

**Basketball Rules**

**Intramural Sports Policies and Procedures Manual**

* All participants are required to adhere to the Policies of the Colorado Mesa Intramural Program.
* The Participant Handbook can be downloaded at: <http://www.coloradomesa.edu/studentlife/documents/ParticipantCMU.docx>
* **All participants must present a valid Colorado Mesa ID card at every game. Failure to present a valid Colorado Mesa ID will result in not being allowed to participate. NO EXCEPTIONS!**

All games will be held in the Mav Center.

**Rule 1: Equipment**

1. No jewelry allowed (watches, earrings, facial piercings, necklaces, etc.)

**Exception:** Medical alert tags are not considered jewelry and may be worn, provided all of the chain, necklace, band, etc., is taped to the body with the tag visible.

1. No pants or shorts with belt loops or pockets allowed.
2. All players must wear like colored, numbered jerseys or t-shirts, at official’s discretion.
3. Shirts must be worn underneath the intramural jerseys.
4. Sweatbands and soft caps on the head are allowed. No hats with a hard bill, bandanas, or other headgear are allowed.
5. Players are allowed to wear braces, soft casts, and protective coverings provided they are covered with ½ inch high density padding or wrapped with similar material.
6. Basketballs will be provided by the intramural department

**Exception:** Teams may decide to use their own basketballs.

1. **Intramural staff reserves the right to rule on any equipment issue.**

**Rule 2: Timing**

* 1. Teams must be on time. The game will be considered a forfeit if the team is not on site 5 minutes after the scheduled time. The clock will start at game time. (We do this in order to stay on schedule all night.)
	2. All games shall consist of two, 20 minute halves, with a supervisor determined half time period.
	3. Teams will have 3, 30-second time outs to use at any point in the game. Un-used time outs will not carry into overtime.
	4. The clock will run continuously except for the last 2 minutes of the second half, provided the point differential is less than 11 points. If it is 11 points or more, the clock will **not** stop.
	5. There will be a 3-minute halftime.
	6. Tie games
		1. A jump ball will occur to begin the overtime period.
		2. A 2-minute overtime period will be played, with the clock stopping on every dead ball.
		3. At the end of the first overtime, if the game is still tied, the game will go to sudden death or next point wins.
		4. Each team will be granted 1, 30 second timeout during overtime. No timeouts will be given in sudden death.
		5. All fouls carry over into overtime.
	7. Mercy Rule: If a team is 50 or more points ahead at half, or 25 points or more with five minutes left, the game shall be declared over per mercy rule.

**Rule 3: Players**

1. Each team will consist of 5 players. Four players are needed to start and continue the game.
2. Substitutions may be made on any dead ball.
3. The substitution must come from the score table and referee must be aware of the substitution to allow enough stoppage to allow a substitution. Failure to do so could result in a technical foul.

Rule 4: Game Rules

All game rules will follow National Federation of High School Sports NFHS rules.

* 1. Profanity, verbal abuse, verbal threats, physical threats, physical abuse and other unsportsmanlike conduct is not tolerated.
	2. If there is a fight at any time during a game, it is at the referee’s discretion on the penalty. If a game is terminated, the game will become a tie. Anyone involved in a fight will be suspended for the remainder of the season and will have to meet with the Manager of Intramural and Club Sports to determine if additional disciplinary action is needed.
	3. Flagrant fouls or continuous misconduct fouls will result in ejection of the player committing the foul.
	4. If a player receives two technical fouls in a game, that player will be ejected and must meet with the Manager of Intramurals to determine continued participation in the league.
	5. If three technical fouls are committed, the entire team will forfeit.
	6. Players are allowed five fouls. Once receiving the fifth foul, the player must sit the rest of the game.
1. Free throws will follow NCAA rules. Players will play the ball on the shooters release.
2. Supports, back of backboard, and any object outside the lines are out of bounds
3. Ball going over the backboard is out of bounds
4. All 4 sides of backboard are still in bounds
5. If the game ends in a tie a 2-minute overtime will be put on the clock. The clock will stop on dead balls. The overtime will start with a center tip off. If the game is still a tie after 2 minutes, then a sudden death overtime will happen starting with a tip ball at center

**Personal technical fouls – \*fouls #3 and #4 below could warrant immediate ejection and suspension from the team’s next game, and must meet with the Manager of Intramural Sports prior to being able to play in any intramural event\***

1. Hanging from the rim
2. Backboard violations
3. Flagrant fouls
4. Unsportsmanlike conduct

**Team Technical Fouls – result in 2 shots and possession of the ball to non-offending team at mid-court**

1. Delay of game
2. Player on the court wearing jewelry
3. Excessive time outs granted
4. More than 5 players on the court

**Intentional fouls-** result in 2 shots and possession of the ball to non-offending team at the spot of foul