

Texas Tech Rec Sports Basketball And Co-rec Basketball

** Rules **

IM Basketball is played in accordance with High School Federation rules
The Game

- ◆ Getting Started - each team needs to have a minimum of 3 players on the court ready to play. *Rec sports will attempt to provide scorekeepers for all games, in the event of short staffing, teams will be asked to provide a scorekeeper.*
- ◆ Game Length - A game shall consist of Two 20 minute halves. The clock will stop on the whistle **during the last two minutes of the second half**. Prior to the last 2 minutes of the second half, the clock will stop only for timeouts, injuries, and at the referee's discretion. *Speed-up rule:* (During the last 2 minutes, of 2nd half, any time a team is ahead by **10 or more points** the clock will only stop on team and officials' time-outs).
- ◆ Tie Games: A maximum of one overtime period of 2 minutes will be played in the regular season. The clock shall stop on all whistles during overtime. If at the end of overtime the game is still tied, the game shall end in a tie. **In playoffs, extra overtime periods will be used to determine a winner.**
- ◆ Time-outs - Each team may use **1 time-out** (one minute in duration) **per half**. There will be one additional time-out granted during the overtime. **Time-outs will not carry over from regulation to overtime. Time-outs not used will be forfeited.**
- ◆ Substitutions - A team may substitute during dead ball situations but only when an official motions the player onto the court. Illegal substitutions may result in a technical.
- ◆ Free Throws - ALL PLAYERS OCCUPYING A MARKED LANE SPACE MAY NOT ENTER THE LANE UNTIL THE BALL TOUCHES THE RING OR BACKBOARD OR UNTIL THE FREE THROW ENDS (same restrictions as free thrower).
- ◆ Jerseys - Teams not having their own numbered jerseys, must check out jerseys from Equipment Issue (EI). If both teams have similar colored jerseys, the referee shall decide who must check out jerseys.
- ◆ Jewelry - All jewelry is deemed dangerous and not allowed to be worn. Exception: A medical alert bracelet or necklace is permissible to be worn provided it is taped to the body. Refusal to remove jewelry may result in loss of playing privileges. If the officials stop play for removal of jewelry. A charged time-out may be given to the offending team.
- ◆ Un-sportsmanlike Conduct - Teams are responsible for the actions of the fans, coaches and players. It is advised that captains of teams respond accordingly to official's request for assistance in regards to unruly individuals. Any team receiving **3 Unsportsmanlike Technical fouls in one game** will forfeit the game and be suspended from further play until the situation is rectified with the Rec Sports Office.

Types of Fouls

- ◆ Common Fouls: Personal fouls that are neither flagrant, intentional nor against a shooter.
- ◆ Bonus Free Throws: In each half, one-and-one beginning on a team's 7th charged foul; and two free throws beginning on a team's 10th charged foul.
- ◆ Intentional Fouls: An intentional foul, regardless if the try is good or not, will result in 2 free throws and the ball out of bounds to offended team.
- ◆ Act of Shooting Foul: Goal Successful, award 1 shot. 2 shots if intentional. If try was behind three-point line, award 3 shots if unsuccessful, and one free throw if the try was good (two free throws if intentional).
- ◆ All Technical fouls will result in **2 points** and the ball awarded to the offended team.
- ◆ Flagrant Technical and Flagrant Personal Foul: Award 2 POINTS, eject the offender, and give the ball to the offended team.
- ◆ Player Ejection: Any player, being assessed two (2) technical fouls, will be ejected from the contest and must leave the SRC. **TEAMS MAY NOT SUBSTITUTE FOR THE EJECTED PLAYER.** One (1) flagrant foul will constitute player removal.

SPECIAL PROVISIONS

- ◆ Dunking is permitted prior to, during, and following all intramural contests played on SRC courts.
- ◆ GRASPING AND HANGING ON THE RIM OR NET is illegal and will result in a technical foul, except if in the opinion of the officials, it was done to prevent injury.
- ◆ Mercy Rule - Once a team has a lead of 40 or more points in the second half, the game is ended.
- ◆ Adding Players: Persons who play in the game, but do not check in may not get credit towards adding on to a team roster. Teams may add players during the playoffs; however players may not play for more than one Men's, Women's or Co-Rec team.

Team Sportsmanship Rating System

In order to promote good sportsmanship the Intramural Program has adopted a sportsmanship policy. It is the responsibility of the team and players to make sure the game atmosphere is friendly and fun to both staff and fellow participants. The sportsmanship rating will be determined by game officials and will include behavior before, during and after each contest. Each team will receive a letter grade after each game. A yellow/red card will be displayed during contests to warn and/or eject individuals, teams or spectators. Ejections occur when an individual receives 2 yellow cards or 1 red card. Please see "Reinstatement Procedures" for ejected individuals.

