012 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). Clock will stop inside the last minute of each half.
  - 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 one (1) minute of each half.
  - A three (3) minute halftime will separate the first and second halves.
  - **\*\*Playoffs\*\*** A tie score after regulation time will result in a two (2) minute overtime period. The clock stops during the last minute for all whistles.
- Time-outs
  - Teams are allowed two (2) time-outs per half of 30 seconds in length. One (1) time-out is allowed during each overtime period (time-outs do not carry over). Time-outs do not carry from the first half into the second half.
- Mercy Rule
  - The IM mercy rule states that at the end of the game with two (2) minutes remaining, if a team is ahead by twenty (20) or more points the game will be called. Additionally if a team gains a twenty (20) or more point advantage with less than two (2) minute remaining in the game, it will be called.
  - 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 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 control fouls will result in NO basket and loss of possession.
- 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.
- **The first marked lane spaces on each side of the lane, above and adjacent to the neutral-zone marks (the block), shall be occupied by opponents of the free thrower. No teammate of free thrower shall occupy either of these marked spaces.**
- **The second marked spaces may be occupied by teammates of the free thrower**
- **The third marked spaces on each side, nearest the free thrower, may be occupied by the opponents of the free thrower.**
- Hand Checking
  - Hand Checking is not permitted.
  - Contact with the forearm and wrist is not permitted.
  - Hand Checking will be considered a personal foul.
- Intentional Fouls
  - 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 points and possession - **NO** free throws will be awarded.
- Technical Fouls
  - 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 an automatic yellow card, as related to the IM sportsmanship policy.
  - Two technical fouls on one player will result in that player’s automatic ejection/red card. 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 points will be awarded, and possession at mid court -- **NO** free throws will be shot.
- Flagrant Fouls
  - A personal foul that involves any of the following:
    - Violent contact with an opponent (including striking with the elbow, kicking, kneeing, 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 points, possession at mid-court, and automatic ejection/red card of offending player- **NO** free throws will be shot.

## **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.**
- 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 and every extra period.
- Alternating possessions will be awarded in all other held ball situations and to start 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, receives a Red Card, or receives 2 Yellow Cards (two (2) Tech fouls) in the same contest all of the following sanctions will apply:
  - He/she must leave the building immediately.
  - He/she will be ineligible to participate in any intramural sport until they meet with the coordinator in charge of the sport.
  - 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. “Coach” must be on roster. The team must designate a playing Captain who is responsible for communicating with the officials.
  - Only the Captain is allowed to address the officials during play. The “coach” must not address the officials at anytime.

## **SPECTATORS**

- Spectators will be allowed in the gym during games as long as they are able to remain in the bleachers. 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 gym.
- If a person is a spectator they must sit/stand in the bleachers. All coaches must also be named on the roster but do not need to sign in at the game site.
- 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 Dedman Center. If you do not have a valid membership spectators can purchase a day pass.

## 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.

## CO-REC MODIFICATIONS

- Players
  - A team must maintain a male/female ratio of 3:2, or a female/male ratio of 3:2. (Ex: 3 males:2 females, 2 males:3 females). At no time may there be more than a one player per gender advantage on the court.
  - If four players are playing, the ratio must be 2:2. (2 guys, 2 girls).
  - If a player fouls out or is injured, the correct gender ratio must be maintained by adding or eliminating players.
- Play
  - A regulation women's basketball will be used in all Co-Rec. games.
  - There are no lane restrictions for men in Co-Rec basketball. All players can enter the lane at any time.
  - 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.

## MISCELLANEOUS

- All players must present a valid SMU ID prior to the start of the game. An ID will also be required to access the playing court in the Dedman Center and to checkout warm-up balls from the Dedman Center equipment room.
- 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 Dedman Center. The penalty will be a technical foul and a yellow card 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

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