

### Equipment

**Shoes:** Each player must wear athletic shoes. They must be made of soft, pliable upper material (molded plastic, canvas, leather, or synthetic), which covers the foot attached to a composition bottom. No boots, street shoes, or shoes with marking soles will be permitted.

**Jerseys:** For all Intramural Basketball games players must wear numbered jerseys. For those who do not have their own numbered jerseys, jerseys are available for check out at the Welcome Center in the Recreational Sports Center. Only one eligible team member from each team is to check out jerseys for the team. NO taped numbers are allowed!

**Balls:** Men will use a regulation men's basketball. Women and Co-Rec will use a regulation women's (28.5) basketball. For Co-Rec play, a men's ball may be used if both captain's agree prior to play. Teams will use the game ball that is assigned to the court. Practice balls may be checked out at the RSC Equipment Center.

### Game Regulations

**Players:** An official team shall consist of five (5) players on the court with unlimited substitutes. A minimum of three (3) players must be present start, and continue the game to avoid a forfeit.

**Game Length:** A game shall consist of two 20-minute halves, with a 5-minute half-time intermission. During the first half and the first 18 minutes of the second half, the clock does not stop unless the officials timeout is called (injury, basket malfunction, scoreboard problem, etc.). Once there is 2 minutes remaining in the game, the clock will stop on all dead ball situations as governed by National Federation rules. No shot clock will be used.

**Overtime:** Overtime will only be played during playoffs. All games that end in a tie in the regular season will be recorded as a tie. If the score is tied at the end of the second half in playoffs, a two-minute overtime period will be played. If the score is still tied after the first overtime period, the teams will play as many two-minute overtime periods as needed to determine a winner. During all overtime periods, the rules governing free throws, stopping of the clock, time-outs, and the keeping of the time are the same as those followed in the last two minutes of play in the second half. Teams will be given one time-out per overtime. Time-outs will not carry over from regulation or from previous overtimes.

**Officials:** The Intramural staff will assign officials for each scheduled game. All games conducted by the Division of

Recreational Sports must be played under the supervision of the Intramural Supervisor employed by the Division. No game may be played without its being scheduled through the Intramural Office.

**Playing Area:** All games will be played in the East/West Gym of the RSC unless specified otherwise.

**Mercy Rule:** When a team is leading/losing by any of the following points at the given times the game shall be ended.

- 20 with 2 minutes or less
- 30 with 3 minutes or less
- 40 with 4 minutes or less
- 50 with 5 minutes or less

### Sport Specific Rules

**Illegal Equipment:** Pants or shorts must be free of knots, drawstrings, and exposed belt loops. Cut off shirts shall not be cut with a gap of more than a fist below the arm. All jewelry must be removed before playing. This includes earrings, necklaces, wristbands, watches, and rings. No hats are to be worn. Any equipment that in the official's judgment would be injurious to participants is illegal to wear.

**Timeouts:** Each team will have two timeouts per game that do not carry over to overtime. Teams will be given one time-out per overtime. Time-outs will not carry over from regulation or from previous overtimes. All time-outs are 30 seconds in length.

**Substitutions:** A substitution may be made only after an official has blown the ball dead. Substitutes may not enter the game after a field goal. Substitutes must enter the game from the scorer's table. The substitutes may enter only upon being waved in by an official.

**Injured Player:** An official may call for an officials' time out for an injured player. This player may return to the floor after the clock is legally started or if the team calls a time-out to "buy" their player back into the game.

**Jump Ball:** To start the game and each extra period, the ball shall be put into play in the center restraining area by a jump ball. All other jump ball situations shall be put in play by a throw-in under the alternating possession procedure.

**5 seconds:** A player in control of the ball is closely guarded when an opponent is in a guarding stance within six feet. A closely guarded violation occurs if the closely guarded player,

while in the frontcourt, holds or dribbles the ball for more than five seconds without advancing toward the goal. The violation is a turnover to the defensive team.

**Free Throws:** In each half, free throws will be awarded for each common foul (except player control) committed by a player of a team, beginning with that team's seventh personal foul as outlined below.

- Personal fouls not in the act of shooting: 1 free throw plus 1 bonus free throw if the first is made.
- After ten fouls: 2 free throws.
- Personal fouls in the act of shooting:
  - 2 pt. shot missed - 2 free throws
  - 3 pt. shot missed - 3 free throws
  - Shot made - 1 free throw

**Free Throws will not be shot for the following types of fouls.**

- **Intentional fouls** - 2 points, plus ball awarded out-of-bounds to offended team at the spot nearest the foul.
- **Flagrant fouls** - 2 points plus, disqualification of offending player and ball at the spot nearest the foul.
- **Technical fouls** - 2 points, plus possession at mid-court
- **Player control fouls** - no free throws, ball awarded to offended team out-of-bounds.

