

**Western Kentucky University
Intramural - Recreational Sports
Basketball League**

1. League

- Basketball will be considered a “League” sport for the purposes of the All-University Points Cup.
- Teams will play regular season games within their division.
- At the end of the regular season, teams will be selected for the playoffs based on the criteria outlined in the WKU Intramural Sports Handbook.
- The top half of each division will advance to the playoffs—in divisions of six (6), three (3) teams will advance. In divisions of five (5), two (2) teams will advance. The Intramural Department reserves the right to select one or more “wildcard” teams based on scheduling needs.
- Any team with less than a 3.0 sportsmanship rating average WILL NOT be eligible for the playoffs, regardless of regular season record or point differential.
- Prior to participation of the game, players must be on the IMLeagues roster.

2. Court and Equipment

- All games will be held in the Preston Center.
- Game balls will be provided by WKU Intramurals

3. Officials and their duties

- The referee will have power to make decisions on anything not specifically covered in the rules.
- Officials’ rules are based on the current 2014-2015 High School Basketball Rule Book published by The National Federation of State High School Associations.

4. Player Uniforms

- Players may not wear jewelry of any kind.
- All players must wear NON-Marking athletic shoes
- An approved headband is the ONLY type of head gear that is permissible to wear.
- All players must be in appropriate athletic wear: No jeans, boots, non-athletic shoes, or hats/non-approved head gear.
- All scrimmage vests MUST be worn with a shirt underneath.
- All members must be dressed in **same/similar uniforms** with at least a 4” number on the back of each uniform shirt. If one player on a team does not have a uniformed shirt, the whole team will have to wear the scrimmage vests supplied by the intramural department.

- All players are required to properly wear their shirts and shorts at all times. At no point should underwear or sports bras be showing. (Compression short/spandex will not be deemed as underwear.)
- The hole in cutoff shirts should be no more than 4 inches below the armpit

5. Roster Limits & Players

- All men's and women's teams will be limited to fifteen (15) participants. Co-Rec teams will be limited to sixteen (16) participants.
- Teams may start with four (4) players but may finish with just two (2) players if players are injured and they still have a chance to win the game.
- See eligibility rules at www.wku.edu/imrec/intramurals.

6. Forfeits & Defaults

- Forfeits
- Teams are allowed a ten (10) minute grace period from the beginning of the game before they will be forced to forfeit. During this time the clock will run and for each minute that passes a three-point field goal (or four points in a Co-Rec game) will be charged to the team that is not ready to play the game. (Example: A team that is five minutes late will be losing 15 to 0 in a men's or women's league). After the 10 minute grace period has passed the team that is prepared to play will be awarded the victory.
- If a team is ready to play before the ten minute time limit has expired, the current score will be the official score and both teams will begin the game with the time that is left on the clock in the period. (Example: If six minutes have passed there will be 10 minutes remaining in the first half, each half is 16 minutes long). If neither team is able to play before the ten minute grace period is over then both teams may receive a forfeit.
- Teams that are unable to form a team for a scheduled contest who do not submit a default card will be charged a forfeit fee of \$20. Teams with outstanding balances will not be allowed to compete until this fee has been paid to the intramural department.
- Defaults
 - Teams may default in order to avoid a forfeit fee. It will result in a loss. Default cards may be filled out at the Intramural Offices located on the second floor of the Preston Center, and must be handed in by 3:00 PM of the game day. A default during the playoffs will result in elimination from the playoffs
- Game Misconduct
 - If a game is called due to misconduct or an uncontrollable sportsmanship situation from both teams, the game will be considered a loss for both teams and teams will be subject to further sanctions from the intramural department.

7. Scoring, Timing, and Time Outs

- Playing time will be two halves, each consisting of sixteen (16) minutes. There will be an intermission of three (3) minutes between halves. There will be a running clock until the last two minutes of each half.

- The clock will run continuously throughout each half with the following exceptions:
 - A) team time outs;
 - B) an unusual delay such as an injury;
 - C) if signaled for any reason by the officials; and
 - D) during the last two minutes of each half and during the last minute of extra periods.
- The game will begin with a tip off. Teams will alternate possessions after this tipoff, including to begin the second half. Each overtime will begin with a jump ball and will then alternate possessions for held ball situations.
- Each team will receive three (3) time outs per game. One (1) time out is given to each team per overtime period.

8. Free Throws

- Foul shots will be awarded in the order that the fouls occur. Bonus shots will be awarded on the seventh (7) team foul. A team will be in the double bonus on the tenth (10) team foul.
- The free throw must be attempted within ten (10) seconds of receiving the ball.
- Teams may enter the lane as soon as the ball is released. An exception to this is the shooter and players outside of the arc, who must be behind the free throw line extended until the ball hits the rim.

9. Personal Fouls, Technical Fouls, and Ejections

Personal Fouls

- Each participant is allowed five (5) personal fouls per game. All technical fouls are counted toward personal foul totals. Players will be disqualified after the fifth foul.

Technical Fouls

- A player will not use unsportsmanlike tactics, such as: (a) disrespectfully addressing or contacting an official (b) using profanity no matter who it is directed toward (Even one's self or a teammate) (c) baiting an opponent or obstructing his/her vision by waving hands near his/her eyes or (d) climbing on a teammate to secure greater height to handle the ball (e) objecting with an official's decision by rising from the bench or using gestures (f) inciting undesirable crowd reaction (g) entering the court unless by permission of an official to attend to an injured player (h) failing to replace a disqualified player in 30 seconds when a substitute is available (I) any other situations deemed appropriate by the officials.
- A technical foul that is assessed to the team's bench will be credited to the captain and will count toward the total team foul count and technical limit.
- Taunting fans may be given a technical foul or be ejected. The technical will be charged to the captain of the team with whom he or she is associated.
- Two (2) technical fouls on the same participant will result in an automatic ejection and a minimum two (2) game suspension.

