



## Basketball

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### Teams

- Each team fields **five players**.
- A team may play with four to start or continue a game to avoid forfeit.
- All participants must check in with a **valid KSC I.D at every game**.
- Players may play on only **one** team.
- **Current varsity basketball players are ineligible.**
- **Only two (2) former intercollegiate basketball players are allowed per team.** A player is considered a former intercollegiate player for two years.
- Teams found using ineligible players will forfeit those games.
- If it suspected that a player/spectator is under the influence of drugs and/or alcohol the individual will ejected from the facility and will be required to meet with the Intramural Sports Coordinator to become eligible to compete in any future Intramural Sports competitions.

### Equipment

- Players must wear dry, clean, non-marking athletic shoes. No street shoes are permitted.
- Hats with bills and bandannas with exposed knots are illegal.
- **Jewelry must be removed prior to playing.** Medical alert bracelets or necklaces are permitted but must be taped down. Any player wearing jewelry once the game begins will be assessed a technical foul (non-conduct).
- Any player who is bleeding must leave the game and cannot return until the bleeding has stopped and the wound is covered.
- **Knee braces must not have any exposed metal or rigid plastic.**
- **Teams must wear the same color jersey marked with legal numbers.**

### Duration of Game

- Each game will consist of two 20-minute halves; running time except during the last two minutes of the 2<sup>nd</sup> half.
- Each team will be allowed three (3) timeouts per game to be used at any time of regulation.
- **Overtime:** Four (4) minutes of running time except the final minute. Each team will receive one (1) timeout for each overtime period. Timeouts will not carry over into overtime.
- A jump ball will start the game and all overtime periods. Alternating possession arrow will be used for all other jump ball situations.
- **Mercy Rule:** The game will be declared over when a team is ahead by 20 points or more with two minutes or less remaining in the game. Officials may end the game if teams are avoiding the mercy rule.

### General Rules

- Substitutes must check in at scorer's table and wait for an official to acknowledge them during a dead ball before they may enter the game. There is no subbing "on the fly."
- Five personal fouls will result in player disqualification.

- All unsportsmanlike technical fouls count as personal fouls and team fouls. The player receiving the **technical foul must sit for 5 minutes. Two technical fouls or a flagrant foul will result in player ejection.** *Note: An ejection automatically carries a minimum one game suspension.*
- **If a team receives 3 conduct technical fouls during a single game, that team will forfeit the game and be removed from the league.**
- The “one-and-one” free throw shooting bonus will go into effect on the 7<sup>th</sup> team foul of each half. The “double bonus” will go into effect on the 10<sup>th</sup> team foul of each half.
- On free throw attempts, players in the lane positions may not enter the lane **until the shot hits the rim**; the shooter and all players behind the arc must also wait for the shot to hit the rim. Note: The top spots in the lane (next to the shooter) will be left open and players may not “have the box” under the basket.
- **Food and beverages are not allowed in the Recreation Courts.**

### Technical Fouls

- **Dunking or grabbing the rim during pregame warm-ups or during half time will result in a technical foul for the offending player.**
- Any player, who receives two technical fouls during the course of the league and tournament, will be suspended from ALL further Intramural Sports competitions until they meet with the Intramural Sports Coordinator to determine the length of suspension.
- Any team, who receives three technical fouls during the course of the league and tournament, will be disqualified and the captain will be required to meet with the Intramural Sports Coordinator.

### Defaults and Forfeits

- **Default:**
  - A default occurs when a team captain notifies the Intramural Sports Coordinator by 4:00 PM that his/her team will not be able to play a scheduled game.
  - A default will result in a loss, but a forfeit will be avoided. The game will be rescheduled if time and space allow.
  - One default is allowed per team, a second default is recorded as a forfeit and the team will be dropped from the league.
- **Forfeit:**
  - **GAME TIME IS FORFEIT TIME!**
  - A forfeit occurs when your team does not show up for a scheduled game *or* does not have the minimum number of required players present to play.
  - **Your team will receive a loss for that game, will be ineligible for playoffs and will be required to pay the \$10 Forfeit Fine before 5:00pm the following business day at the Recreation Center Front Desk to be eligible to participate in future competitions.**
  - An adjusted Forfeit Score and a sportsmanship rating will be recorded.
  - A second forfeit will result in your team being **dropped from competition for the remainder of the season.**

Any rule or play interpretation not covered in these rules shall be governed by the playing rules established by the National Federation High School Basketball.