

Gonzaga University Intramural Department Men's, Women's and Coed Basketball Rules

Each player must present a GU ID card before each contest to be eligible to participate.

No Exceptions.

Game time is forfeit time.

Any rule not mentioned in the following will be governed by National Federation of State High School Association rules. Intramural policies, procedures, eligibility requirement and specific rule modifications will take precedent.

1. Players and Substitutes

1.1 Players can only play on ONE men's/women's team and ONE co-ed team. Exception: A player can either play on one Men's A team, one Men's A/B team and one Coed team or play on one Men's B team, one Men's A/B team and one Coed team.

1.1.1 Players in the Men's C and D leagues may not play in the Men's A/B combined league.

1.2 A team may start the game with a minimum of (4) four players. If during the game a player(s) gets injured, fouls out or is ejected from the game causing the team to fall under the minimum number of players (4), then the game will be forfeited. Line-ups including first and last names and numbers clearly printed on the score sheet are due prior to the start of the game. If a player enters the game without first checking in and having their name and number on the score sheet, a technical foul will be assessed to the team captain.

1.3 When a team has forfeited, the opposing team must have at least four (4) players checked in with the Intramural Staff to receive the win.

1.4 Substitutions must report to the score table before entering the game. Substitutes may enter the game only when the official acknowledges the substitution. Penalty: Technical foul.

1.5 Teams must wear shirts with the same shade of color, and each shirt must have a different number (numbers greater than 2-digits are not allowed).

1.5.1 Numbers can be on the front, back or both sides of the jersey, but must be visible by the officials. Numbers may not be marked on the body with a marker or with tape on a jersey. Black and white markers are available at each ID table.

1.6 All players must wear non-marking rubber-soled athletic shoes. Open toed shoes are not allowed.

1.7 Jewelry of any kind may not be worn. Exception: religious or medical.

1.8 Casts (plaster, metal or other hard substances in their final form) or any other item judged to be dangerous by the supervisor, official or athletic trainer may not be worn during the game. Knee braces made of hard, unyielding substances covered on both sides with all edges overlapped and any other hard substances covered with at least 1/2 inch of slow recovery rubber or similar material will be allowed.

2. Length of Game and Timing

2.1 There will be two (18) eighteen-minute halves of continuous running time. The clock stops for time outs or official time outs (e.g. for injuries or retrieving a ball). The clock is not stopped for violations.

2.1.1 Exception: During the last (1) one minute of the first half and last (2) two minutes of the second-half, the clock will be stopped for all dead ball situations (fouls, violations, turnovers, time outs, etc...).

2.2 When a team is shooting free throws and a time out is called, the clock will start when the ball is touched after the throw-in on a made basket or when the ball has touched the rim on a missed basket. The clock continues to run on technical fouls unless a time out has been called.

2.3 There is a two-minute intermission between halves.

2.4 Overtime: If necessary and if time allows, OT during the regular season is a 2-minute period that shall be played to determine a winner. If after the first 2-minute overtime period the score remains tied, the game will result in a tie. Tournament play will consist of 2-minute overtime periods being repeated until a winner is declared. The clock is a running clock in overtime periods except for the last (1) minute, the clock will be stopped for all dead ball situations (fouls, violations, turnovers, time outs, etc...).

2.5 If a team is leading by 20 points or more in the final two minutes of the game, the mercy rule will be put into effect and the game will be over.

2.6 The alternating possession rule will be in effect. Jump ball will be tossed at the beginning of the game and overtime periods.

3. Time-outs

3.1 Each team will have three (30-second) time outs per game (no limit per half). During each time out, the official will record the player who called the time-out and the time and half it was called for reference.

3.2 Time-outs may only be called by the team with possession of the ball or during a dead ball situation. Only players that are in the game may call a time-out. Bench personnel and "coaches" may not call time-outs. After a time-out, the ball will be in-bounded closest to the spot where the ball was when the timeout was called.

3.3 One (30-second) time-out per overtime period is allowed. Time outs from regulation play do not carry over into the overtime periods.

3.4 Time-outs called in excess of the allotted number will result in a technical foul.

4. Violations

4.1 Back-court: Teams may not be in continuous control of a ball in their backcourt for more than 10 seconds (men's, women's and coed leagues). Once the ball has been established across the half-court line (both feet and the ball), it is a violation to cross back over into the back-court. Penalty: Turnover.

4.2 Three Seconds: An offensive player cannot be inside of or in contact with the free throw lane (known as the key) for more than three seconds while the ball is in his/her team's front-court. Penalty: Turnover.

4.3 Five Seconds: If a player is closely guarded (within six feet) in the front-court and holds the ball for more than five seconds, or dribbles the ball for more than five seconds, a violation will be called. Penalty: Turnover.

4.4 Kicking: It is a violation to intentionally strike the ball with any part of the leg or foot; accidentally striking the ball with the foot or leg is not a violation.

4.5 Elbowing: Swinging of the elbows while in possession of the ball without pivoting either foot will result in a turnover. A technical foul will be assessed to any player who excessively swings his/her arm(s) or elbow(s) even though there is or is not contact with the opponent.

