



Stevenson University Department of Campus Recreation
Intramural Basketball Rules

Stevenson University Intramural Basketball will follow the current rules of NFHS (National Federation of State High School Associations) and NIRSA (National Intramural and Recreational Association) unless modified to accommodate facility or program needs. Those who are subject to the rules are: team representatives (players, substitutes, coaches and spectators) and other persons affiliated with the team are subject to the rules of the game and shall be governed by the decisions of the Intramural Staff assigned to the game.

Player Eligibility

1. Participation is limited to all currently enrolled, fee-paying SU students, faculty members, and full-time staff.
2. In order to be eligible to participate, each eligible player MUST present his/her current, valid SU ID. Check-in takes place at designated sign-in locations at the facility, field or court (usually at the Scorekeeper's table). Individuals who are unable to provide a current, valid SU ID will not be permitted to participate. No other forms of identification will be accepted (email, class schedule, Driver's License, etc).
3. For additional information regarding player eligibility, team rosters and participant check-in refer to the SU Intramural Handbook available online at the SU Intramural Sports website and in the Intramural Sports office in Garrison Hall North - Room 106.

Team Composition and Substitutions

1. Players can compete on only one team regardless of league classification. In addition, a player may compete for one Co-Rec team during the same season.
2. A minimum of five (5) players are required to register a team. All players must show their current, valid SU ID at the game site in order to be eligible to participate. (Co-Rec = Minimum of 3 each gender)
3. A team must have four (4) players to start a game. Players who arrive late must check-in with the scorekeeper/s and must wait for a dead-ball situation in order to enter the game. (Co-Rec = Minimum of 2 each gender)
4. Substitute players reporting into the game should move along the sideline of the court to the scorer's table. Substitutions are not to be made until acknowledged by one of the officials during a dead ball. Subs must wait by the scorer's table until summoned to come on the floor.
5. Team rosters will be formed based on the players who compete in the team's first regular season game and every subsequent regular season game. No new player's can be added after a team's last regular season game.

In order for a player to be eligible for playoffs, he/she must participate in at least one regular season game for that team. *No player may participate on more than one team*

6. Any player who is injured or bleeding, has an open wound, or has an excessive amount of blood on the uniform must leave the game.

II. Court

A. The game is played in an area the size of half a basketball court. In cases where lines are not painted, cones will be used to mark a square area 40ft per side with a basket in the center of one of the sides. Cones will also be placed 20ft from the basket to indicate the "top of the key." An imaginary line across the top of the key from side line to side line is the "check line." The check line is not the 3 pt. line. The half-court line and the area past it is out-of-bounds.

III. Players

A. Each team consists of three active players. A team must have 2 players to start and continue a game. Substitutions may be made by a team in control of the ball behind the check line. The offensive team must shout "sub" and then hand the ball to the nearest opponent. The defensive team may make substitutions at this time as well. Once all substitutions have been made, the defensive team will bouncepass the ball to the offense to show they are ready and the offense will restart the game by in-bounding from the check line.

IV. General Play and Scoring

- A. The game will begin by either a coin toss or by alternating free throw attempts. This method will be chosen by the teams. A coin toss will start the game if both teams cannot agree.
- B. Play will always start with an in-bound pass from behind the check line. (This includes fouls, out-of-bounds, and all other starts after a dead ball.) Teams do not need to in-bound on missed baskets but on defensive rebounds (and other live ball changes of possession), a player on the new offense with the ball must get both feet past the check line before that team can make a basket.
- C. A basket made by an unchecked ball will not count and possession will go to the opponent.
- D. Baskets shot from inside the 3-point arc will be worth one (1) point. Baskets made from beyond the 3-point arc will be worth two (2) points.
- E. Teams fouled on the twenty-eighth or twenty-ninth points have the option of inbounding the ball, or shooting a one point free-throw.
- F. A free throw is a normal free throw, where the ball is live if missed. Players may enter the lane only after the ball has touched the rim or backboard.
- G. The first team to score 30 points or the team leading at the end of the 38-minute time limit will win. It is not necessary to win by two points. In case of a tie at the end of 38 minutes, the winner will be decided by the next basket made.

V. Timing

- A. During semi-final and final games, each team will receive 1 time-out. The timeout shall be one minute in length.
- B. In order to call a timeout, the team must have control of the ball or the ball must be dead. Timeouts may not be taken when there are 5 minutes or less time remaining in the game.

VI. Checking the Ball

A. Each time a ball changes team possession, the ball must be "checked". To check a ball, a team must have player control of the ball beyond the check line (top of the key). Any basket scored by an unchecked ball will not count, and possession of the ball will go to the opponent.

B. Note: An offensive rebound is not a change in possession; loss of player control is not always loss of team possession; scoring a basket IS a change in team possession. Following a basket or a defensive rebound the ball must be checked.

C. Dead Ball Checking is done following a substitution, the settlement of a dispute, or any other long delay in the game. The procedure for checking a dead ball is for the defensive team to bounce pass the ball to the offensive player who is standing behind the check line. This procedure allows both sides to get ready prior to the start of play.

