



## Intramural Basketball Rules

### 1. Eligibility

- a. **ID's:** All students, faculty, and staff must purchase a PEIF membership to be eligible to participate. You must show the Intramural Staff your NMU/Membership ID in order to participate. Community members are eligible to participate but must be 16 years of age, and must purchase a PEIF membership.
  - i. *Note:* Participants who are found to be playing without a current membership will have three business days to purchase their membership. Community members/students with less than 6 credits may purchase their membership through the Recreational Sports office in the PEIF. For students that are taking 6 or more credits, they may add the student recreation fee to their account by emailing the Student Services Center (ssc@nmu.edu). If students do not opt-in for the fee, a \$25 fee will be charged to their student account for participating illegally.
- b. **Varsity Athletes:** Varsity athletes may participate in intramural sports which are not sports that they represent at NMU. Varsity athletes are eligible to play, provided they are not a varsity basketball player, a current red-shirt, a practice player, or a varsity letter winner who has not sat out for one academic year.
- c. **League Rules:** Due to multiple leagues in Basketball (Men's Class A and B), you can only have two players the same on your roster. If we identify that more than two people are playing on a team for Class A and Class B, one of the teams will be dropped.
  - i. Players are allowed to play on a single gender team and a CoRec team.
- d. **Playoff Eligibility:** Teams must average a 3.0 sportsmanship rating in order to qualify for the playoffs.
  - i. Players must play in at least one regular season game in order to be eligible to play in the playoffs.

- e. **Concussion:** Any player who exhibits signs, symptoms, or behaviors consistent with a concussion shall be immediately removed from the game and shall not return to play until cleared by an appropriate healthcare professional.
- f. **Blood Rule:** Any player who starts to bleed will not be able to re-enter the game until the bleeding has stopped. If the player's clothes have blood on them, the player must change clothing in order to re-enter the game.

## 2. Equipment

- a. Shirts and close-toed shoes are required. Athletic shoes are required. No street shoes/boots will be allowed.
- b. Basketballs and pinnies will be provided. Teams can wear their own jerseys/shirts, but must have the same color, and have a jersey number clearly written on them.
  - i. A women's sized ball will be used for CoRec and the Women's league. A men's ball will be used for Class A and Class B.
- c. Billed hats, metal bracelets, necklaces, rings, earrings, or watches are not allowed. Jewelry may be taped in the case that the jewelry cannot be removed.
- d. Players may wear a face shield molded to the face with no protrusions to protect against a facial injury.
- e. Mouthpieces are not required, but are highly recommended.
- f. Any player who must wear a necessary metal brace must cover all metal parts of the brace before playing.
  - i. *Note:* The referee reserves the right to allow/disallow any piece of equipment in which they deem unsafe towards the participants.

## 3. Playing Area

- a. Games will be played in the PEIF gyms 150 and 154.

## 4. General Guidelines

- a. Please arrive 10-15 minutes before your scheduled game to sign in.
- b. Each player must provide their valid NMU ID to the scorekeeper/supervisor and sign in next to their name.
- c. All players must be on the roster. No write in names are allowed.
- d. If a team is unable to provide the minimum amount of players allowed (4) at their scheduled game time, they will be given 10 minutes to arrive after the clock begins. When a team is late, the team that was on-time will be awarded 10 points. The on-time team will get an additional 10 points every 5 minutes the opposing team is late until a forfeit occurs. A forfeit will be declared if the team is more than 10 minutes late.

## 5. Captains Responsibilities

- a. The captain is responsible for passing rule information on to their team.
- b. All players must be on the official roster on IMLeagues.com.
- c. Late arrivals must sign in before they can play.
- d. Players must play in at least one regular season game to be eligible for tournament play.

- e. Captains are responsible of informing their teammates of the time and location of all scheduled contests.
- f. Captains are held responsible for their team and fan control.
- g. Discussion with officials may only take place between the designated team captain and the officials. These discussions must be made in an appropriate manner.

#### 6. Forfeits

- a. Teams are expected to begin on time. A team has 10 minutes to arrive after the clock begins. When a team is late, the team that was on-time will be awarded 10 points. The on-time team will get an additional 10 points every five minutes the opposing team is late until a forfeit occurs. If a team is more than 10 minutes late, a forfeit will be declared and a \$25.00 fee will be charged to the captain's student account. Certain circumstances may apply.
- b. Teams who forfeit twice during the regular season will not be eligible for tournament play.
- c. Teams that are unable to attend their scheduled game time must contact the Intramural Sports Manager by emailing Chrsmith@nmu.edu or calling 906-227-1561 at least 48 hours prior to your game time in order to avoid the forfeit fee. Make sure to leave your team name, game time, and league.

#### 7. Tobacco/Alcohol Policy

- a. Alcoholic beverages, tobacco, and/or drugs are not permitted on or around the playing area. Contests will not be played and will be forfeited if alcohol, tobacco, and/or drugs are present. Any NMU Rec Sports employee reserves the right to remove participants and/or forfeit games if substance abuse occurs.
- b. A player that is removed for substance abuse will be indefinitely suspended, pending a meeting with the Intramural Sports Manager.

#### 8. Protests

- a. All protests must be filed by the team manager at the time the question occurs.
- b. Protests concerning rule interpretations will be settled at the game site by the officials or sport supervisor.
- c. If a team manager believes the decisions rendered to be in error, they must notify the officials and supervisors that the contest will continue under protest.
- d. A written protest and a \$5.00 protest fee must be submitted to the Rec Sports office (PEIF 126) by noon the following day. The fee will be returned if the protest is upheld.
- e. Matters involving the official's judgment will not be subject to protest.
- f. A protest concerning eligibility can be made before, during, or after a contest.
  - i. Eligibility protest:
    - 1. If an eligibility question is before or during a contest, the player and team manager will be notified and given the choice of whether or not the player will play.

