BAKER COLLEGE
OFFICE OF RESIDENCE LIFE
INTRAMURAL BASKETBALL RULES
WINTER 2010

TEAMS
Men and Women: Teams of five (5) players comprise a normal playing team. A minimum of five (5) players must be present to begin a game.
Co-Rec: A minimum of two (2) player of the opposite gender must be on the floor at all times. A minimum of five (5) players must be present to begin a game.

CO-REC BASKETBALL RULES
Intramural basketball rules will govern all play with the following exceptions:

PLAYERS:
1. Each team will consist of five players (three women and two men); a team must play with two men and may not have more than two on the court at one time.
2. A team may start and play with four players but the combination of players must be two women and two men.
3. Substitutions are allowed on a man for man and a woman for a woman basis only.

ELIGIBLE PLAYERS
1. All students who are matriculated, registered, and who pay Baker College tuition for classes on the Muskegon campus are eligible. Baker College full-time, part-time, and faculty are also eligible to play.
2. Every student will be required to present his/her student ID to the game official prior to the start of the game. If ID is not presented, the student will not be allowed to play even if his/her name is listed on the score sheet. Class schedules of the current quarter will not be accepted.
3. A team may add a player at game time within the regular season providing he/she has proper identification. This player’s name will then automatically be added to the team roster after checking eligibility. To delete a player, the manager must come to the Director of IM Sports at Baker College Muskegon. A player must have participated in one regular season game to be eligible for post season playoffs.
4. A team member may only play for one CO-REC and one Men’s or Women’s team.

FORFEIT POLICY
Forfeit time is five (5) minutes after the scheduled game time. If forfeit time arrives and one teams does not have the minimum number of players, the captain of the team that is prepared will have two (2) options: 1) take the win by forfeit, or 2) give the opposing team an additional 5 minutes to show up. If the team shows up during the additional time period, game time will be reduced by the number of minutes late the game begins. If the captain chooses to take the win by forfeit, the decision may not be changed. If the captain decides to play the game, the captain must accept the results of the game. After the additional five (5) minutes have expired and the team still does not have the minimum number of players, the game will be forfeited.
THE GAME:
All rules will be the same as those of the High School Federation, with the following exceptions or modifications:

All games will start right on the scheduled time. Teams should be signed up ready to go at their scheduled times. This means names on the score sheets with jersey numbers, jerseys on, ALL jewelry off and five (5) players on the floor ready to play.

Grace Period: A grace period is an option for the prepared team in case if an opposing team is not ready to start by game time. After the first five (5) minutes after the game start time, if one team is still not ready to start, the captain from the opposing ready team has the option to give an additional five (5) minutes of grace time. If not, the team not ready will end up with a forfeit loss. If the team given the grace period is still not prepared by the end of the grace period, then they will forfeit the game. The game clock will begin at the beginning of the grace period.

A team shall consist of five (5) legal players minimum on a roster and no more than ten (10). However, a team may start or finish a game with four (4) players. Once the game starts with 4 or 5 players you can go down to 2 players. Teams will start at the basket they warmed up at. Teams will switch at the half.

The game will start with a jump ball, and after that there will be alternating possession.

Time Period:
A game shall consist of two 20 minute halves running time. The time between halves will be three minutes. During the last two (2) minutes of the second half of regulation play, and the last one (1) minute of overtime periods, the clock will stop at every dead ball.

Time-outs:
Teams will get (2) time-outs per half and one (1) time-out for every Overtime period. No unused time-outs can be carried over into any of the next periods. Time-outs are thirty (30) seconds in length. If a team calls a time out and doesn’t have one, then a two-shot technical foul will be assessed, plus possession of the ball for the non-violating team at half-court.

An official’s time out shall be called in case of serious emergency or injury and it shall be the judgment of the referee that will determine the length of the time-out taken.
Overtime:
In case of a tie game, there shall be a three (3) minute overtime period with team fouls carrying over. (only for the playoffs) The clock will be stopped during dead balls in the last minute of overtime.

If the game remains tied at the end of the first overtime, another three (3) minute overtime period will be held with team fouls continuing to be carried over.

Equipment:
T-shirts must be worn under the intramural jerseys at all times.

No jewelry, hats, jean, metal braces, or dress shoes are permitted to be worn during the game. All teams must have the SAME colored jerseys with non-duplicated numbers.

Shorts or sweatpants must be pulled up and worn around the waist at all times. (result will be a foul)

A game ball will be provided. Each team will have to use the Intramural basketball for all games. NO EXCEPTIONS!!

Substitutions:
All players must report to the scorer’s table as well as the referee before entering the game. Substitution is permitted during the following situations.

A. At the referee’s whistle permitting entry
   1. When the ball is dead:
      • Held ball situation
      • Free throw situation
      • Throw in

Players cannot enter the game until the referee has given the O.K.

