LMU INTRAMURAL SPORTS

BASKETBALL RULES

1. TEAM CAPTAINS

Team captains are responsible for informing their teammates of all Intramural sports governing rules and policies. Only the team captain may address an official, on matters of rule interpretation or to obtain essential information.

Team captains are responsible for notifying their teammates of upcoming games and accepting his/her players on IMleagues. Team schedules will be available online through www.imleagues.com before the regular season begins. Team schedules will also be posted on the IM sports board.

Team captains are responsible for their team's behavior before, during and after the game.

Team captains are responsible for any equipment given to them, such as team jerseys and game ball. (Team captains will be charged for any missing items)

2. PLAYERS

A full team consists of 5 players on the court. Minimum number to start the game is 4. If the minimum number of players to start is not reached then the game will result in a forfeit. If at any time during a game the minimum number of players drops below 4, then the game will result in a forfeit.

Players can only play for one team. Exceptions: Men's & Co-Rec / Women's and Co-Rec. Switching from one team to another is illegal. If a player plays illegally on a team that game is considered a forfeit.

Maximum number of players per roster is 10.

3. ELIGIBILITY

All LMU students, faculty and staff are eligible to play intramural sports, except the current (12-13) and 11-12 collegiate basketball members. Each team may only have up to 3 club basketball players.

Alumni and outside visitors are not eligible to participate.

Rosters must be filled out completely, in order for players to be eligible to play. Teams may add players to their roster until the last game of the season. Players must be registered on www.imleagues.com and printed on the score sheet after the 1st week of the games (Feb. 3) in order to play/check-in. No “walk-ups” will be allowed to check in after this point.

If a player has checked in for a team, LMU Intramural Sports considers that person a member of a team. He/she counts towards the 10 total roster players, even if he/she has not yet registered on the IM Leagues roster. That player must then register on IM Leagues to appear on the team’s roster and be eligible to play in future games.

Players must play in at least 1 regular season game in order to be eligible for the playoffs.

NO ID NO PLAY! All participants must present their One Card to the Intramural staff on duty to be eligible to play. NO EXCEPTIONS!!!

All participants must be members of the Burns Recreation Center, in order to participate in Intramural Sports activities.
A forfeit deposit of $40.00 must be turned in at the captain's meeting or else your team will be dropped from the league. One (1) forfeit equals loss of deposit. The accumulation of two (2) non-default forfeits will result in removal from the league.

4. FORFEITS

A $40 refundable forfeit deposit is required from every team at the Captain’s meeting. Failure to pay the deposit will result in not being added to the league. If a team does NOT forfeit a game during the regular season, it is eligible to receive its forfeit deposit back (assuming there are no other team requirements). If eligible, the captain has up to two weeks after the end of the league season to pick up forfeit deposit or they will be lost.

A forfeit is causing a game to not be finished until completion. This includes causing a game not to begin due to too few participants or causing a game to end early for any reason.

There are two types of forfeits:

1. Administrative forfeit
   a. Not reaching the minimum number of participants to start a game
   b. A team must dip below the minimum number of participants due to prior commitments
2. Sportsmanship forfeit
   a. Having an ineligible player participate in a game
   b. The game must end early due to too many ejections

An “Administrative” forfeit will result in a loss + a final score of 2-0 + a “0” sportsmanship rating for the forfeiting team.

A “Sportsmanship” forfeit will result in a loss + a final score of 4-0 + a “0” sportsmanship rating for the forfeiting team.

A default occurs when a team notifies the Intramural Sports Office at least 24 hours prior (or Friday at 5pm for a Sunday game) to its scheduled game of its inability to play that game. The penalty for a default is a loss for said game.

<table>
<thead>
<tr>
<th>Default #1 → Loss</th>
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<tbody>
<tr>
<td>Default #2 → Loss + loss of forfeit deposit</td>
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<tr>
<td>Default #3 → Removal from league</td>
</tr>
<tr>
<td>Forfeit #1 → Loss + loss of forfeit deposit</td>
</tr>
<tr>
<td>Forfeit #2 → Removal from league</td>
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If a forfeit occurs prior to a default, then the first default will be treated as “Default #2” and the next default/forfeit will result in removal from the league.

If a default occurs prior to a forfeit, then the first forfeit will be treated as “Forfeit #1” and the next default/forfeit will result in removal from the league.

5. FORMAT

1 game of preseason play, 4 weeks of regular season play and with 1 week of single elimination playoffs.

Note: Intramural Basketball is an adaption of the National Federation of State High School Associations (NFHS) rules and NOT National Basketball Association (NBA) or National Collegiate Athletic Association (NCAA) rules.