VII. Fouls

A. The game is self-officiated. Fouls may be called by either team at any time. However, calls are usually reserved for fouls, by the defense, which deprive an offensive player from scoring and/or fouls, by the offense, which enable a basket to be scored by an unfair act by an offensive player against a defensive player. Off the ball fouls should rarely be called, just as violations such as traveling. Constant calling of trivial fouls will take away from game time and decrease the general enjoyment of the game. Fouls may be called on shots up to the time of the basket or on a miss, the ball hitting the rim or backboard. (If the ball doesn't hit anything ease up defense, either that was an air ball or that was a nasty foul.) As stated in General Play and Scoring, the fouled team will receive the ball at the check line.

VIII. Dispute

A. In cases where teams cannot reach an agreement on a disputed incident, one player (any one) from each team will shoot from the top of the key. The same two players will shoot the dispute in its entirety. However, any two are eligible to shoot the next dispute. Shots will alternate until one player has made a basket when the opponent has not. The team of the player scoring the unanswered basket will get the call. (Baskets do not count toward game score.) If this system does not work, the supervisor will decide the issue. The supervisor's decision may include the termination of the game.

IX. Co-Rec Modifications

A. Number of Players: Teams must have at least one female and one male to start and/or continue a game. Either gender may play with 2 while the other gender plays with 1.

B. There will be no point differential for baskets scored by females.

C. There are no restrictions on male players.

Intentional, Flagrant and Unsportsmanlike Fouls

1. An intentional foul at any time during the game results in two free throws and possession of the ball out-of-bounds at the spot nearest to where the foul occurred. Two free throws are awarded regardless of if a basket is scored on the play.
2. A technical foul at any time during the game results in two free throws and loss of possession. The opposing team will receive a throw-in at mid-court. Upon the 2nd technical foul charged to a player, that person is ejected from the game. If at any point a player receives a third technical foul, he/she will be suspended for the rest of the season immediately.
 - a. Simultaneous technical fouls against opposing players (1 against a player from each team) result in no free throws for either team and a throw-in at midcourt for the team to be awarded the next alternating possession.
 - b. Unrelated technical fouls against opposing teams (1 against a player from each team not in the same incident) result in penalties assessed in order of occurrence with free throws shot for each foul.

3. Any profanity or degrading of the officials will result in a technical foul. Continued verbal harassment will result in a 2nd technical foul and expulsion from the game.
Profanity does not have to be directed at a player or an official in order to merit a technical foul. Any inappropriate language or comments heard will be penalized accordingly. The Intramural Officials will have full discretion determining language that is appropriate or inappropriate.
4. Anyone who directs any form of verbal threat at either Intramural Staff or other participants will be charged with a flagrant technical foul and expelled from the game. Furthermore, Stevenson University Public Safety will be notified of the incident and possible referral to University Judicial Affairs.
5. Altercations involving two or more players will result in flagrant technical fouls.
 - a. The offending players will be expelled from the game.
 - b. They must meet with the appropriate Intramural staff member before they may participate again.
 - c. Outright fighting will result in expulsion and suspension from further Intramural participation for one year and charges may be filed with University Judicial Affairs and Public Safety.
6. All unsporting and contact technical fouls count toward a player's five fouls for disqualification and toward team fouls in reaching bonus free-throw situations.
7. Ejected players must leave the game site and may not return for the remainder of the night.

Sportsmanship

1. The Sportsmanship Rating System is intended to be an objective scale by which teams' attitude and behavior can be assessed throughout the intramural sports league and playoff seasons. Behavior before, during, and after an intramural sports contest is included in the rating. The team captain is responsible for educating and informing all players and spectators affiliated with his/her team about the system.
2. A team is responsible for the actions of the individual team members and spectators related to it. Additionally, SU Intramural Sports does not recognize the use of coaches. Only the team captain shall speak to the officials regarding administrative matters (ejections, disqualifications, etc). Furthermore, the team captain's efforts in assisting Intramural Staff to calm difficult situations and to restrain troubled teammates are key to controlling team conduct.
3. Sportsmanship is vital to the conduct of every Intramural contest. In order to encourage proper conduct during games, officials, administrative personnel, and supervisors shall make decisions on whether to warn, penalize or eject players or teams for poor sportsmanship. These decisions are final. The Intramural Sports administrative staff will rule on further penalties as a result of unsportsmanlike conduct.
4. Each participant should choose his or her team members carefully, as all team members will suffer the consequences of any disciplinary action taken by the Intramural Sports staff against that team for violation of the intramural rules and sportsmanship guidelines. Protests or appeals of sportsmanship ratings will not be recognized. The Intramural Sports administrative staff reserves the right to review any rating given to a team.

5. Additional information regarding team and participant sportsmanship including the rating method, factors, and scale is available in the Intramural Sports Handbook, available online at the SU Campus Recreation web site.