4.6 Re-entry and possession: If a player loses control and goes out of bounds or is forced out of bounds, he/she may re-gain possession of the ball by initially dribbling the ball or grabbing/holding the ball to make a pass/shoot upon re-entry once he/she re-establishes both feet inbounds and are under control. If the player grabs/holds the ball upon re-entry and then dribbles it is double dribbling. Penalty: Turnover.

5. Throw-In Violations

5.1 The thrower shall not leave the designated throw-in spot until the ball has crossed the plane of the boundary. Penalty: Turnover.

5.2 The thrower must pass the ball into the court within five seconds of the start of a throw-in. Penalty: Turnover.

5.3 The thrower may step on the sideline or end line, but not over the sideline or end line.

5.4 The opponent of the thrower cannot reach through the throw-in boundary plane and foul the thrower. Penalty: Intentional foul.

5.5 The opponent of the thrower cannot reach through the throw-in boundary plane and touch or dislodge the ball. Penalty: Technical foul.

5.6 The opponent of the thrower cannot cross the end line or its imaginary plane. This is a delay of game. The team is warned on the first offense and then penalized with a technical foul on each subsequent offense.

6. Fouls

6.1 A player is allowed 5 personal fouls per game. On the fifth personal, that player will be removed from the game. A personal foul is a player foul that involves illegal contact with an opponent while the ball is live, which hinders an opponent from performing normal defensive and offensive movements. Intentional, technical and flagrant fouls all count toward personal and team foul totals.

6.2 A double foul is a situation in which two opponents commit personal fouls against each other at approximately the same time. In the case of a double foul, fouls are recorded, no free throws are awarded, and possession is awarded based on the alternating possession arrow.

6.3 An intentional foul is a personal or technical foul designed to stop or keep the clock from starting, to neutralize an opponent's obvious advantageous position, and contact away from the ball or when not playing the ball.

6.4 A flagrant foul may be a personal or technical foul of a violent or savage nature or a technical non-contact foul, which displays unacceptable conduct. If a flagrant foul occurs the player is ejected and removed from the game, field house, and RFC facility entirely.

6.5 Two free throws will be awarded for all intentional fouls, technical fouls and flagrant fouls. The offended team gets possession of the ball after the free throws have been attempted.

6.6 When a player control foul (charging) is committed, no points can be scored.

6.7 A technical foul is a foul by a non-player, a non-contact foul by a player; an intentional or flagrant contact foul while the ball is dead.

6.7.1 Two technical fouls against a player or coach in the same game will result in immediate ejection of that person from the game, field house and RFC facility entirely.

6.7.2 Slapping either the backboard or grabbing/hanging on the rim is a technical foul. Exception: A player may grab the rim to prevent injury.

6.7.3 Dunking is legal during the game only. Dunking during warm-ups or in a dead ball situation will result in a technical foul.

6.7.4 A technical foul on a spectator or coach is charged to the team captain. Any two players and/or coaches and/or spectators ejected from a game will result in an automatic forfeiture of the game by the offending team. A technical foul will also be recorded as a personal foul of the offender; also included in the total team fouls.

6.7.5 A team leading by 20 points or more during the second half may not use full court pressure. Penalty - Team captain will be given a warning on the first offense and a technical foul on the second offense.

7. Free Throws

7.1 A player will receive the one-and-one bonus after the offending team has accumulated 7 fouls each half. On the 10th foul and thereafter the opposing team will shoot two free throws for all fouls except player control. All fouls are counted toward the 7 and 10 team fouls.

7.2 When a player control foul is committed, the basket will not be allowed and free throws will not be awarded. Penalty: Turnover

7.3 Players will be allowed two free throws and possession of the ball for all technical, intentional or flagrant fouls.

7.4 Players will be allowed two free throws when fouled in the act of shooting. If the basket is made, then it counts and the player is allowed one free throw.

7.5 Any shooting foul committed behind the three-point line, on a missed shot, will merit three free throws. If a player is fouled, in the act of shooting, behind the three-point line, and makes the shot, one shot will be awarded.

7.6 The first marked lane spaces (ones adjacent to the end line) may not be occupied by any player. The second marked lane spaces on each side may be occupied by opponents of the free-throw shooter and the third marked lane spaces may be occupied by teammates of the free throw shooter. The lane spaces closest to the free-throw line (and the shooter) may be occupied by opponents of the free throw shooter.

7.6.1 The total number of players permitted in marked lane spaces are six, (not including the shooter) four defensive and two offensive players. The offense may have no more than two players and the defense can have as little as two and as many as four.

7.7 During free-throw attempts, all players may attempt to rebound the ball after it makes contact with the rim. If a player attempts a rebound on the release the result will be a lane violation.

8. Free Throw Violations

8.1 Players who wish to occupy the marked lane spaces must do so quickly, and must alternate lane spaces if their opponents wish to occupy the space nearest them. These individuals may enter the lane only after the ball hits the rim. Any player not occupying a marked lane space must be behind the three-point line and may not enter this area until the ball has touched the rim.