2. If the player chooses to play and is found ineligible, the contest will be forfeited and that player will be suspended from Intramural Sports participation.
3. If the player leaves the contest and is found to be ineligible, the contest may be subject to review by the Intramural Sports Manager.
4. A protest regarding the eligibility of players must be made before either team plays its next scheduled game.
5. All eligibility questions will be investigated by the Intramural Sports Manager. Participants found ineligible will be penalized accordingly.

## 9. Game Play

- a. Teams shall consist of five (5) players on the court.
  - i. Teams can play with a minimum of four (4) players.
- b. **Co-Rec Rules:**
  - i. A team of five players shall consist of three (3) women and two (2) men.
  - ii. A team may begin with a minimum of four (4). Of these four players, two must be women and two must be men.
  - iii. Substitutions shall be permitted on a male for male or female for female basis only.
  - iv. A women's sized ball will be used for Co-Rec.
  - v. Men and women may guard each other. However, no male will be allowed to block a women's shot. If a male blocks a female players shot, a goaltending will be awarded to the offensive team. Men may stand with their arms vertical. It will be under the official's discretion on whether or not to call a goaltending.
- c. **Men's Class B/Co-Rec Rules:** No pressing will be allowed until the last 5 minutes of the second half.
- d. **Length of game:**
  - i. Two (2) twenty (20) minute halves shall constitute a game. Time will be continuous for the first half, except when a timeout is called, an injury occurs, or for unusual delays.
  - ii. Time will also be continuous in the second half, except during the last two minutes of the half, with the clock stopping on an official's blown whistle.
  - iii. There will be a five (5) minute halftime.
  - iv. Each team will be permitted three time-outs per game, each lasting 60 seconds.
    1. In the postseason, if a game goes to overtime, one 60 second timeout will be permitted to each team.
  - v. No overtime will take place in the regular season. Games will end in a tie.

- vi. In the postseason, if a tie occurs at the end of regulation, there will be a three (3) minute overtime period, that starts with a jumped ball. The first two (2) minutes will be running clock. During the last minute of overtime, the clock will stop on an officials blown whistle.
  - 1. If teams are still tied after the end of the overtime period, a sudden death, untimed period will occur starting with a jumped ball. First team to score, wins.
- e. **Mercy Rule:** If a team is losing by 35 or more with 10 minutes or less remaining in the second half, the game will be called with victory going to the team leading.
- f. **Substitutions:**
  - i. Players who wish to substitute in must report to the scorer's table. Players must be signaled in by the officials prior to entering the court of play. Substitutions on the fly will result in a warning or technical foul.
  - ii. If play is stopped due to an injury, that player must come out of the game until the next dead ball. A timeout may be used for the player to re-enter the game.
- g. **Jump Balls:**
  - i. A jump ball will begin at the half court line to start the game/overtime. All other jump balls will be determined by the possession on the score sheet.
- h. **Signing In:**
  - i. Players must have their name on the scoresheet in order to play. Players must sign in and provide their ID.
- i. **Scoring:**
  - i. Free throws – 1 pt. each
  - ii. Shots inside the 3-point arc – 2 pts
  - iii. Shots outside the 3-point arc (College 3-point arc will be used) – 3 pts
- j. **Fouls and Disqualification:**
  - i. Each player will be given 5 personal fouls. The player will be disqualified on his/her 5<sup>th</sup> personal foul (Technical fouls count as personal).
  - ii. Zero Tolerance: If any official hears vulgar language from a player or spectator, a technical foul may be assessed. A technical foul will result in the opposing team receiving two foul shots and the ball.
  - iii. Intentional Fouls: Intentional fouls will be counted as personal fouls and the opposing team will receive two free throws and the ball out of bounds.

- iv. Any player receiving two technical fouls during one game will be automatically disqualified. The ejected player will be subject to a disciplinary sanction (See Intramural Sports handbook for more information).
- v. If a team receives three (3) technical fouls during a match, they will forfeit that game.
- vi. Dunking:
  - 1. Dunking is allowed in Men's and Women's league play.
    - a. Players will not be allowed to hang on the rim. A technical foul may be assessed if players hang on the rim.
    - b. However, players will be permitted to hang on the rim for safety purposes. At the discretion of the official.
  - 2. Dunking is not allowed before the game, during stoppages of play, halftime, or after the game. Dunking during these instances will result in a technical foul. If the technical occurs after the game, that technical will be assessed to that player for the following game.
  - 3. Dunking is not allowed in Co-Rec.
- vii. Player control fouls will result in loss of possession of the ball. Offensive fouls while the opposing team is in the bonus will not result in free throws.
- viii. Judgment calls are nonprotestable.
- ix. Free throws: A player will be awarded two free throws if fouled on a missed shot inside the 3 pt. arc. A player will be awarded three free throws if fouled on a missed shot outside the 3 pt. arc.
  - 1. Players may enter the lane once the ball has been released from the free throw shooter.
  - 2. Players outside of the three point arc may cross the three point arc once the ball hits the rim.
- x. Bonus: Teams will enter the bonus on the 7<sup>th</sup> team foul, allowing them to shoot "one and one".
- xi. Double Bonus: Teams will enter the double bonus on the 10<sup>th</sup> team foul. All fouls result in two free throws at this point, except for made shots on a shooting foul (And-One).
- xii. MHSAA: MHSAA rules will be followed, however, modifications may have been made for the safety of the game.

*The NMU Recreational Sports Office reserves the right to modify and/or remove any of these guidelines or rules for the improvement of the sport. All participants are expected to comply with these rules and policies that are stated within this publication.*