

Southern Illinois University Edwardsville
Intramural Sports
Preseason Hoops
Fall 2009

Governing rules for Intramural Sports Basketball are the Illinois High School Athletic Association rules

Except for the following:

- Time: All games will consist of two 20-minute halves, with a running clock except for time-outs, injuries, and after every whistle during the final two minutes of each half and overtime.

Note: The clock will continue to run during the game (except during time-outs) when one team is ahead by 15 or more points at any point during the game.

- Start of Game: A forfeit will occur if a team does not have at least four players present for the scheduled time of the game. Game time is Forfeit time.
- Jerseys: Players of opposing teams must wear contrasting colored jerseys, numbered on either the front or the back. Players must have numbers that contain digits 0 – 5 only.
- Jump Balls: The game and each overtime will begin with a jump ball, after which time alternating possession will determine who gains possession.
- Time-Outs: Each team will be permitted two time-outs per half (they do not carry over to next half). Each team will be awarded one time-out for each overtime period. Time-outs do not carry over.
- Overtime: Each overtime period will be two minutes long, with a stopped clock on each whistle.
- Rosters: Rosters will be frozen after the second contest of the tournament. If a team advances past their second game, no additions may be made to the roster.
- Sportsmanship: Teams must maintain a 6.0 sportsmanship rating throughout the tournament in order to advance.
- Technical Fouls: All technical fouls will result in the offending player receiving a personal foul, the team receiving a team foul, and the opposing team receive ***two points**** and the ball.
 - Anyone receiving an unsportsmanlike technical foul must sit out for two minutes of game time before re-entering the game.
 - Two unsportsmanlike technical fouls by the same player will result in that player being ejected from the game, and a minimum one-game suspension.
 - Three technical fouls by the same team, for any reason, will result in immediate forfeit of the contest.
 - Any player receiving four technical fouls during the course of the tournament will be disqualified for the remainder of the tournament.

- **Dunking:** Dunking is permitted during Intramural Sports basketball games, however this doesn't include
 - Pre-game warm-up, anyone who hangs on the rim for any reasons other than to protect him/her self, will be ejected from the game. This will be in the opinion of the officials and/or the supervisor of the game.

- **Mercy Rule:** If at any time after halftime a team is leading by 30 or more points, or in the judgment of the supervisor, the team could be winning by 30 points; the game will be ended with that team being declared the winner.

- **Rules of Play**
 - **Hats and jewelry** are strictly prohibited, except for religious & medical purposes (This type of jewelry must be securely taped to the participant). There is also to be no **profanity or taunting** during Intramural Sports contests. **Shorts with pockets** are strongly discouraged.

 - Only the captains from each team are to speak to the officials. Verbally abusing an official is immediate grounds for disqualification from the game, league and/or Intramural Sports.

 - The status of whether the ball is in the front court or backcourt, or in bounds or out-of-bounds is determined according to the last player that touches the ball, or where the ball touches the court.

 - Personal fouls require contact, except for excessive swinging of elbows by any player. This act may be cause for ejection.

 - The penalty for an intentional foul is always two free throws awarded to the player who is fouled, and the ball out of bounds at the nearest point of the foul. Disqualification from the game is also possible if the act was flagrant.

 - After a double foul is called, the ball shall be awarded to a team according to the possession arrow. **NO FREE THROWS ARE AWARDED.**

 - A player control foul (charge) does not award free throws.

 - Any free throw violation by the offense causes the ball to immediately become dead. Any player, who lines up behind the free throw line, may not enter the lane until after the ball touches the rim (this is not the NBA – no runway starts). No one moves into the free throw lane until the ball hits the rim. Only four defensive and two offensive players may occupy the lane spaces during a free throw (in addition to the shooter).

 - Only the official's whistle stops the play.

 - The sides, top, and bottom of the backboard are in play. The backside and the supports for the backboard are out of play.

 - In all Intramural Sports games, the five-second count is in use during a closely guarded situation.

Definition: If any defender is within six feet of the offensive player in control of the ball, and applying constant pressure, the player must dribble or pass the ball within five seconds.

- **Procedures to remember:**

If a player's name or number is not in the book at the beginning of the game, it is a technical foul on that individual once they enter the game.

Process:

- The individual shows up late for the game and is not in the book.
- Once they check into the game, they will be added to the book and assessed a technical foul.
- The opposing team will receive two free throws and the ball.
- The individual may immediately check into the game.

Subs must report to the scorer's table prior to entering the game; and only individuals who are preparing to enter the game are allowed within the confines of the scorer's table.

General Regulations

Roster additions will not be added until the first contest.

Roster additions can be made until the end of the second game of the tournament.

Forfeit Time: GAME TIME is FORFEIT TIME!!!!!!

CAMPUS RECREATION