

*All games will be governed by the National Federation of State High School Associations Rule Book (NFHS) with the following SIUE Intramural Sports Modifications:*

## Players & Equipment

- Each participant must present a current Cougar ID Card in order to be eligible to participate.
- Each participant must sign a liability waiver.
- *Eligible Participants:* Students, Staff/Faculty with Student Fitness Center Memberships.
- All participants must have an [IMLeagues](#) account and be on the appropriate team roster to be eligible.
- **Each team shall consist of 5 players** (3 males and 2 females or 2 males and 3 females for Co-Rec play). The minimum number of players necessary to begin is 4 (2 males and 2 females for Co-Rec play). Rosters are capped at 10 players. Co-Rec players playing with an odd number of players must use a (+-1) ratio of genders.
- Men shall use a regulation-sized ball. The intermediate (Women's) basketball shall be used for women's games. Co-Rec teams can use either ball, agreed upon by both teams.
- **Jerseys:** Each team is required to wear **numbered** shirts of one distinguishable color. Numbers must be clearly legible on the front and/or back of each jersey. No taped-on numbers will be allowed. Any team not dressed in shirts of one color may wear colored jerseys provided by Intramural Sports. When Intramural jerseys are used, a t-shirt must be worn underneath each jersey.
- **Shoes:** Tennis shoes are the recommended footwear. Players may not play barefoot. No boots, loafers, or non-athletic shoes may be worn. Tennis shoes must be approved court shoes that have a non-marking sole.
- **Jewelry:** No jewelry or any other item deemed dangerous by the Intramural Staff may be worn. Any player wearing exposed permanent jewelry (i.e. body piercings) will not be permitted to play. Medical alert bracelets must be secured to the participant.
- Hats or caps with bills and bandanas that are tied with a knot are not permitted.
- Players may wear soft, pliable pads or braces on the leg, knee, or ankle. Braces may not have any exposed metal or screws. Braces made of any rigid materials (including plastic) must be covered with protective padding for safety reasons. Under no circumstances will a player wearing a cast or splint be permitted to play.
- If eyeglasses are worn, they must be unbreakable. Each player is responsible for the safety of their own glasses.

## Playing Surface

- All games will be played in the Student Activity Center, unless otherwise noted.
- The court will utilize the black lines.
- Only players participating and a coach are permitted on the team bench, spectators must be outside the court.

## Game Format

- A game will consist of two 20-minute halves with an intermission of two minutes after the conclusion of the first half. There will be a running clock, except for the last one minute of each half, when the clock will stop for every dead-ball situation.
- **Game time is forfeit time**, if a team does not have the minimum number of players necessary to start a match, the game is declared a forfeit.
  - Grace Period: A team may be offered a 10-minute grace period from the original start time to obtain the minimum number of players required to participate.
- **Time-Outs:** Each team receives two timeouts per game half and one timeout per overtime period (one-minute in duration). Timeouts do NOT carry over.

- **Overtime:** If the score remains tied at the end of regulation play, an overtime period of four minutes will be played. A jump ball will be administered at center court to start the overtime period. The overtime period shall consist of a running clock for the first three minutes, and stop on every dead-ball situation for the last minute. This procedure will be repeated until a winner is declared.
- **Mercy Rule:** The Mercy Rule will be in effect and the game declared over when: a) a team is ahead by 30 or more points with ten minutes or less remaining in the game, or b) a team is ahead by 20 points or more points with five minutes or less remaining in the game. Officials may end the game if teams are avoiding the mercy rule.
- To start the game, a jump ball will be administered at center court. Alternating possession will be in effect once control is obtained after the jump ball. The alternating possession arrow will determine possession of the ball at the start of the second half.
- **Substitutions:** A substitute must report to the scorekeeper and be recognized by a game official before he/she may enter the game. A substitute can only enter the game during a dead-ball situation. In a multiple free throw situation, a substitute may only enter immediately before or after the last free throw attempt. Failure to properly report will result in a technical foul being assessed to that player.

### Court Policies

- Dunking will **only** be permitted during the game. However, a circus-type or unsafe atmosphere will not be tolerated. Hanging on the rim will result in that player receiving a technical foul. No dunking will be allowed before or after the game or during halftime. Any violation of this rule will result in a technical foul being charged to the head coach/captain or player.
- A team is permitted a maximum of two coaches on its bench during a game. Each coach must present ID and be listed on the scoresheet prior to the start of the game. Conduct of team coaches is the responsibility of the team before, during, and after the game. Any other non-players must be in the designated spectator areas.
- Players that are considered bench personnel must remain seated during play and may only stand to spontaneously react to play before immediately being re-seated. One designated head coach or captain is permitted to stand during play within the confines of the bench area.
- Team spectators must watch the game from the designated spectator areas as follows: the bleachers on the sides the courts in the SAC. Spectators are not permitted in the team bench areas, players' boxes, or between Courts. Conduct of team spectators is the responsibility of the team captain before, during, and after the game.