6. EQUIPMENT

LMU Intramural Sports will furnish a game ball.
However, both teams may agree to use another ball as long as it’s regulation size. For Men’s games, a Men’s regulation size ball will be used; for Co-Rec games, a Women’s regulation size ball will be used. If the teams are not in agreement on which ball to use, the ball provided by LMU Intramural Sports will be used.

All participants must wear the proper athletic attire to participate. This includes proper court shoes, shorts and **t-shirts**. Marking soled shoes are not allowed on the Basketball courts.

Team jerseys will be provided for each team if necessary. Participants must wear **t-shirts** while participating and also underneath the provided jersey. Players will return jerseys to the supervisor on duty immediately after the game. Once a player has done so, his/her One Card will be given back to him/her.

**No JEWELRY!** No hats/caps/bandanas. Participants may not cover up jewelry with tape, band-aids or other such items. Jewelry includes wristwatches, rubber bracelets (i.e. Livestrong, Energy Band), friendship bracelets, earrings, necklaces and any other type of jewelry.

No cast or splints are permitted.

Athletic braces for knees, ankles, etc. can be worn as long as they are not a potential safety hazard to others and are cleared by the IM Staff before the game. IM Staff reserves the right to decide whether or not to let someone participate in any activity.

### 7. GAME TIME

Before the game begins players must check in with their **ONE CARD** at the scorer’s table. Starting the 2nd week of the season, a player may sign in using another photo ID (e.g. Driver’s License, Passport, etc.).

Game time is forfeit time, unless a team has at least one member present; then a 5-minute grace period MAY be added before the game is called a forfeit. **Each minute late the other team gets 4 points.** One forfeited game will result in the loss of the $40.00 deposit. Two forfeited games will result in the elimination from the league. Teams will be given two weeks after the league ends to pick up the forfeit deposit money.

Teams may default by calling the Intramural Sports Office at least 24 hours prior to the team’s game time. For Sunday games, notification must be received before Friday at 5pm.

Games will consist of two 20-minute halves, with a 5-minute half time. The clock will run continuously until the last two minutes of the second half. The clock will stop on every dead ball during the last two minutes of the second half. This includes timeouts, fouls, and ball out of bounds.

In the event of a tie at the end of regulation, the game will result in a tie during regular season. **DURING PLAYOFFS ONLY,** there will be an additional 3-minute overtime period, with the clock stopping on every dead ball in the last minute.

Each team receives two full timeouts per half and one timeout in overtime (PLAYOFFS ONLY). Timeouts do not carry over from the first half to the 2nd half.

**Mercy Rule:** A team loses by mercy rule when their opponent is up by 40 during the last 4 minutes of the game or up by 20 during the last 2 minutes of the game.

### 8. METHOD OF SCORING

- Field goal = 2 points
- Field goal beyond the 3-point arc = 3 points
- Free throw = 1 point

A team is in the bonus on the opposing team’s seventh (7th) team foul of the half; **Result: Shooting 1-and-1**

A team is in the double bonus on the opposing team’s tenth (10th) team foul of the half; **Result: Shooting two free throws**
9. SUBSTITUTES

Substitutes must check-in to the scorer’s table before entering the game. The player must wait until an official calls him/her onto the floor.

Substitutes may ONLY enter the game during a dead ball situation (and when called in by an official).

Any player who is ejected shall not re-enter the game. The ejected player shall be asked to exit the court area as quickly as possible. That player may not be substituted for and the team must play down a player.

10. START OF PLAY

A jump ball (tip off) starts the game (and overtime, if necessary). Teams will start the game going the direction opposite their bench.

For all other jump ball situations and the start of the 2nd half, the possession arrow will be used.

11. BALL IN AND OUT OF PLAY

The ball is OUT OF PLAY when:

• It touches on or outside of the boundary line (i.e. black endline/ sideline).
• A player with the ball touches on or outside of the boundary line, OR any object out-of-bounds (ex. official).
• The ball contacts any support structure or backside of the backboard.
• The ball goes over the backboard.

It is the decision of the referee for stoppage of play. The ball will be put back into play with a throw-in at designated spot.

12. PENALTIES and VIOLATIONS

On a free throw a player shall:

• Attempt a free throw from within the free throw circle and behind the free throw line.
• Shoot the free throw within 10 seconds of receiving the ball.
• Not fake a free throw attempt.
• Not enter the lane once the ball has been handed to the shooter, until the ball has hit the rim; all players must play the rim.

Violations on free throw:

• By the offensive team results in turnover, no point (if, last shot).
• By opponent, if try is good, point good; if no good, re-try.
• By each team simultaneously, results in a dead ball; alternating possession.

