



# BASKETBALL

Current High School Federation Rules will govern play. Intramural policies, procedures, eligibility requirements, etc., and specific rule modifications will take precedent. Captains are encouraged to share these rules as well as program policies and procedures with teammates and spectators.

## GENERAL - THE GAME

1. The game shall consist of two (2), eighteen (18) minute halves. The clock will run continuously for sixteen (16) minutes in the first half. The second half will consist of a fifteen (15) minute running clock followed by one (1) minute of play in which the clock shall stop for all fouls, held balls, and violations.
2. Half-time will be two (2) minutes.
3. Two (2) 30 second time-outs per game are allowed. Time-outs can be called at anytime during a dead ball or offensive possession. The game clock will stop for all time-outs.
4. Overtime – All Games ending in a tie will result in an overtime period consisting of a two (2) minute running clock, except for the last 30 seconds, which will be stopped clock. If the score is tied after this period, a sudden victory period will begin immediately with the first team to score two (2) points declared the winner. A jump ball will determine first possession of each overtime period. Personal, team, and technical fouls accumulated in the second half and/or overtime periods, as well as any leftover time-outs, will carry over into each succeeding extra period. Each team will be awarded one additional time-out for all overtime periods. A one-minute rest period will proceed each extra period.
5. Each team must furnish one scorekeeper. If no scorekeeper is provided at game time the clock will start. Teams have ten (10) minutes to provide a scorekeeper or the game will be a forfeit. Play will begin immediately if the scorekeeper is secured within the ten (10) minute time limit. If there is any discrepancy in the score, the running score on the score sheet will be considered official. The score on the flip scoreboard will not be considered official in the event of a score discrepancy. Extra team members are allowed to be the scorekeeper.
6. When one team is 25 or more points ahead at the end of the first half or if that team secures a 25-point lead during the second half, the game is ended immediately.
7. The alternating possession rule will be in effect. Jump balls will be tossed at the beginning of the game and extra period(s).
8. Free Throw Rule. No player can enter the lane area until the ball touches the rim or backboard.

[Type text]



# CLARK COLLEGE CAMPUS RECREATION

9. Any player who is bleeding must be substituted for until the bleeding stops. An intramural staff member or game official has the authority to remove the player. If by removing the player who is bleeding, the team falls below the minimum number necessary to play (Men's, Women's, and Coed 3 players, the following will apply: The game clock will stop and a maximum of five (5) minutes will be allowed for the player to stop the bleeding. Either an intramural staff member or game official must approve the player to re-enter.

## REGULATIONS - PLAYERS

1. Players can only play on ONE men's/women's team and ONE coed team.
2. Each team must have four (4) players on the court at the designated starting time or the team will forfeit the game. GAME TIME IS FORFEIT TIME. Teams may continue with no fewer than four (4) players or the game will be declared a forfeit.
3. Substitutes may enter the game on a dead ball only. Substitutes will report to the officials to enter the game.
4. Line-up including first and last names and numbers must be clearly printed on the score sheet prior to the start of the game. If a player enters the game without first having their name and number on the score sheet a technical foul will be assessed to the team (limit of one technical foul charged to the team, regardless of the number of violations).

## EQUIPMENT

1. Captains from both teams must agree on the game ball. If discrepancy, officials will choose the game ball.
2. Any equipment that is plastic, metal or any other hard substance, even though covered with soft padding, shall always be declared illegal. Knee braces will be permitted if padded and metal is not exposed. Players may not wear jewelry or other accessories of any kind. Failure to remove ANY such equipment when asked to do so will result in that specific player not being allowed to participate until the equipment is removed. THIS INCLUDES EARRINGS AND ALL SOFT JEWELRY.
3. Flat rubber-soled shoes are required. Open toed shoes are not allowed.
4. All players are required to wear jerseys with numbers. Numbers must be clearly visible and consist of whole Arabic numerals from 0-99. Pull over pinnies are available for check out from intramural staff for the duration of the game or teams may supply their own legally numbered jerseys, provided they are all the same color.