Fouls:
Unsportsmanship Foul:
If anyone other then the captain addresses the officials, supervisors or just yells or says out loud anything negative or derogatory they will be assessed a Technical foul. If one player gets 2 technicals they are ejected from the game and automatically have to sit out the next intramural game. So just play, have fun and keep your mouth shut.
A player shall not: hold, push, and trip, not impede the progress of the opponent by extended arm, shoulder, hip, or knee, or by bending the body into other than a normal position, nor use any rough tactics. A player who is dribbling the ball shall not charge into nor contact an opponent in his/her path nor attempt to dribble between two opponents or between an opponent and a boundary, unless the space is such as to provide a reasonable chance for him/her to go through without contact.

**Personal Foul**: A player foul that involves illegal contact with an opponent while the ball is alive or committed by or on a shooter when the ball is dead.
- Counts as a team foul.

**Player Control Foul**: A personal foul committed by a player while he or she is in control of the ball, or by an airborne shooter.
- Counts as a personal foul and a team foul. No free throws awarded.

**Intentional Foul** – a personal foul designed to stop or keep the clock from starting, or to neutralize an opponent’s obvious advantageous position.
- Examples: Grabbing a player on a fast break to prevent a score is an example of an intentional foul.
- Counts as personal foul and team foul.

**Technical Foul** – Technical fouls can be flagrant or non-flagrant in nature. Abusive behavior towards the referees or supervisors, disregarding the rules, or unsportsmanlike conduct in any way also constitutes a technical foul.
- Examples: More than five players on the court; swearing at the opponent, referee, or supervisor; dunking; wearing jewelry; illegal substitutions, etc.
- two shots and the ball are awarded to the non-violating team.
- Counts as personal foul and team foul.
- No slamming the ball at anytime against the wall or the floor. That will be considered unsportsmanlike and a Technical Foul will be assessed.

A player shall not:
- Participate after being disqualified
- Wear identical number as that of a teammate
- Attempt to gain an advantage by interfering with the ball after a goal, or by failing to immediately pass the ball to the nearest official if in control when a violation is called.

A coach, player, substitute, team attendant or follower shall not:
- Disrespectfully address an official
- Use Profanity
- Ignite undesirable crowd reaction

**NOTE**: For flagrant conduct, any player, coaches or spectators may be ejected from the building and automatically be suspended for the next game.
Once a team receives their third (3) technical foul, the game is ruled as a forfeit win for the other team.

6 Technical Fouls during Tournament/League play will eliminate that team from further competition.

If a player receives three (3) technical fouls during the Tournament/League play, that will eliminate them from further competition.

In the case of double technical, no shots will be awarded and the possession arrow will determine the possession of the ball.

**Flagrant Foul** – A personal and technical foul of a violent or savage nature, which displays unacceptable conduct. It may or may not be intentional. It involves violent contact such as striking, kicking, kneeing, etc. and also involves dead ball contact or non-contact at any time, which is extreme or persistent, vulgar, or abusive conduct. Fighting is a flagrant act. All Flagrant fouls count as a personal and technical foul (which will amount to two personal fouls and two team fouls) and two foul shots and the ball is awarded to the non-violating team. A flagrant foul can also be grounds for ejection.

One and one free throws awarded at the seventh team foul of each half. Two shots will be awarded at the tenth team foul of each half. Second half personal fouls and team fouls carry over into any overtime period.

A player must leave the game upon her/his fifth foul. Any fouled out player must leave the building (not just the court) before play resumes. Any player that is ejected from a game is suspended for the next game and will not be allowed being on the sidelines for that game that they must sit out.

Two technical fouls on any player will be an immediate disqualification.
Remember that flagrant fouls count as a technical.

No foul shots are awarded for player control fouls.

**FREE THROWS**
Players are allowed to move into the lane once the ball is released from the shooter’s hand.

One free throw for:
- A foul against a field goal thrower whose try is successful.

Two free throws for:
- A foul against a field goal thrower whose try is not good
- An intentional foul (plus possession on the ball)
- Any single flagrant foul (plus possession of the ball)
- Upon the tenth team foul
Three free throws for:
• A foul against a field goal thrower whose three point try is not good.

No free throws for:
• Each common foul before the seventh team fouls
• A double foul
• A player control foul

Bonus free throws (one & one) for: seven team foul to the ninth team foul

Each common foul (except player control) upon the seventh team foul in any half, or any overtime period; provided the fist attempt is successful (one & one).

During the free throws, the defending team can only have a maximum of 3 players on the line of lane during a free throw attempt. Others must stand behind the 3 point line until the ball is released from the shooter’s hand.

