Every player must present a valid GU ID card before each contest to be eligible to participate. No exceptions.

Game time is forfeit time. No “5-minute grace period” has to be given or guaranteed.

All rules are governed by National Federation of State High School Association rules. Intramural policies, procedures, eligibility requirements and specific rule modifications will take precedent. The officials have the power to make decisions on any matters or questions not specifically covered in the rules.

All equipment will be provided by the Intramural Department. No exceptions.

1. Players, Substitutions, and Equipment

1.1 Players can only play on ONE gender 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 below 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 The location of each team’s bench shall be designated and all players must remain within the designated area. When subbing into the game, players must be within the substitution area near the score table.

1.4.1 Substitutions must report to the score table before entering the game. Substitutes may enter the game only when the official acknowledges the substitution and beckons the player onto the court. Penalty: Technical foul.

1.4.2 During multiple free throws resulting from personal fouls, substitutions may be made only before the final attempt in the sequence or after the final attempt has been converted.

1.5 Teams must wear “light” (light colors are white, grey, light yellow, or baby blue) or “dark” (all other colors are considered dark) colored jerseys that are designated on the league schedule 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, sandals, barefoot, boots, or dress shoes are prohibited.
1.7 Jewelry is prohibited. All earrings and other visible body piercings must be removed or taped prior to the start of the game. Religious or medical-alert medals are not considered jewelry, but must be taped down and worn under the jersey.

1.8 Casts, guards, and braces (plaster, metal or other hard substances in their final form) or any other item judged to be dangerous by the supervisor, official or score/ID table may not be worn during the game.

1.8.1 Knee or ankle braces are permitted, but all exposed hinges must be covered or padded.

1.9 Headbands and sweatbands are the only head gear permitted. Hats, bandanas, shirt sleeves or other headwear with head decorations are prohibited.

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 does not stop 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 30 points or more with 5 minutes remaining or 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 only.

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.

3.5 A player may not call a timeout when jumping out of bounds to save a ball. Timeouts must be called by a player on the court.

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 both feet of the player and the ball have been established across the half-court line, it is a violation to cross back over into the back-court. Penalty: Turnover

4.1.1 A player may straddle the half-court line and pivot with one foot being in the backcourt to frontcourt without a violation being called.

4.1.2 A player that is established with the ball in the front court cannot throw/pass the ball to a player that starts in the backcourt and catches the ball in the frontcourt. The player receiving the ball must have two feet down to receive the pass with no violation. A player that starts in the backcourt when the pass is thrown and then catches the ball in the air jumping from backcourt to frontcourt is in violation of the over and back rule. Penalty: Turnover

4.1.3 Any pass thrown in from out of bounds (from sideline or baseline of offensive end) can cross into the backcourt and be received by the offense as long as no possession was established in the frontcourt. If the offensive player fumbles the in-bounds pass (does not catch or have possession) and the ball goes into the backcourt, the offense can retrieve the ball with no violation.

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/arm’s length) 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. It is not a violation if the player’s leg or foot is on the floor and stationary and the ball is thrown off of them or deflected.

4.5 Elbowing: Swinging of the elbows while in possession of the ball with or without pivoting either foot will result in a turnover. A technical foul will be assessed to any player who swings his/her arm(s) or elbow(s) even though there is or is not contact with the opponent. If the official deems the act to be excessive, unwarranted and with intent to harm, a flagrant foul will be assessed, resulting in immediate ejection and removal from the premises.

4.5.1 A player may extend his/her arm(s) or elbow(s) to hold the ball under the chin or against the body to protect the ball without swinging his/her elbows.

4.6 Re-entry and possession: If a player is dribbling and loses control of the ball and a player attempts to save the ball out of bounds, he/she cannot be the first person to touch the ball in bounds no matter if he/she re-establishes both feet inbounds and is under control.

4.6.1 If a player is going after a loose ball, 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 is under control. If the player grabs/holds the ball upon re-entry and then dribbles it is double dribbling. Penalty: Turnover.

4.6.2 If a player intentionally runs out of bounds to avoid the defense, this is a violation which can be a technical foul if the official deems the player was attempting to delay the game or if the player continuously does this. This violation is similar to a player leaving the floor at any point in the game without a legal substitution.

4.7 A goaltending violation is called if a player interferes with the ball when it is on its way to the basket and it is (a) in its downward flight, (b) entirely above the rim and has the possibility of entering the basket, (c) when a player contacts the net or rim while a shot is on its way to the basket, or (d) if the player contacts the ball after it has touched the backboard while it is above the rim in its flight (regardless of whether it is in an upward or downward flight). Penalty: Basket counts.

4.8 A traveling violation will be called when a player takes too many steps/shuffles their feet without dribbling the basketball. 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. This is due to limited space between courts and on the sidelines.

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.

5.5.1 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 5th 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 which neutralizes an opponent’s obvious advantageous position. Contact away from the ball or when not making a legitimate attempt to play the ball or a player, specifically designed to stop or keep the clock from starting, shall be intentional. Intentional fouls may or may not be premeditated and are not based solely on the
severity of the act. A foul shall also be ruled intentional if while playing the ball a player causes excessive contact with an opponent.

