



CAMPUS RECREATION

Illinois State University

Intramural Basketball RULES OF PLAY

Please consult the Intramural Sports Participant Handbook for the complete list of Intramural Sports rules.

National Federation of State High School Associations rules will in effect except for the following modifications:

Location

- Games will be played in either Horton Fieldhouse or McCormick Hall 252. Game location will be listed on IM Leagues.
- Please give plenty of time to get to your games ahead of schedule. Remember that all team members must be signed in and ready to play at game time to avoid a forfeit.

General Information

- Prior to Game Time:
 - Players must check in at the court they are scheduled to play. Valid Redbird IDs must be presented at check-in – this is the only acceptable form of identification.
 - Captains should ensure that all players have removed jewelry
- NO ALCOHOL OR TOBACCO is allowed at any Intramural Sports venue. Anyone found consuming alcohol or using tobacco products will be asked to leave the facility and may face additional disciplinary action. Participants and/or spectators who appear to be under the influence will also be asked to leave.

Schedule

- 5v5 Basketball is a Major Sport
 - Competitive Leagues – Designed for players that want a more competitive environment and want to compete for a championship.
 - Format: Four scheduled regular season games. The top two teams of each pool will advance to a single elimination playoff, dependent on number of teams registered.
 - Recreational Leagues – Designed for players that want to participate in sport with a more relaxed, recreational environment.
 - Format: Four scheduled regular season games. The top two teams of each pool will advance to a single elimination playoff, dependent on number of teams registered.
 - Recreational league champions will not be awarded a t-shirt.
- If your team is unable to make it to your game, be sure to contact the Intramural Sports Office at intramuralsports@ilstu.edu by 2:00pm the day of your game (if your game is scheduled during the weekend, you must contact the Intramural Sports Office by 2:00pm the Friday before your game). This will enable your team to be credited with a default rather than a forfeit.
- Unfortunately, Intramural Sports games can be impacted by the weather. We reserve the right to cancel, postpone, or reschedule games due to inclement weather. When inclement weather arises, Intramural Sports staff will send out cancelations via IMLeagues.
 - Regular season games canceled due to inclement weather may not be rescheduled due to the limited amount of time and space to play.
 - When playoff games are postponed due to weather, the Intramural Sports Staff will make every effort to make up all remaining games in the playoff tournament. Playoff brackets will be updated on IMLeagues

to reflect the updated dates and times.

Players

- A legal team shall consist of five (5) players. A team may start a game with the minimum of four (4) players.
- CoRec teams may play with any combination of the following:
 - 3 men & 2 women
 - 2 men & 3 women
 - 2 men & 2 women
- A speaking captain must be designated for each team. They alone may appeal to the official, and then only on interpretations of the rules. Judgment calls may not be protested. If a protest occurs, the game is to be stopped immediately and proper documentation must be filled out before play resumes.

Eligibility

- Please reference the Intramural Sports Participant Handbook for any eligibility clarification.

Playoffs

- In order to make the playoffs, teams must meet the following criteria:
 - The top two teams of each pool will advance to a single elimination playoff, unless otherwise specified by Competitive Sports Admin.
 - The team must maintain at least a 3.5 team sportsmanship rating throughout the season.
 - No team that forfeits any regular season game will be allowed to participate in the playoffs.
- Teams are able to add players to their roster at any point, including playoffs.

Equipment

- **No jewelry is permitted during play.**
- Each team is encouraged to bring a basketball to use for warmups. Intramural Sports will provide game balls.
- Teams must wear shirts that are the same shade of color with numbers. Jerseys will be provided for teams that are not in matching shirts with numbers.
- All players must wear athletic shoes with non-marking soles.
- Head decorations, headwear (headbands with knots), and bandanas are illegal. Only elastic headbands and hair control devices are permitted.
- No casts, splints, and metal braces will be allowed unless they have been sufficiently padded and approved by Comp Sports
- **NOTE:** You must schedule an appointment with a Competitive Sports Administrator prior to playing if you have a special equipment need (i.e. religious or medical). All equipment decisions made on site by the Competitive Sports Staff on duty shall be final.

