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## INTRAMURAL SPORTS “A” BASKETBALL & COED RULES

**ELIGIBILITY:** All players must be current students or wellness card holders. Players can not play on more than one team. Teams must sign the signup sheet/waiver prior to their first game. Those rosters become locked at the end of the regular season. NO more than two GRADUATING VARSITY PLAYERS are allowed per team. They become eligible at the beginning of the quarter following the conclusion of the varsity season. This includes Red Shirts. To be eligible for the playoffs, a player must attend a minimum of two regular season games, even if they cannot play due to injury or illness.

**FORFEITS:** The IM Program has the authority to remove a team after they record two forfeits during any given season. Teams that are removed from the league due amassing two or more forfeits are not eligible for a refund of their Team Fee in whole or part.

**EQUIPMENT AND COURT:** The Intramural Program will provide a game ball and penny (numbered jersey) for the participants to use and wear during the Intramural play. Team's are encouraged to bring their own ball for pre-game warm ups. If both team captains agree a personal basketball may be used as the game ball. Games will be played in the East or West Gym's.

**TEAM SIZE:** Team consists of five to a side with a maximum of three from either gender for coed. Teams can start with no fewer than four players. There is no limit to the number of subs per team.

**GAME TIME:** Game time is at the top of the hour. The team must grant their opponents a 10-minute (10 minutes past the hour) grace period if needed (If the required minimum number of players arrives within the 10-minutes, the game will be played and recorded as an official game). NO EXCEPTIONS ARE PERMITTED TO THE 10-MINUTE GRACE PERIOD. The length of the first period will be shortened according to the lateness of the new start time.

**THE GAME:** NCAA/NAIA Rules will govern play with the following exceptions:

1. Games will consist of two 20-minute halves with a “running clock” meaning the clock will remain running throughout the game. The only time the clock will stop is if:
  - a. A team calls for a time-out. Each team is allotted three total timeouts per game with no more than two a half. If a timeout is called during dead ball or after a made basket, the team gets the ball on the baseline. If a timeout is called after the ball is inbounded, it is awarded at half court.
  - b. The last two minutes of the game will be “stopped clock” meaning the clock will stop the stopped clock will be negated.
2. Overtime consists of one 3-minute period. If the score is tied after an overtime period subsequent overtimes will occur until a team is declared victorious. One time out per overtime period.
3. Bonus free throws
  - a. The offended player will be awarded 1+1 on the 7<sup>th</sup> team foul.
  - b. The offended player will be awarded two foul shots on the 10<sup>th</sup> team foul.
  - c. Coed rule adaptation: If a woman is fouled and the team is in the bonus, that woman will shoot 1+1+1
  - d. If a woman is fouled in the act of shooting, they will shoot three free throws for two point shots and four free throws for three point shots.
  - e. If a woman is fouled and it is at least the 10<sup>th</sup> team foul for the half for the offending team, that woman will shoot three foul shots.
4. Technical Fouls
  - a. A technical Foul will count as a personal foul and team foul
  - b. Two technical fouls constitute automatic ejection from the game and the offending player must meet with the Intramural Sports Director to be re-instated in the league. A flagrant foul also counts as a technical foul.
  - c. All technical fouls will be two shots and possession of the ball at half court
  - d. The player assessed a technical foul must sit for at least five minutes on the bench before being reinstated into the game. The game will be forfeited in the opposing teams' favor if that team does not have a minimum of four players remaining.