8.2 The free thrower must not touch or go over the free throw line. He or she cannot fake a try, and must release the ball within ten seconds.

8.2.1 In a one and one situation this will result in a turnover.

8.2.2 If this occurs on the first attempt of a two shot foul, the first shot is void and the second will be administered.

8.2.3 If this occurs on the second attempt of a two shot foul, it will result in a turnover and the opposing team will get possession of the ball out of bounds.

8.3 Failure to cause the ball to touch the rim will result in a dead ball.

8.3.1 In a one and one situation this will result in a turnover.

8.3.2 If this occurs on the first attempt of a two shot foul, the first shot is void and the second will be administered.

8.3.3 If this occurs on the second attempt of a two shot foul, it will result in a turnover.

9. Co-ed Basketball

9.1 Each team may start the game with a minimum of (4) four players (2 women and 2 men). If during the game a player(s) gets injured, fouls out or is ejected from the game causing the team to fall under the minimum number of players (4), then the game will be forfeited.

9.1.2 Regular coed combinations are 3 men and 2 women or 3 women and 2 men; not 4 men and 1 woman or 4 women and 1 man.

9.2 Scoring will be kept the same for men's and women's games. There are no differences for male or female points. One point will be awarded for a free throw, two points for a shot in front of the three point line and three points will be awarded for a shot behind the three point line.

10. Blood Rule

10.1 Any player who is bleeding must be substituted for until the bleeding stops. An intramural supervisor or game official has the authority to remove the player from the game. If by removing the player who is bleeding, the team falls below the minimum number necessary to play (4), 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. If the bleeding is not stopped within the allotted five (5) minutes the team will forfeit the game. **THE TIME ALLOWANCE IS ONLY FOR PLAYERS WHO ARE BLEEDING AND THE TEAM CANNOT CONTINUE TO PLAY WITHOUT THEM.**

Forfeits

A team forfeits when the entire team is a no-show or the team does not have the correct number of players to start the game *on time*. When a team forfeits for any reason, that team will receive no higher than a (2) two. The game will not be re-scheduled. The winning team will receive a (3) three for sportsmanship. Teams who forfeit two (2) games for any reason will be dropped from the tournament. For further explanation, see the forfeit policy. Forfeiture of game is not a penalty, but an edict by the Referee.

Defaults

A team defaults when contacting the Director (Shelly at x3977) at least 24 hours in advance of their next game to give plenty of time to notify the opposing team they will be receiving the win. The game will not be re-scheduled. When a team defaults, both teams will receive a (3) three for sportsmanship. **One default is given per team, per regular season play; two or more defaults will count as a forfeit(s).**

Player/Team Conduct

The officiating will be done by an official who is in absolute control of the game. Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in ejection or forfeiture of the game. Spectators must also remain in the designated area. The officials shall have the power to make decisions on any matters or questions not specifically covered in the rules. Only a protest of player eligibility or rules interpretation will be accepted. Official's judgment is not protestable.

Individual and team sportsmanship is of the utmost importance to the Intramural program and all of its participants. Certain behaviors will not be tolerated before, during, or after intramural activities (examples, but not limited too):

- a) Actions meant to cause harm to any person.
- b) Verbally abusive or threatening language towards players, spectators, or officials.
- c) Lack of control by individuals or the team.
- d) Alcohol and/or drug use (Refer to Intramural Alcohol and Drug Policy online at <http://www.gonzaga.edu/Athletics/Intramurals/team-information/player-and-team-conduct.asp>)

This is a no-tolerance policy and is under the discretion of the Officials, Supervisors and/or Director to remove players at any point and time before, during or after a game.

Player Restrictions

12.1 A player shall receive an intentional, technical, or flagrant foul or ejection if deemed necessary by the official for the following, but not limited too:

- a. He/she throws, slams, and/or kicks the ball in an unsportsmanlike manner.
- b. He/she kicks or trips an opponent.
- c. He/she runs through, over, or pushes down an opponent because "they cannot stop their momentum".
- d. He/she grabs an opponent's jersey or shorts.
- e. He/she grabs an opponent or pushes an opponent to stop them from scoring on a break-away.
- f. He/she uses profane language or obscene gestures toward opponents or officials/IM staff.
- g. He/she argues with an official's decision.
- h. He/she plays in a rough, out of control, or unsportsmanlike manner.
- i. He/she taunts or "trash talks" an opponent.
- j. He/she is involved in any altercations, bench clearings, fighting or anything not within the rules of the game.
- k. He/she commits a flagrant foul.
- l. He/she receives two technical fouls.
- m. Captains are subject to ejection for team/spectator conduct.

Note: It is the IM staff/official's judgment with any altercation(s) and penalties will be handed out as deemed necessary.

Please refer to Team Information at:

<http://www.gonzaga.edu/Athletics/Intramurals/Team-Information/default.asp> for Player and Team Conduct, Unsportsmanlike Consequences, and Disciplinary Actions.