Game Regulations

- Each half will be 15 minutes in length with a continuous running clock until the last two (2) minutes of the second half. Halftime shall not exceed three (3) minutes.
- Each team will have two (2) time-outs per game & one (1) for each overtime period. Time-outs do not carry over.
- **Dunking the basketball, touching the basketball rim, or hanging on the net at any time will result in an ejection from the game.**
- No free throws are awarded for a non-shooting common foul until a team reaches their seventh team foul per half. Upon a team reaching their seventh team foul, the opposing team will shoot a one-and-one. When a team commits their tenth foul in a half, the opposing team will be awarded two free throws after a foul is called until the half is complete.
- Any flagrant or technical foul called by the Official results in two free throw attempts by any member of the offended team. Intentional fouls called by the Official will result in two free throw attempts by the player violated. In either case, possession is always maintained by the offended.

- A player will be ejected for any flagrant foul.
- If any one player receives two technical fouls in the same game, they will be automatically ejected.
- If a team receives a fourth technical foul in the same game, that team will lose the game and be charged with a forfeit.
- Playoffs Only: Overtime will be 2 minutes in length and the clock will stop during all dead balls. Only one time-out is allowed for each team in each overtime period. Time-outs not used during regulation play cannot be used in overtime periods.

Grace Period

- If at game time a team is not ready for play, a 10 minute grace period will be automatically enacted.
 - Step 1 - 0 – 9:59 minutes, a team which is not ready to play will be penalized and start the game down 10 points with a 0-10 score and cannot receive more than a 3 sportsmanship rating.
 - Step 2 – Competitive Sports Supervisor will call forfeit at the 10 minutes if a team is not ready for play (dressed, on the court, signed in) mark and a forfeited team will receive a 0 sportsmanship rating.

Minutes Late	Penalty	Sportsmanship
0-9:59 minutes	Starting score 10-0	Max 3
10 minutes	Forfeit	Max 0

Mercy Rule

- If a team is ahead by 20 or more points with two (2) minutes or less remaining in the second half, the game will end. If a team leads by 50 or more points with ten (10) minutes or less remaining in the second half the game will end.

Substitutions

- Players checking into the game must report to the Scorekeeper before entering the game. The player must inform the Scorekeeper of their number, and then wait to be beckoned into the game by an Official.

Sportsmanship

Intramural Sports has developed a sportsmanship rating system that is intended to be an objective scale utilized by the Intramural Sports team members to evaluate attitude and behavior throughout each Intramural Sports contest. After each game, the Officials will rate each team on their sportsmanship before, during, and after each Intramural Sports game. To be eligible for the playoffs each team must average a “3.5” or better throughout the regular season.

A sportsmanship rating below “3” is considered to be ‘unacceptable’. Any team receiving an unacceptable rating will be notified via email. Any team receiving a sportsmanship rating of “1” will be required to set up a meeting with the Intramural Sports Office prior to their next scheduled contest. Failure to do so will result in the forfeiture of any subsequent games. The Individual(s) who are removed from play for poor sportsmanship will receive at least a one game suspension be suspended from all Intramural Sports activity until meeting with Intramural Sports Pro Staff where further consequences may be determined.

Teams receiving an unacceptable sportsmanship rating in the playoffs will be eliminated regardless of the outcome of the game. An unacceptable rating in the playoffs will result in that team’s removal from the tournament.

Scale Description

- 5 Excellent Conduct and Sportsmanship - The team shows good sportsmanship and cooperates with the opposing team or Competitive Sports Team Members. There are no major complaints or conduct-related penalties. The team is under control without any need for captain intervention.

- 4** Good Conduct and Sportsmanship - The team still shows cooperation with officials and opponents but may have some complaints and grumbling. There are no blatant displays of bad attitude. The captain is in control of the team and there are no warnings, yellow cards, or conduct-related penalties.
- 3** Average Conduct and Sportsmanship - The team shows momentary lack of cooperation with officials, opponents, or supervisor. There may be consistent complaining but no excessive display of bad sportsmanship. Captain mostly has control of the team.
- 2** **This is an unacceptable rating.** Below Average Conduct and Sportsmanship - Team constantly comments to the Competitive Sports Team Members and/or opposing team from the field and/or sidelines. Poor sportsmanship may include non-verbal and verbal dissent towards Competitive Sports Team Members and/or the opposing team, which may or may not merit sport specific, conduct-related penalties.
- 1** **This is an unacceptable rating.** Poor Conduct and Sportsmanship - Captain has no control over teammates and/or themselves. Team is completely uncooperative and poorly represents themselves and the Illinois State Intramural Sports Program. Teams, including fans, receiving multiple yellow cards, a red card, unsportsmanlike penalties, technical fouls, or an ejection will receive no higher than a "1" rating.

If a team feels that they have been rated unfairly during the game, they may file a protest by emailing the Intramural Sports office at intramuralsports@ilstu.edu.