

All participants must show a valid KENT STATE UNIVERSITY ID or Government Issued ID no less than 5 minutes before the start of every game. Anyone without an ID will not be allowed to participate. No exceptions.

All games will be officiated based on the *National Federation of State High School Association Rules*; which will be in effect unless otherwise noted in this supplement.

THE GAME

- A team shall consist of five (5) legal players. However, a team may start a game with four (4) players.
- Teams will start at the basket opposite their team bench. Teams will switch sides at the half. The game will start with a jump ball, and after that they will use the alternating possession arrow.
- Benches will be provided for the participants and their manager only. All players will be expected to use these benches when they are not participating in the game. Players should only leave the bench area when they are going to substitute into the game. Players should remain seated on the benches.
- Players may be added to the roster throughout the season. Restrictions with players who played with previous teams will stay in-effect. The team you play with once, is your team for the entire season.
- Jerseys will be checked out at the score table from the Intramural Sports Supervisor.
- Teams should be signed up and ready to play at their regularly scheduled times. This means: Names on score sheets with jersey numbers, jerseys on, jewelry off, and at least four (4) players on the floor ready to play.
- **Grace period:** A grace period of five (5) minutes will be allowed for teams that do not show up ready to play on time. The late team must still be ready to play 5 minutes after the original start time. The clock will start at the original time as well.
- **Forfeit:** A forfeit will be declared if after the expiration of the five (5) minute grace period one or both teams are not signed in and ready to play.

CO-REC RULES

- Each team will consist of five players. A minimum of two (2) women and two (2) men are required on the floor at all times. The 5th player can be either a man or a women.
- A team may start and play with four players but the combination of players must be two (2) women and two (2) men.
- Substitutions are allowed: Keeping the minimum of two women and two men at all times. The 5th player can be fluid.
- Co-rec teams may agree to use a Men's size basketball. If the teams do not agree, a Woman's size ball will be used.

TIME PERIOD

- A game consists of two (2)-twenty (20) minute halves. The clock will run continuously except the last two (2) minutes of each half and the last minute of overtime periods. The clock will stop at every dead ball. Teams will receive a two (2) minute halftime.
- Teams will get two (2) timeouts for the game, and an additional time out per additional overtime period. Unused timeouts can be carried over into the overtime period. Timeouts are sixty (60) seconds in length. Overtime timeouts don't carry over.
 - Timeouts used in overtime will use the overtime timeout first and then any additional timeouts that were carried over
- Timeouts may only be called by players who are on the court in the game. Timeouts may not be called by players, captains, or coaches on the bench.
- An official's timeout shall be called in case of serious injury or an emergency and it shall be the judgment of the referee that will determine the length of the timeout taken.

OVERTIME

- If necessary, there shall be a three (3) minute overtime period. Second half timeouts and team fouls will carry over into overtime. Each team will receive one additional timeout in overtime. The clock will be stopped during dead balls in the last minute of overtime.
 - Overtime and succeeding overtime periods will always begin with a jump ball.
 - **Regular Season:** One Overtime period will be played. If the game remains tied at the end of overtime, the game will end in a tie.
 - **Playoffs:** Overtime periods will continue to be played, until there is a winner.

MERCY RULE

- The contest will end with 5 minutes (or less) remaining in the second half, if any team is leading by 30 or more points.
- The contest will end at halftime or the second half, if any team is leading by 50 or more points.

EQUIPMENT

- **T-shirts must be worn under intramural issued game jerseys at all times.**
- No jewelry, hats, jeans, metal braces, or dress shoes are permitted to be worn during the game.
- All teams must have the SAME colored jerseys with non-duplicated numbers.
- Court shoes with non-marking soles are required. Running shoes are not permitted.
- Shorts or sweatpants must be pulled up and worn around the waist at all times.
- A game ball will be provided, or you may use their own ball as long as both teams agree.
- For Co-Rec, a Women's ball will be used unless both teams agree to use a Men's ball.

SUBSTITUTIONS

- All players must report to the scorer's table before entering the game. Substitutions are permitted during the following situations:
 - When the officials beckon the players in, permitting entry
 - When the ball is dead
- Players may not enter the game until the official has allowed it.

FOULS

- **Personal Foul** – A foul involving illegal contact with an opponent while the ball is alive. This counts as a personal and team foul.
- **Player Control Foul** – A foul committed by a player while they are in control of the ball, or by an airborne shooter. This counts as a personal foul and team foul.
- **Intentional Foul** – A foul designated to stop or keep the clock from starting, or to neutralize an opponent's obvious advantageous position. Grabbing a player on a fast break to prevent a score is an example of an intentional foul. Two free throws and possession of the ball at the point of interruption is awarded to the non-violating team. This counts as a personal foul and team foul.
- **Technical Foul** – Technical fouls are usually non-physical in nature. Abusive behavior towards the officials or supervisors, disregarding the rules, or any unsportsmanlike conduct. Ex: More than five players on the court; swearing at the opponent, officials, or supervisor; hanging from the rim; wearing jewelry; illegal substitution, etc. Two shots and the ball at midcourt are awarded to the non-violating team. This counts as a personal foul, a team foul and that player's technical foul total for that contest. In the case of double technical fouls, no shots will be awarded. Possession of the ball will be determined by the possession arrow.