**Free Throw Lane:** The first two spots (nearest to the basket) will not be occupied by either team. The defense will occupy the 2<sup>nd</sup> spots and will rotate with the offense to occupy the rest of the lane spots.

### **Co-Rec Modifications**

**Players:** Five (5) players constitute a team. A combination of two (2) men and three (3) women shall be on the floor during games.

- Four players: 2 male and 2 female; or
- Three players: 2 female and 1 male **OR** 2 male and 1 female
- NO combinations of 3-1 may be used.

**Males Shooting:** There are no restrictions as to where males may shoot.

**Positioning:** Males (with or without the ball) are permitted in the free throw lane.

**Defense:** There are no defensive restrictions

**Scoring:** Scoring is 2-points for a field goal, and 3-points for a 3-pointer (both Men and Women)

### **Basic Policies**

**Rescheduling:** All requests to reschedule must be completed prior to 3:00pm the day of the game, or Friday for Sunday games. When rescheduling, either captains (or their representative) must come into the office to complete the rescheduling request form. Captain contact information is available online for your convenience in rescheduling.

**Cancellation:** Any team knowing in advance that they will be unable to play in a scheduled match may request to cancel and take a loss. All cancellation requests must be completed prior to 3:00pm the day of the game, or Friday for Sunday games. The Intramural Sports Office **must** be contacted when cancelling a game to avoid the forfeit charge.

**Forfeit:** GAME TIME IS FORFEIT TIME! A team must report to the game site and be "ready to play" with the minimum number of players to avoid a forfeit. "Ready to play" means checked in with the proper game equipment and on the field/court ready to begin play at the scheduled game time. It is advised that teams show up 15 minutes prior to their scheduled start time. The Intramural Sports Staff will be responsible for calling a forfeit. A \$20 charge will be assessed to the captain of the forfeiting team and teams will be dropped from the league after two no-show forfeits.

**Protests:** Rule interpretation protests must be declared immediately after the play in question. Team captains must announce this to the official/supervisor and the Protest Form must be filed to the Intramural Sports Department no later than 12:00pm the following business day. Rulings involving official's judgment may NOT be protested. Player eligibility protests must also be filed before 12:00pm the following business day of the game in question.

**Sportsmanship:** Teams/Participants must receive an average 2.75 sportsmanship rating during league play to be eligible for playoffs. (A=4; B=3, C=2; D=1; E=0) Ratings will be given by officials for officiated sports and supervisors for self-officiated sports.

**Conduct:** All participants are expected to play according to the rules of the Division, Intramural Sports, and University Regulations. The staff of the Division of Recreational Sports reserves the right to penalize individual participants and/or teams for fighting or other unsportsmanlike conduct. Any individual or team that has or is consuming alcohol is subject to an automatic forfeiture. Since the use of alcohol is unsportsmanlike conduct, the Intramural Supervisors and Officials have the right to eject the player(s) or team and may forfeit the contest to the opponent. In addition, cases involving physical abuse of or between participants and/or spectators may be referred to the Office of the Dean of Students for possible action.

**Inclement Weather:** During league play and/or playoff games, a game “under play” may be called due to inclement weather or mechanical failure of the lights. Situations that would warrant calling games due to inclement weather would be lightning and thunder, tornado warnings and conditions that would be deemed injurious to participants if they continued to play. The Intramural Supervisor will have the responsibility for calling games due to inclement weather or light failure. Games that are called prior to starting by the supervisor will be re-scheduled (if time permits) by the Intramural Staff. These games will be re-scheduled by the Intramural Staff the next regular office day and notices of the re-scheduled games will be posted. Participants should call the Weather Hotline (494.3131) for updated game information.

**Official Game:** In the event of inclement weather during the regular season, if a game has reached halftime, it is over and the score is official. If the game has not yet reached halftime or four completed innings, it is considered a cancelled game and will not be counted toward playoff qualification. Cancelled games will only be made up if space and time permits.

**Scorecard:** Prior to each game, all players must sign in on the official scorecard. The game officials will then verify each player’s identity by checking the players ID. All participants must display their valid Purdue University ID in order to participate. **NO ID, NO PLAY! (NO EXCEPTIONS)** An individual whose name appears on the official scorecard will be considered as having played in the contest. Late arriving players must have their name added to the scorecard upon arrival by an official before they may participate.

**Eligibility:** A participant may play for only one team. They may play on two teams if one of the teams is a Co-Rec team. For more eligibility policies please see the link below to the Intramural Sports Handbook.

**More Policy Information:** For additional information please review the Intramural Sports Handbook online at:  
[www.purdue.edu/recsports/programs/imsports](http://www.purdue.edu/recsports/programs/imsports)