YELLOW card infractions include, but are not limited to:

- Verbal and non-verbal dissent towards officials
- Taunting opponents or staff
- Actions detrimental to the spirit of the game
- Unnecessary contact with opponent

RED card infractions include, but are not limited to:

- Excessive verbal and non-verbal dissent towards officials
- Threats towards staff or opponents
- Fighting
- Second yellow offense on same player

Sportsmanship ratings will be based on the following criteria:

A = Excellent conduct and sportsmanship. Players cooperate with officials and team members. The captain calmly converses with officials and has full control of his/her team. (4 points)

B = Acceptable conduct and sportsmanship. Team members show minor dissent that may or may not merit a warning. Teams that earn 1 yellow card will receive no higher than a B rating. Team captain exhibits some control over his/her team. (3 points)

C = Below average conduct and sportsmanship. Team shows verbal dissent towards officials or opposing team that may or may not merit a warning. Team captain exhibits minor control over his/her team. Teams that earn 2 yellow or 1 red card will receive no higher than a C rating. (2 points)

D = Poor conduct and sportsmanship. Team constantly shows dissent. Multiple instances of poor sportsmanship toward officials and/or opposing team or actions that inflame or provoke. Team captain has little control over his/her team. (1 point) **Teams or team members using false identification will receive no higher than a D Rating. A team that attempts to check in a player using false identification will be considered to have 2 card infractions to begin the contest.**

F = Unacceptable conduct and sportsmanship. Team completely uncooperative. Team captain has no control over team. Any team earning 3 card infractions or 2 red cards will receive an F rating. Any team with players, or spectators, in possession or under the influence of alcohol will receive an F rating. (0 points)

Any team receiving an F rating will be suspended from further play until meeting with and being reinstated by the Sports Director.

Special Circumstances

Captain's Meeting: Teams that attend a sport's Captain's meeting will receive **1 point** toward their overall sportsmanship rating goal for playoff eligibility.

Playoff Eligibility:

In order for a team to be eligible for post-season play they must earn an average of 3 points per game scheduled in the regular season. (eg. For a 3 game season a team must earn 9 points to advance to the playoffs)

Once in the playoffs teams must receive at least a **C** rating for each game played in order to advance. **Teams may only receive 1 C rating in the playoffs. Additional Ratings C or below will result in removal from the playoffs.** Teams that receive either a D or F rating during the playoffs will not be permitted to continue play.

Teams that win by a "not ready to play" Forfeit will receive an A rating or 4 points.

Teams losing by a "not ready to play" Forfeit will receive a C rating or 2 points.

Teams losing by Default will receive a B rating or 3 points.

Appeals -- The sportsmanship rating a team receives may **not** be appealed.

PROTESTS AND PROTEST PROCEDURES:

Protests within Intramural Sports are allowed to correct the misinterpretation of the rules, the misinterpretation and application of penalties, and/or player eligibility, **THE JUDGMENT OF AN OFFICIAL IS NOT PROTESTABLE.**

CO-REC RULES:

Co-Rec Basketball is played with the same rules with these exceptions.

- ◆ Players - Each team will consist of five (5) players: Maximum 2 men and 3 women. Substitutes are allowed on a man-for-man and woman-for-woman basis only. A team may start with three (3) players.
- ◆ Playing shorthanded – A team must have each gender represented on the court to start the game. A maximum of 2 men and 3 women are allowed. Any line-up that consists of these criteria will be allowed to play. Teams that fall below 3 players will only be allowed to continue if the officials believe they still have a chance to win.
- ◆ The ball - The women's size ball will be used during these contests. Unless both teams agree to use a different ball.
- ◆ Scoring Rules: All field goals made by males outside the 3-point arc shall be worth 3 points, females **4 points**. All other field goals made by males 2 points, females 3 points.
- ◆ Free Throws: All free throws made shall count as one (1) point regardless of gender. However, free-throws attempted is a direct relation to how many points the shot is worth. Example: (if a female is fouled shooting a lay-up and misses the shot, she will be rewarded three (3) free-throws because the shot was worth three points).
- ◆ All bonus situations will remain the same as regular basketball regardless of gender.
- ◆ No player may enter the lane during a free throw until the ball has touched the rim or backboard, or the free throw has ended.

HAVE FUN

WORK HARD

REPRESENT YOURSELF WITH INTEGRITY

ENCOURAGE RESPECT TO OTHERS AND THE GAME!