- **Flagrant Foul** – A foul of a violent or savage nature, which displays unacceptable conduct. It may or may not be intentional. It involves violent contact such as striking, kicking, kneeing, etc. and also involves dead ball contact or non-contact at any time, which is extreme or persistent, vulgar, or abusive conduct. Fighting is a flagrant act. All flagrant fouls count as a personal and team foul. Two foul shots and the ball at midcourt are awarded to the non-violating team. A flagrant foul carries an ejection.
- A player shall not:
 - Participate after being disqualified (5 personal fouls, 2 technical fouls or an ejection)
 - Wear an identical number as a teammate
 - Attempt to gain an advantage by interfering with the ball after a goal, or by failing to immediately pass the ball to the nearest official in control when a violation is called. (Delay of Game Warning)
- A coach, player substitute, team attendant or follower shall not: Disrespectfully address an official, use profanity, instigate undesirable crowd reaction
 - NOTE: For flagrant unsportsmanlike conduct; any player, coach, or spectator will be ejected from the building and suspended until they meet with the Competitive Sports Professional Staff.
- A player must leave the game upon their fifth (5th) foul.
- Any foul determined severe enough by the official, is grounds for immediate ejection.
- Bonus (1 & 1) will be shot when an opposing team reaches seven (7) team fouls. No foul shots are awarded for player control fouls.
- Two (2) technical fouls on any player will result in immediate disqualification.
- Once a team receives their third (3rd) conduct technical foul, the game will be over via forfeit.
- Any ejected players must leave the building (not just the court) before play resumes.

FREE THROWS

- **One free throw for:**
A foul against an offensive player while shooting the ball whose shot is successful
- **Two free throws for:**
A foul against an offensive player while shooting the ball whose shot is not successful
 - An intentional foul (plus possession of the ball)
 - Any flagrant foul (plus possession of the ball)
 - Any technical foul (plus possession of the ball)
 - Upon the tenth team foul
- **Three free throws for:**
A foul against an offensive player while shooting the ball whose three point try was not successful.
- **No free throws for:**
Each common foul (non-shooting foul) before the seventh team foul, any double foul or a player control foul.
- **Bonus free throws (one & one) for:**
Each common foul (except player control) upon the seventh team foul during any half, or any overtime period; provided the first attempt is successful, a second free throw will be awarded (one & one).

JUMP BALL

- A jump ball will be administered in the center-restraining circle between any two opponents under the following situations: At the beginning of the first half and at the beginning of any overtime period(s).
- The ball shall be awarded out-of-bounds under the following situation: At start of play at the beginning of the second half, possessions will alternate between teams.

DELAY OF GAME

(Delay of Game violations, First delay of game constitutes a warning recorded in the scorer's book. Subsequent Delay of Game violations constitute a technical foul).

- An offensive player may not interfere with the ball after a made basket, or attempt to keep a dead ball away from an opposing player or official.
- Failure of a team to immediately return to the court after a time-out is also delay of game. A delay of game warning is given first.

OUT-OF-BOUNDS

- A ball striking any edge of the backboard shall be in play. A ball striking the basket supports shall be out-of-bounds. All four corners of the basket are in play as long as basket supports, wires, etc are not touched.
- A ball that goes over the backboard shall be out-of-bounds, even if it does not touch the basket supports.

DUNKING RULE

Dunking is allowed during intramural play at the SRWC; under the following rules:

- Player's may not dunk the ball prior to the start of the game (on the courts specified for Intramural contests), or during any dead ball situation. Violation of this rule will result in an immediate technical foul on the offending team and possible ejection of the offender.
- Player's may not hang from the rim at any time. Violation of this rule will result in that player receiving a technical foul and possible ejection from the game.
- If this rule is abused, the privilege of dunking during Intramural games can be taken away at any time.

SPECTATOR RULE

- Spectators will not be allowed on the SRWC Gym Floor during Intramural Sports activities. The playing area will be designated and monitored by the Intramural Sports Supervisor. All spectators must observe play from the entry level of the SRWC or in the halls adjacent to the courts. Again, NO spectators will be allowed on the SRWC Gym Floor. Technical fouls can be assessed to the team captain for unruly fans.
- Players will have a specified bench. Players must remain in the bench area when they are not in the game.
- Players must remain away from the scorer's table, so the official can see the court. Failure to do so can result in a technical foul charged to the captain.

BLOOD RULE

- If and when an official observes a player is bleeding, or has an open wound, or has an excessive amount of blood on his/her uniform (clothing), the player must leave the game.
- In an instance when a substitute is not available, the official may allow time for the player to receive medical attention, but the time may not be excessive in the judgment of the official.
- If a substitute is available, the player must leave and may not re-enter until after the clock has run and a substitution opportunity occurs.

EJECTIONS

- In the case of an ejection, the player not only must leave the premises but also needs to meet with the Competitive Sports Professional Staff before they may participate in the next activity.

THE INTRAMURAL STAFF HAS THE RIGHT TO STOP A CONTEST IF THEY DEEM IT NECESSARY