Violations on throw-in include:

• Leaving the designated spot.
• Taking more than 5 seconds to throw the ball in.
• Thower touching the ball before it has been touched by another player.
• Ball entering the basket before touched by another player.
• Inbounding the ball on or in front of the out of bounds line.

Player may not kick or strike the ball into the basket.

Player may not travel

Player may not double dribble. If a player stops his/her dribble, they may not dribble again unless an opponent knocks the ball out of his/her hands (causing a loss of player possession).

A violation during a jump ball results in a re-jump of the ball or the ball is awarded to the non-violating team.

Team has 10 seconds to advance the ball to the frontcourt.
No offensive players shall be in the key for more than 3 seconds.

Players may not swing elbows, even if no contact occurs.

No players shall hand check.

Players must be aware of the 5 second closely guarded rule

No players shall commit goal tending or basket interference:
   • Violation will result in counting the basket (if on defense) or waving off of basket (if on defense).

13. FOULS and PENALTIES

Teams shall not:
   • Have more than 5 players on the court; result is technical foul.
   • Request extra time-out; result is technical foul.
   • Commit an unsportsmanlike foul.
   • Use foul and/or inappropriate language.

A player shall not:
   • Have more than 5 fouls. Result: disqualification.
   • Strike or attempt to strike an official or player.
   • Slap or strike the backboard to interfere with the ball’s flight.
   • Delay the game. (Two delay-of-game fouls result in a technical foul.)
   • Disrespectfully address an opponent, IM official or IM supervisor.
   • Use profanity.
   • Bait an opponent or obstruct vision by waving hands in face (i.e. during free throws).
   • Trip, push, block, charge into nor impede the progress of an opponent.

   Technical and flagrant fouls equal to two points and the possession for your opponent. Two technical fouls equal player ejection and one flagrant foul equals player ejection. Three team technical fouls equal team disqualification and forfeiture of the game. There are no “Flagrant-1” or “Flagrant-2” fouls in Intramural Basketball. All flagrant fouls are treated equally.

14. SPORTSMANSHIP

The Intramural staff on duty will grade all teams on their sportsmanship and has the authority to ask anyone to leave the gymnasium. A team’s sportsmanship grade is a reflection of its players as well as fans.

Any team receiving below a “B/3.0” average for their entire regular season will not be eligible for the playoffs NO MATTER THE TEAMS RECORD!

When a player is ejected, the team cannot replace the player for the remainder of the game and the team must play “a man down”.

No player shall strike or attempt to strike or hit an official or player. “He/She hit me first” or “it was self defense” is not an excuse.

A player that is ejected for any reason will receive an automatic 1-game suspension. The suspended player must come in to speak to the Intramural Sports Director, or an LMU Intramural Sports Student Manager, before he/she can be reinstated and play in their team’s next game. **They are ineligible to play until doing so.**
Standard of Conduct

A part of the philosophy of the LMU Intramural Sports program is that good sportsmanship is vital to the conduct of every contest. Our aim is to provide an opportunity for each of you to participate in your favorite sport and to cultivate a healthy appreciation of competition through fairness and team sportsmanship. We understand that each game is important to the participant, but the importance should not become so overriding that players lose sight of the appropriate behavior.

The playing field is not a venue for physical or verbal abuse for the players or the spectators. Supervisors and officials should never be placed in the position of taking physical or verbal abuse from either the participant or spectators. Students, faculty and staff who participate in competition as well as spectators are expected to conduct themselves in a manner marked by rational behavior, respect for others and awareness of appropriate conduct. Good sportsmanship means understanding and practicing the rules of the game, respect for the supervisor, officials, and for all in attendance by maintaining a positive attitude. Those who do not choose to exhibit this behavior jeopardize not only their own eligibility, but that of their team in current and future competition.

The following will not be tolerated immediately prior, during, and following competition:

1) Harassment of anyone involved in the contest that includes improper language, gestures, or intimidation by any player or that player’s supporting spectators.
2) Any threat of physical force to intimidate anyone involved in the contest by a player or that player’s supporting spectators.
3) Physical force, to include, but not limited to, shoving, punching, swinging at, and causing intentional harm towards anyone involved in the contest.
4) Failure of a player or team to comply with directions of the Intramural supervisor and/or officials.
5) Disruption of any competition by spectators in any way, either verbally or by entering the court or field of play.

The team captain is responsible for the actions of any player of the team and for spectators directly related to it. The conduct of all players and spectators before and after the game is as important as conduct during the game. Those who fail to comply may be subject to one or more of the following penalties:

1) Forfeiture of game.
2) Ejection of player from game or spectator from game site.
3) Suspension of an individual or team’s playing privileges for a period from one day up to their academic life at Loyola Marymount University by a specified period of probation.
4) Referral of a disciplinary case to the university’s Judicial Affairs.
5) Permanent disbarment from Intramural competition in that sport or in all sports
6) Loss of membership to the Burns Recreation Center.