## FOULS

1. Personal and technical fouls will be combined for player disqualification (on the fifth foul).
2. Personal and technical fouls will be combined for the team to reach the bonus. The bonus begins with the seventh (7) team foul in the half. On the tenth (10) team foul of the half 2 shots will be awarded to the team which was fouled.

[Type text]



## CLARK COLLEGE CAMPUS RECREATION

3. Fouls that occur on missed 3-point attempts will result in the shooter being awarded three (3) free throw attempts.
4. Intentional Fouls; 2 free throws awarded regardless of when foul occurs, plus offended team receives ball at out of bounds spot nearest to the foul.
5. Technical Fouls and Flagrant Fouls; 2 points awarded plus shooting team's possession at mid court. NOTE: Under-cutting is considered a flagrant foul.
6. If double technical fouls or simultaneous technical fouls by opponents occur, the alternating possession rule will be utilized. No points are scored.
7. Dunking will be allowed during the contest. *However, hanging on the rim during the game, at halftime or in warm-ups will be penalized with a technical foul. Dunking in the pre-game warm-up, at halftime or post-game will result in a technical foul.*
8. A technical foul will be assessed to a player who excessively swings his/her arm(s) or elbow(s) even though there is no contact with an opponent.

### PLAYER/TEAM CONDUCT

\*\*Teams are responsible for knowing and understanding the team sportsmanship rating system. Behavior before, during or after an intramural contest will be included in the rating (refer to the Intramural Handbook)

**\*\*TAUNTING, BAITING, AND/OR "TRASH TALK" IS NOT ACCEPTABLE BEHAVIOR AND RESULT IN TECHNICAL FOULS!**

NOTE: Only the captain may talk to the officials while he/she is on the floor concerning questions of rule interpretations if done within the rules and in a sportsmanlike manner. Rule interpretations are the only questions that may be directed to an official. Discussion of judgment calls may not be directed toward the officials by either the players or captains.

Any team receiving a technical foul will automatically receive a sportsmanship rating of no more than 2. Teams with an average sportsmanship rating lower than 2.5 WILL NOT be eligible for the playoffs.

[Type text]



# CLARK COLLEGE CAMPUS RECREATION

## COED BASKETBALL RULES

### PLAYERS

1. Each team consists of five (5) players (3 women and 2 men or 2 women and 3 men). Each team must have four (4) players on the court at the designated starting time or the team will forfeit the game. Each team must furnish one (1) scorekeeper. If both scorekeepers are not provided at game time the clock will start. Teams then have (10) minutes from the start of the clock to each provide one or it will be a double forfeit.
2. Teams may continue with four (4) players. If a team plays with 4 players, it must consist of 2 males and 2 females.

### SCORING

1. Goals that are scored by women will be worth 1 more point than goals scored by men. 3 points will be awarded for a goal scored by a female from on or in front of the 3-point line. 4 points will be awarded for a goal scored by a female from behind the 3-point line. Free throws made by females will be worth 2 points.
2. It is a violation for a male to block a shot attempted by a female. Blocking of a female's shot by a male will result in a goaltending violation.
3. A men's or women's ball may be used. If teams cannot agree on a ball, the men's ball will be used.

## OPEN GYM BASKETBALL RULES

1. All intramural sportsmanship rules must be followed. If any player is found to be in violation of these rules as deemed by the intramural supervisor, that player will be asked to leave for the day. Any player asked to leave twice in one quarter will not be allowed to participate in open gym for the remainder of the quarter.
2. ALL WILL HAVE AN OPPORTUNITY TO PLAY, and it will be based on first come, first play. Those who have been waiting the longest (sitting out the most games) will have the first priority to play.
3. First game of the hour will be determined by shooting for teams in an "every other" format.
4. Games will be to 7 by 1's and 2's. If only one full team of 5 is waiting to play, then games will be to 11 by 1's and 2's.
5. There will be no officials in open gym, so call your own fouls. Blatant dishonesty in calling fouls could be determined as unsportsmanlike by the intramural supervisor and may be asked to leave.
6. The Intramural supervisor has the right to end open gym early if multiple players begin hostile actions toward one another, and playing conditions are deemed unsafe.