JUMP BALL
A jump ball will be taken in the center-restraining circle between any two opponents under the following situations:
• At the beginning of the first period
• At the beginning of any overtime period

The ball shall be awarded out of bounds under the following situations:
• At start of play at the beginning of the second half
• Possessions will alternate between teams
• Tie ups go to the possession arrow team

VIOLATIONS
• When a player who is throwing the ball inbounds touches the ball before someone else on his/her team has touched the ball.
• Traveling with the ball
• Using an illegal dribble or double bounce.
• When the free throw shooter steps on, or over a line on an attempt before the ball hits the rim or backboard or enters the basket.
• When a player steps into the lane before the ball has hit the rim on foul shots.
• If committed by the offense when the free throw is made, then the basket does not count.
• When the player with the ball touches the boundary line or anything outside the court.
• Reaching over the boundary line to guard the throw-in.

DELAY OF GAME
A player may not interfere with the ball after a made basket, or attempt to keep a dead ball away from an opposing player or an official. Failure of a team to immediately return to the court after a time-out is also delay of game. A delay of game warning is given first. Any delay of game violations after the warning consists of a technical foul.
OUT OF BOUNDS
A ball striking any edge of the backboard shall be in play. A ball striking the basket supports shall be out of bounds. A ball that goes over the backboard shall be out of bounds, even if it does not touch the basket supports. The ball must be thrown inbounds and touched within five seconds.

HELD BALL
A violation occurs when a held ball in the frontcourt occurs after five seconds, when a player is closely guarded.

SCORE KEEPING
- There will be an official scorekeeper provided by the intramural programs.
- The scorekeeper shall run the official clock at each court and shall inform teams of time remaining (two-minute warnings, etc.) in each half.
- The scorekeeper shall observe the referee’s indications of two or three point field goals.
- The scorekeeper has important responsibilities during live ball action. Please keep all questions for dead ball periods.

GOALTENDING
Goaltending occurs when a player touches the ball during a field goal try or tap while:
- The ball is in downward flight
- The entire ball is above the level of the basket ring.
- The ball has a possibility of entering the basket in flight.
It is also goaltending when a defensive player slaps or vibrates the backboard when there is a shot attempt.

SPECTATOR RULE
Each court will have a specified area for fans to watch the game. Team captains are responsible for keeping their fans in the specified zones as well as keeping them under control. Technical fouls can be assessed to a team for abusive fans.

Players will have a specified bench as well. Players must remain in the bench area when they are not in the game. Players must remain away from the score table so the scorekeeper can see the court. Failure to do so can result in a technical foul. Also, remember that no clothes, players, spectators, or equipment can be behind the hoops.

BLOOD RULES
If and when an official observes a player is bleeding, or has an open wound, or has an excessive amount of blood on his/her uniform (clothing), the player must leave the game. (In an instance when a substitute is not available, the official may allow time for the player to received medical attention, but the time may not be excessive in the judgment of the official.)
If a substitute is available, the player must leave and may not re-enter until after the clock has run as the substitution opportunity occurs.

MERCY RULE
At any time in the last 10 minutes of the 2nd half of a game if a team is ahead by 30 points or more, they will automatically receive the win and the game will be stopped.

EJECTION
In the case of an ejection, the player automatically is out one game, and must leave the premises.

SPORTING BEHAVIOR RATING
All teams will be rated by the officials and/or supervisor at the conclusion of each game on “sporting behavior” displayed before, during and after games.

The rating scale is as follows:
4 Excellent
3 No problem with teams
2 Occasional problems
1 Unreasonable comments and conduct
0 Abusive (language, fighting and protesting)

Any team receiving a “1” or “0” rating will receive a notice from the ReLife office indicating that another unacceptable rating received during the same sports season will result in the team being automatically dropped from further competition.

PARTICIPANT CONDUCT
Vulgar, obscene, abusive, derogatory and demeaning comments and gestures are not consistent with the environment IM sports desires. Such comments and behavior create a hostile environment, generate ill-will, place unnecessary pressure on participants and contribute to a negative recreational experience. Therefore, such actions will not be tolerated in IM sports. Violators will face suspension or expulsion from the program. Serious incidents or repeat abuses will be subjected to further disciplinary sanctions.

ASSUMPTION OF RISK
Baker College of Muskegon and the Department of Residence Life assumes no responsibility for injuries received during intramural sports, special events and other recreation activities. While we strive to provide safe and well supervised activities, there is an inherent risk for physical injury and/or death in all sports activities. It is highly recommended that all Intramural Sports participants undergo a medical examination and obtain their own medical coverage or verify their coverage under their parent’s policy. All injuries that occur during intramural play should be immediately reported to the intramural supervisor on duty. The supervisor will handle the incident according to the Baker College of Muskegon emergency plan.