Sportsmanship Rating System

Officials for each game are required to assign a Sportsmanship Rating describing the quality of sportsmanship displayed by each Intramural sports team. Teams will be graded on a scale of “0” to “4” at the end of each contest.

Each team must average a “3.0” sportsmanship rating during league play in order to qualify for the post season tournament. A team receiving a sportsmanship average below “3.0” will be ineligible for the playoffs.

How the Sportsmanship Rating System Works

Sportsmanship Ratings will be based on the following criteria:

4 pts **Excellent Conduct and Sportsmanship:** Players cooperate fully with the officials and other team members. The captain is the only player who confronts the officials for questions. He/she calmly converses with officials about rule interpretations and calls. The captain also has full control of his/her teammates, bench, and spectators.

3 pts **Good Conduct and Sportsmanship:** Team members verbally complain about some decisions made by the officials and/or show minor dissension, which may or may not merit a technical foul. Players other than the captain confront the officials for questions. Teams that receive 1 technical foul cannot receive higher than a “3” rating.
2 pts **Average Conduct and Sportsmanship:** Teams show verbal dissent towards officials and/or the opposing team, which may or may not merit a technical foul. Players other than the captain continually confront the officials for questions. Captain exhibits minor control over his/her teammates, bench, and spectators, but is in control with himself/herself. Teams receiving multiple technical fouls cannot receive higher than a “2” rating.

**Examples:**
- Team personnel or spectators make abusive remarks toward opponents or officials
- Captain/players persist in questioning officials
- Team has to be warned about unnecessary roughness
- Spectators clearly related to the team fail to conduct themselves in an orderly fashion
- Team receives a technical foul or is ejected

1 pt **Below Average Conduct and Sportsmanship:** Team consistently comments to the officials and/or opposing team from the field and/or sidelines. The team captain exhibits little or no control over teammates, bench, spectators, and/or himself/herself. A team in which a player is ejected cannot receive higher than a “1” rating.

**Examples:**
- Repeated warnings are given to a player, coach, or spectator clearly related to the team for any of the above listed infractions
- The team fails to cooperate with the officials to keep the game running in an orderly fashion
- Team receives two technical conduct fouls or is ejected

0 pts **Poor Conduct and Sportsmanship:** Team is completely uncooperative. Captain has no control over teammates, bench, spectators, and/or himself/herself. Any team causing a game to be forfeited or receives multiple ejections will receive a “0” rating.

**Examples:**
- Team personnel or a spectator strikes or physically abuses an opponent or an intramural staff member
- The team, after being warned, continues to play with unnecessary roughness
- Team behavior warrants discontinuance of the game for any reason (i.e. three technical fouls)
- Spectators clearly related to the team engage in disorderly conduct that violates college regulations or jeopardizes the official’s control of the game

The Intramural Professional Staff reserves the right to drop any team and/or individual from participating in Intramural events for sportsmanship violations regardless of that team’s sportsmanship rating average.

Any player who is ejected from a contest must meet with the Intramural Professional Staff before he/she may be eligible for the next played contest or tournament.

Any team receiving a “0” or “1” rating must have their captain meet with the Intramural Professional Staff before the team is eligible for the next played contest or tournament.

**Special Situations**
1) For contest which are rained out or cancelled, teams will receive a “4” rating
2) A team winning by forfeit or default will receive a “4” rating
3) Teams losing by default will receive a “4” rating
4) Teams losing by forfeit will receive a “0” rating

**Sportsmanship Ratings During the Playoffs:**
1) If a team receives below a 3.0 sportsmanship rating for a playoff game, that team will be eliminated from the playoffs, regardless of the final score. This includes the Championship Game.
2) A player receiving an ejection during playoffs will be disqualified from the remaining playoff games, unless the Intramural Professional Staff finds the punishment to be unnecessary.

**15. PROTEST**

A team captain may only protest before or during the game, **not after**. In protesting an official’s call, the team may only protest a rule interpretation or eligibility and not a judgment call. A timeout must be utilized in order to protest, and a team may get it back if the interpretation goes your way.
16. CO-REC MODIFICATIONS

Participants: Co-Rec: **2 Men & 3 Women or 3 Men and 2 Women.** During the 1st half a team must have 3 women on the court. If a team has only two women the team must play with two men (a total of four players on the court). In the second half a team is only required to play 2 women. A team may choose to play 3 or 2 women in the second half.

Co-Rec Scoring: Women’s field goal (normally 2 points) = 3 points
Women's field goal beyond the 3-point arc (normally 3 points) = 4 points

Free throws are counted the same for both genders; all free throws are worth 1 point.