### Fouls & Penalties

- A player will be disqualified (foul out) when they have accumulated 5 fouls (any combination of personal or technical).
- One free throw will be awarded for a player fouled in the act of shooting and the two or three-point try is successful.
- Two free throws will be awarded for a player fouled in the act of shooting whose two-point try is unsuccessful, and three free throws will be awarded for an unsuccessful attempt beyond the three-point line.
- Bonus free throws (one-and-one) for each common foul (except player control or team control) will be awarded beginning with the offending team's 7th personal foul during each half. Two free throws will be awarded for every foul on or after the 10th team foul of each half.
- During a free throw, marked lane spaces may be occupied by a maximum of four defensive and two offensive players. The bottom spaces below the blocks shall not be occupied. Any player who does not occupy a marked lane space must be behind the free-throw line extended and behind the three-point line.
- On all one-shot and one-and-one free throw attempts (not the first of a two-shot sequence), players may enter the lane after the free throw as follows:

- *Offensive and defensive players occupying a marked lane space may enter the lane when the ball is released by the shooter.*
- *The free throw shooter and any player(s) not occupying a marked lane space may enter the lane when the free throw attempt has contacted either the rim or the backboard.*
- No free throws will be awarded for the following:
  - Each common foul before the bonus rule is in effect
  - A double foul
  - A double technical foul
  - A player control foul
  - A team control foul
- **Technical Fouls:** On all technical fouls, two free throws will be awarded to the offended team, plus the ball at the division line for a throw-in. Technical fouls are counted towards each player disqualification total (five fouls) and the team's bonus situation.
  - Two unsportsmanlike technical fouls charged to any individual (player or coach) will result in their ejection from the game and the facility.
  - Three unsportsmanlike technical fouls charged to any team will result in forfeiture of the game by that team.
  - Any technical foul assessed to the bench, manager, coach, or an obvious fan of a team will also be charged to the head coach/team captain.
- **Intentional Fouls:** Two free throws and possession of the ball at the spot nearest the foul will be awarded to the offended team for all intentional fouls during an unsuccessful two-point try. An intentional foul during an unsuccessful three-point try will result in three free throws and possession of the ball. For a successful two-point or three-point try, the basket will be counted and two free throws and the ball will be awarded.
- **Flagrant Fouls:** On all flagrant fouls, the offended team will be awarded two free throws and possession of the ball at the division line for a throw-in. The offending player will be ejected from the game.

### **Conduct of Players, Coaches, & Spectators**

- Any player or coach who acts in a manner not showing good sportsmanship shall be penalized with a technical foul and possible ejection from the game. The official(s) shall have the authority to warn, penalize, or disqualify any player(s), substitute, or coach for violations of sportsmanship including, but not limited to the following:
  - Disrespectfully addressing an official or Intramural staff member.
  - Questioning the official's judgment or decisions.
  - Showing disgust with official's decisions.
  - Using profane or insulting language or gestures toward an official or opponent.
  - Baiting or taunting players of the opposing team.
  - Disrupting the game so that it may not be continued in an orderly fashion.
- Coaches, captains, or playing captains are responsible for the actions of their team members.
- At no time may a coach enter the playing area.

### **Co-Rec Rules**

- Each team will consist of five players (2 men and 3 women or 3 men and 2 women). Four players (2 men and 2 women) are required to start the game.
- Substitutions do not have to be on a male-for-male or female-for female basis. However, at no time may the difference in the number of males and females on the court for a team exceed one.

- Field goals scored by a male shall be worth 2 points each (3 points for a field goal made beyond the three-point line). Field goals scored by a female shall be worth 3 points each (4 points for a field goal made beyond the three-point line). Free throws will be worth 1 point for both males and females.
- There will be no rules requiring specific locations on the court or guarding principles for either males or females.

### **Team Conduct & Sportsmanship**

- The official(s)/supervisor(s) shall have the authority to warn, penalize, or disqualify any player(s), substitute, or coach for violations of sportsmanship including, but not limited to, the following:
  - Disrespectfully addressing an official or staff member.
  - Questioning the official's/supervisor's judgment or decisions.
  - Use of disconcerting acts or words when an opponent is about to play the ball.
  - Showing disgust with official's decisions.
  - Using profane or insulting language or gestures toward an official/supervisor or other player.
  - Baiting players of the opposing team
  - Disrupting the game so that it may not be continued in an orderly fashion.
- Coaches, players, and spectators conducting themselves in an unsportsmanlike manner shall be assessed penalties in the following manner:
  - A yellow card will be issued as a warning.
  - A second yellow card results in a point/loss of rally awarded to the opponent. This is equivalent to a red card.
  - A red card issued alone for a single offense will result in a point/loss of rally to the opponent. A red card will also result in an ejection for the offending player from the remainder of the match.

A sportsmanship score will be awarded to each participating team after every game. An average of the points from each game will factor into team standings. The following scale will be used to rate all teams in all contests played:

- 4: Excellent, no problems.
- 3: Occasional problems, some verbal dissent.
- 2: Unreasonable comments and conduct.
- 1: Continuous verbal dissent, unreasonable conduct.

### **Statement of Inclusion Language for Intramural Sports Department**

*SIUE Campus Recreation is dedicated to providing a positive intramural sports experience for students of all abilities. Please contact Imani Welch (imwlech@siue.edu or 618-650-3248) at the Student Fitness Center, Room 1524A, to discuss options should you require an accommodation to fully participate in the Intramural Sports program because of a disability or impairment.*