

Kettering University Intramural Sports

Basketball Rules

Intramural Sports reserves the right to change or modify the rules at any time for safety or management of the sport. National Federation of High School Associations rules apply to all play except those listed as follows:

1. **Game Time is Forfeit Time:** Each team should do their part to make sure games are started on time. There will be a 5-minute grace period from the scheduled start of the game. Each team must submit a playing roster for that game on the basketball score sheet. When filling out the score sheet, each player must be designated with a legal playing number. Teams must wear same color jerseys. If the jerseys are numbered, use the number on the jersey. Schedules will assign teams a jersey color. A limited number of jerseys are supplied by the Recreation Center. A marker will be used to write a number on the player's hand if they are not wearing a numbered jersey.
2. **Length of Game:** A game will consist of two (2) twenty (20) minute halves. During the final two (2) minutes of the second half the clock will stop on all whistles.
3. **Start of Game:** Each game will start with a center jump. After that the alternating possession rule will apply. Five (5) and ten (10) second violations will cause the ball to go over to the defense.
4. **Overtime:** If the games go into overtime, the ball will be put into play with a center jump. The overtime period will be three (3) minutes in length. If the game is tied at the end of a second overtime then it is a tie. All overtimes will have a one (1) minute intermission and be played with running clock except during the final one (1) minutes of the overtime period. The clock will stop on all whistles during the final minute. Playoffs will have as many overtime periods as necessary to determine a winner.
5. **Timeouts:** Each team will receive two (2), one (1) minute timeouts per half only. Unused first half timeouts do not carry over into the second half. However, unused second half timeouts carry over into overtime periods.
6. **Mercy Rule:** If a team is winning by twenty (20) points or more at any time in the last two minutes of the game or overtime period, then the game will be called and the team ahead will win by the score at that time. If a team is ahead by 50 or more points at any time during the game, it will be called.
7. **Player Conduct and Ejection:**
 - A. Any player who receives two (2) unsportsmanlike technical fouls will be ejected from the game. If the foul is flagrant, a player will be ejected on the first technical.
 - B. Any player ejected from any game, for any reason, will automatically sit out a one game suspension with additional discipline to be determined by the nature of the incident. Upon ejection, the game will be stopped for the completion of an ejection form. The person(s) being ejected have two (2) minutes to leave the gym and must meet with the Assistant Director of Recreation Services before they are allowed to play again.
 - C. Dunking during a game is allowed as long as the player does not hang on the rim unless for safety of players below. However, dunking before the game will result in a technical foul being assessed.
8. **Free Throws and Fouls:**
 - A. "Intentional Foul": In addition to two (2) free throws, the team who received the two (2) shot foul also gets the ball back for a throw in at the nearest spot of the foul. The player who committed the foul must sit out until the next dead ball.
 - B. Personal Fouls in the act of shooting: Two (2) free throws if the player try was not successful (3 if a three (3) point try), one (1) if the shot was made.
 - C. Common Fouls: The ball is awarded out of bounds. After seven (7) team fouls per half the offended player will shoot 1 +1. After ten (10) team fouls per half the offended player will shoot two free throws. All second half fouls carry over into overtime play.
 - D. Player Control Fouls: There are no free throws awarded on player control fouls. However, this is added to the total team fouls.
 - E. Technical Fouls: Any technical will result in two (2) free throws for the opposing team. Any player who received two (2) unsportsmanlike technical fouls in a game will automatically be ejected from that game. A player will be ejected on the first technical if flagrant. The teams third (3rd) technical foul will result in a forfeit.
 - F. If a player enters the game without reporting to the scorers it shall be treated as a technical foul.
 - G. A player must leave the game after receiving five (5) personal fouls (technical fouls are included).
 - H. Offensive players may not stay longer than three (3) seconds in the block or the defense will take possession.
 - I. Maximum of 4 defensive and 2 offensive players are permitted in the free throw lane. The two spaces nearest the shooter must be vacant. All other players are to be behind the 3 point line.
 - J. Players may receive their own "air ball" shot attempts without the ball contacting the goal or another player as long as the official deems the action a attempt try for goal and not a pass to another player.
9. **Substitutions:** Substitutes must report to the scorer's table. The scorer will allow for substitution on any whistle with acknowledgment from the official.
10. **Official Score:** The official score will be determined by the scorebook. Each team must supply one person to run either the time clock or

the official scorebook. The timekeeper and official score keeper must remain at the scorers table at all times.