- Three (3) technical fouls on a team in one game will result in forfeiture and the possibility of further sanctions.
- Three (3) technical fouls on an individual player throughout the season/playoffs will result in a minimum two (2) game suspension. The next technical foul will result in the individual being suspended for the remainder of the season/playoffs.
- Five (5) technical fouls during tournament/league play will eliminate a team from further competition for the remainder of the league.
- Penalty for all unsporting technical fouls: The other team will automatically be awarded two points and the ball.

Administrative Technical Fouls

- Administrative Technical Fouls (examples: jewelry, not signing into the game, other illegal equipment, etc.) **will not count toward an individual's technical foul count, nor will they count for sportsmanship or for a team's technical foul count.** Administrative technical fouls will count for a personal and team foul and will result in two points and possession for the opposing team.

Dunking

- There is no dunking in intramural basketball. Any player who hangs on or grabs the rim/basket/net or dunks before, after, or during a game will be ejected immediately and will serve a minimum one game suspension. Additionally, the offending participant will be subject to any sanctions through the Preston Center Staff.
- In addition to the ejection, the penalty will be assessed like a technical foul. Any points that may have been scored through the illegal act of dunking will be waived off and the other team will automatically receive two (2) points and the ball.

Ejections

- All ejections are a minimum two (2) game suspension.
- Any player ejected twice in the season/playoffs will be suspended from further play for the remainder of the season/playoffs.
- A player, coach, substitute, or fan/observer who is ejected from the game must leave the building within 3 minutes of the ejection or face further sanctions.
- ANY EJECTED PLAYER MUST MAKE ARRANGEMENTS TO MEET WITH THE INTRAMURAL COODINATOR & GRADUATE ASSISITANT BEFORE HIS OR HER SUSPENSION CAN TAKE EFFECT. PLAYERS WHO HAVE YET TO MEET WITH THE INTRAMURAL COODINATOR & GRADUATE ASSISITANT, ARE NOT ELIGIBLE TO PARTICIPATE IN ANY INTRAMURAL EVENTS.

10.Coaches & Players on the Sidelines

- Coaches and players shall remain in the team sideline area, which will be from the scorer's table to the foul line out of bounds extended EXCEPT to:
- Confer with the team during a time out.

- Confer with personnel at the scorer's table to specifically request a timeout for a correctable error.
- Attend to an injured player when beckoned unto court by an official.
- Other special circumstances.
- Coaches must be signed into the game and placed on the roster as a "COACH" to be permitted on the sideline.
- Each team is limited to a maximum of two (2) coaches.
 - Only 1 coach is allowed to stand.

11. Protests

- The WKU Intramural Sports Department does not accept protests except for those concerning matters of eligibility.
- Eligibility protests must be TYPED and submitted to the Intramural Office before 3:00 PM the day following the contested game. If a team has any questions about an opponent's eligibility status, they should advise the referee and obtain that player's name before, during, or after the game. If a team uses an ineligible player, they will forfeit every contest that the ineligible player participated in.
- If a coach/captain desires to question a rule interpretation, he or she may use one of his or her time outs. During this time, the officials may consult with a supervisor regarding interpretation of the rule. No time out will be charged if the result of the play is changed in favor of the protesting team. Any questions relative to the particular rule interpretation must be solved on the court before play continues. Captains must make protests immediately—once play continues, the situation may no longer be reviewed. **NO PROTEST WILL BE ACCEPTED CONCERNING THE JUDGEMENT CALLS OF THE OFFICIALS.**
- **In any situation not addressed in these rules, intramural officials and intramural supervisor will reference the NFHS basketball rule book.**

12. Mercy Rule

- The game will end with the current score being the game's final result if:
- A team falls behind by thirty five (35) or more points at any time in the second half, or;
- A team falls behind by twenty (20) or more points with two (2) minutes or less remaining in the game.
- Any time the mercy rule is used, the current score in the scorer's book will be final and the leading team will be awarded the win.

13. Overtime

- Overtime only occurs in playoff games
- Overtime begins with a tip ball.
- Overtime will last three (3) minutes. The clock will run continuously until the final (1) minute.

- If a winner is not decided after the first overtime, each subsequent overtime will be one (1) minute.
- The third and final overtime will result in “sudden death” (1st team to score wins)
- Personal fouls and team fouls will carry over into the overtime period.
- Time outs DO NOT carry over.

14. Blood Rule

- If and when an official observes that a player is bleeding, has an open wound, or has any amount of blood on his or her uniform, 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. The injured player is not to return until the bleeding has stopped, the open wound is covered, and bloody uniform is changed. If a player must change a shirt and this necessitates a change to another number, he or she must notify the scorekeeper.

15. Co-Rec Rules

All rules for co-rec play will be the same as those for men’s and women’s play except:

- Players
 - The game shall be played by a minimum of two males and two females.
- Teams may choose to play with either three males and two females or three females and two males.
- Equipment
 - Men’s basketballs will be used.
- Scoring
 - Each field goal by a female will carry one (1) bonus point. Two point field goals will count for three points and three point field goals will count as four.
- Free Throws
 - The number of free throws attempted for shooting fouls will be determined by the point value of the attempted shot. For example, women attempting a goal from beyond the three point arc who are fouled will be awarded four free throw attempts. On the other hand, men fouled while attempting a lay-up will be awarded two shots.
 - There will be no additional shots awarded to women for non-shooting fouls committed while teams are in the bonus.
- Game control
 - There will be no rules requiring specific locations on the court or guarding principles for either males or females.