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 immediately ejected and removed from the game, field house, and RFC facility entirely.

6.5 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, except a foul by an airborne shooter, a foul charged to a player due to his/her actions, behavior, abusive or inappropriate language, a foul charged to the captain in result of fan and/or spectator actions, behavior, abusive or inappropriate language.

6.5.1 Two technical fouls against a player in the same game will result in immediate ejection, removal from the game, and premises immediately.

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

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

6.5.4 Any two players from the same team 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.

6.5.5 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.

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

6.7 Charging is illegal personal contact caused by pushing or moving into an opponent. A player who is moving with the ball is required to stop or change direction to avoid contact if a defensive player has obtained a legal guarding position in his/her path. When a player control foul (charge) is committed, the defensive player must have both feet planted in a stationary position. The defensive player must be stationary at the time the contact occurs for the call to be a charge. Penalty: Turnover, personal foul to offensive player and no points can be scored.

6.8 Blocking is illegal personal contact which impedes the progress of an opponent with or without the ball. A defensive player attempting to take a charge that is moving forward, backwards or sideways and does not have his/her feet planted will be called for a blocking foul. The defensive player must be stationary at the time the contact occurs for the call not to be a blocking foul.

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. The players occupying the defensive lanes under the basket may place their feet directly on the block.

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, above the free throw line extended, 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. Coed 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.

9.3 A male player shall not block a female player’s shot. This rule will only be in effect for Coed C and Coed D leagues. A blocked shot will be any contact on the ball either during the shooting motion or after a shot has been released and is on its way to the basket. Exception: If the male defender has established a legal defensive position and has his hands “straight up” in the air and the ball is shot into his arms, no violation will occur. Once the male’s hands/arms go into a downward motion it will be a violation. This violation will be considered a shooting foul.

9.4 A men’s basketball will be used for all coed games.

Player Restrictions
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 pushes, 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.

n. Threatening or intimidating officials and/or opponents.

o. Swings elbows or excessively swings elbows with intent to harm.

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

Blood Rule
Any player who is bleeding or has blood on his/her jersey, shorts, or body 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) regular season games for any reason will not be eligible for the tournament. For further explanation, see the forfeit policy. Forfeiture of game is not a penalty, but an edict by the Referee.

Exception: If a team is forced to forfeit a game when an injury during the game drops them below the minimum number of players required, that team will receive the sportsmanship score that they had earned at that point in the game as if the game was over (rather than an automatic “2” that a team would normally receive for a forfeit).

Defaults
A team defaults when contacting the Intramural Office at x4251 or the Intramural Staff (Shelly Radtke at x3977 or radtke@athletics.gonzaga.edu or Andy Main at x4252 or main@athletics.gonzaga.edu) 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.

The following includes behavioral expectations of all participants, “coaches”, captains, spectators, fans, and guests. Further information regarding the topics below can be found in the Student Handbook.

Intramural Alcohol and Drug Policy:
The Intramural Department reserves the right to confiscate, retain and dispose of/destroy any and all alcohol related paraphernalia regardless of value or ownership. Excessive drinking/intoxication at any Intramural event/location are not acceptable and will not be taken as an excuse for inappropriate behavior. At any time, the Intramural Department may remove any individual from an event/location that has alcohol, is intoxicated, smells of alcohol, may possibly harm themselves or others, or any individual that is displaying inappropriate behavior (this includes but is not limited to: disruptive and/or out of control behavior). Security will be contacted in events pertaining to any of the above.

The illegal use of drugs at Gonzaga University is not tolerated. The unlawful manufacturing, possessing, having under control, selling, transmitting, using, or being party thereto of any dangerous drug, controlled substance, or drug paraphernalia on University premises or at
University sponsored activities, including Intramural events/locations, is prohibited. Any individual involved or suspected of being involved of any of the following will be removed and security will be contacted.

**Bystander Conduct:**
Students are expected to refrain from being in the presence of others who are violating University/Intramural policies and rules. Students will be held accountable for their actions even if they are not participating in prohibited conduct. This includes but is not limited to: students who are in the presence of others using alcohol or drugs in violation of University/Intramural policy, even if they are not using alcohol or drugs themselves.

**Intramural Harassment and Bias Policy:**
Gonzaga recognizes the inherent dignity of all individuals and promotes respect for all people in its activities and programs and in the relationships it shares with students, faculty and staff. The University expects all community members to promote dignity and respect in their daily interactions with each other. The Intramural Department reserves the right to remove any individual in question of violating the harassment and bias policy before, during, or after any intramural sport/event.

Consistent with its Statement on Non-Discrimination and its Mission Statement and values, the University is committed to providing a positive learning and working environment and therefore will not tolerate any form of harassment or bias based on race, sex, gender, religion, national origin, ethnicity, age, sexual orientation, disability or any other harassment or bias prohibited by federal or state laws. This includes, but is not limited to, slurs, comments, rumors, jokes, innuendoes, unwelcome compliments or touching, pranks, and other verbal or physical conduct.

Any individual involved or suspected of being involved in any of the previously mentioned will be removed from the premises, Campus Security will be contacted and Student Life will be made aware of the incident.

**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.