11. **Halftime Practice:** Only the teams playing may use the court to practice between half's.
12. **Official Game Ball:** The official game ball will be furnished by the IM Sports. This is the only ball that will be used during play.
13. **Four Players Present:** Four (4) players must be present to play. Less than four (4) will result in a forfeit. A team may play with less than four (4) players if they foul out during the game. A team may add a 5th player at any time.
14. **Jewelry Restrictions:** Any player wearing jewelry **WILL** be given a technical foul. Taped earrings or rings **WILL NOT BE ALLOWED**.
15. **Five (5) Second Violation:** On an in bounds pass, the ball must be touched within five (5) seconds before a violation will occur.
16. **Alcohol Restrictions:** Any person, team member, or fans considered to be intoxicated by the administration or the referees, will be ejected from the Recreation Center. No food, beverages or alcohol are permitted into the Recreation Center. A group in violation will be required to clean the entire gymnasium.
17. **Remaining on the Bench:** Team members must remain on the bench, unless checking in at the scorer's table. Coaches must remain inside the coach's box (Scorers table, half court, to end of bench). They are only allowed to leave the coaches box during time outs and the end of half's. Violations will result in a technical foul. A coach may be ejected from the game.
18. **Rescheduling Games:** Games may not be rescheduled.
19. **Blood Rule:** A player who has an open wound must have that wound covered and all of the blood cleaned off of the player. If the player's clothes have blood on them they must be changed with a clean jersey before they are permitted to reenter the game.

PROTEST PROCEDURE

A protest may be submitted in instances of rule misinterpretation and participant eligibility. Protests will not be accepted if they are based on a judgment call made by officials in playing situations. Protests must be made to the game official and the Recreational Sports Supervisor at the time of the protest and one of the following will occur:

1. On Field Protest:
The team captain will state to the official that he/she protests the rule interpretation and a meeting between both team captains, officials and the Recreational Sports supervisor will take place. They will have from 3 to 5 minutes to come to a solution to the protest. This solution must be agreed on by all parties. If no agreement is made within the time period the protest will stand and the team filing the protest must follow the format protest procedures.
2. Formal Protest Procedure:
 - A. Formal protest must be announced after an agreement could not be reached with the On Field Protest.
 - B. Formal protest is to be submitted within 24 hours of the game and the team captain must attend the next Athletic Council meeting. Failure to adhere to the formal procedures will result in the protest not being allowed.

FORFEIT POLICY

1. If a team or contestant fails to appear at the appointed place within the appointed scheduled grace period for the contest, the offender may forfeit the contest and be charged with a loss. The team or contestant that was present will receive credit for a win.
2. Grace Period: Teams will be permitted a five (5) minute grace period from the scheduled game time. If teams arrive after the grace period, team managers will meet with the sport supervisor and game official to determine if time will allow for the game to be played.
3. A team or contestant shall forfeit any contest in which an ineligible player participated (no fine assessed).
4. One forfeit due to failure to appear for a scheduled game in a team sport automatically drops a team from further competition in that sport for the remainder of that particular season. Teams wishing to continue participation in the regular season must pay a \$20 re-entry fee.
5. Forfeit fees may be paid at the entry area of the Recreation Center by closing time before the next scheduled game. Checks are to be made out to Kettering University and will be deposited in the Intramural Sports account.

POSTPONEMENT

1. Games will not be postponed because of social engagements, organization meetings, etc. If a player or team knows of potential conflicts, notify the Assistant Director at 762-9733 in advance of scheduling so conflicts can be minimized.
2. In some cases postponements may be necessary due to inclement weather or an unforeseeable situation. In this event, special provisions may be made. Call the Recreation Center IM hotline at 762-9736 an hour before scheduled game time for an update on the game situation.
3. Postponed regular season games may not be rescheduled unless time and space permits.
4. Teams may not mutually agree to a postponement without seeking consent of the Assistant Director. Such agreements will be considered forfeits.
5. A team or individual may withdraw from competition without penalty by notifying the Assistant Director at least 48 hours prior to their next contest.