



## UTSA INTRAMURAL SPORTS

## BASKETBALL RULES

### **TEAM CAPTAINS:**

---

- Team captains are responsible for checking online for their team's schedule. Team schedules will be available on the website at [www.utsa.edu/recreation](http://www.utsa.edu/recreation) after 5:00 p.m. on the Friday after the captain's meeting. **Captain's Meeting is February 1, 2012 at 5:00 p.m in the Texas Room located upstairs in the Recreation Center.**
- Teams are allowed one default per season. A team may default by calling the Assistant Director of Intramurals at **210-458-7566** by 3pm on the day of their game or for Sunday games by 5pm on Friday. A default is used only one per season when a team is unable to make their game and does not count against the team or interfere with their chances of making playoffs.
- **Forfeit Procedure:** Any team not ready to play at game time shall be penalized in the following manner. For every minute the team is late to start, the opposing team receives 4 points.  
**5 minutes after game time – the game is forfeited, 20-0, to the team ready to play.**
- Team captains are responsible for informing their teammates of all Intramural Sports policies and procedures.
- Only the team captain may address an official on matters of rule interpretations, or to obtain essential information.
- Team captains are responsible for their team and fans behavior before, during, and after the game.
- Team captains are responsible for any equipment given to them, such as team jerseys and team balls. **(Team captains, you will be charged for the missing items)**

### **PLAYERS & ELIGIBILITY:**

---

- All UTSA students, faculty and staff are eligible to play Intramural Sports, except the current and 11-12 collegiate varsity basketball team members.
- Players may only play for one team in men's or women's AND play for one co-rec team. Switching from one team to another is illegal and may result in a suspension from participating in any Intramural activity for 1 calendar year.
- 5 players on the court. Minimum number to start the game is 4.
- There may be unlimited substitutions. Subs may enter the game only on a dead ball, timeout or before the final free throw taken **only** when an official calls them on the court. Subs may not enter the game until they check in with scorer's table and an official calls them on the court.
- Team rosters are frozen after the last game of the regular season (Spring Season).
- All ex-varsity athletes must sit out one (1) calendar year from their last day of participation.
- Alumni and outside visitors are not eligible to participate.
- Players must play in at least 1 game during the regular season to be eligible for the playoffs.
- **NO ID NO PLAY!** All participants must present their UTSA Banner ID to the Intramural Staff on duty, in order to be eligible to play.

### **FORMAT:**

---

- League: 3 weeks of round robin + single elimination playoffs.
- Games in the regular season canceled due to weather or university closing, will NOT be rescheduled. Teams affected by the cancellation will receive wins and an "A" in sportsmanship.

- Games in the playoffs that are postponed due to weather or university closing will be rescheduled. Most cases games will be made up the next day (or if Thursday games are canceled on Sunday).
- **Eligibility for advancing to the play-offs:**
  - Minimum "B" Sportsmanship rating (3.0 or higher)
  - A .500 record or better
  - NO forfeits
  - 1 Default only
- **Teams missing the Playoff Captains' Meeting will be subject to having to receive an "A" for each playoff game in order to advance.**
- Any team that receives "C" or worse sportsmanship rating during the play-offs **will not** advance to the next round. Teams must receive a "B" or higher per game in order to advance.

### **EQUIPMENT:**

- The Intramural Office will furnish game balls. However, both teams may agree to use another ball as long as it is regulation.
- All participants must wear the proper athletic attire to participate. This includes proper court shoes, shorts and **T-shirts**. Marking soled shoes are not allowed on the Basketball courts.
- **No Jewelry, hats, caps or bandanas.** Participants may not cover up jewelry with tape, bandaids or other such items.
- No casts or splints (hard or soft) are permitted. Knee braces are permitted.
- Teams may wear their own jerseys. All jerseys must be of the same color and have numbers. Jerseys will be provided for each team if necessary. T-shirts with sleeves must be worn underneath the Intramural Sports jerseys (tank tops are not allowed to be worn underneath the Intramural Sports jerseys).
- Intramural Sports have jerseys available to checkout.
- Participants must wear a T-shirt **with sleeves** while participating.
- Denim shorts with pockets and belt loops will **not** be allowed.

### **GAME TIME:**

- All participants must check in the Intramural Staff before their game time.
- **Forfeit Procedure:** Any team not ready to play at game time shall be penalized in the following manner. For every minute the team is late to start, the opposing team receives 4 points. **5 minutes after game time – the game is forfeited, 20-0, to the team ready to play.**

### **THE GAME:**

- A game will consist of two 20 minute halves with a 3 minute half-time. There will be a running clock, except for the last 2 minutes of the 2<sup>nd</sup> half. During the last 2 minutes of the 2<sup>nd</sup> half the clock will stop on all dead ball situations. ***The clock will NOT stop during a made basket at any point.***
- A team must have a minimum number of players to start a game. The **minimum** number of players is **four (4)**.
- **Time-outs:** Each team shall be permitted two (2) one minute time-outs per half and one (1) time-out per overtime. No carry over.
- To start the game, a jump ball will be administered at center court. 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. In a multiple free throw situation, a substitute may only enter immediately before the last free throw attempt or after the last free throw attempt is made. If the substitute is for the shooter it must be a made basket to substitute. Failure to properly report will result in a technical foul being assessed to that player.
- **Mercy Rule:** If a team is ahead by 30 points at 10 minutes left in the second half or ahead by 20 points with 2-minutes left in the 2<sup>nd</sup> half or anytime within the last two minutes.

- Games will end in a tie during regular season.
- **Overtime (During Playoffs):** If the game is tied at the end of regulation, a two minute overtime will occur. The clock will stop on all dead ball situations during the overtime period at the one minute mark. The overtime period will begin with a jump ball at center court.

### **CO-REC MODIFICATIONS:**

- Men cannot block the shot of a female shooter. Attempting to block a shot involves a swinging motion toward the female shooter. A male who is standing flat-footed with his arms straight in the air is NOT considered to be attempting a block. If the block attempt is successful, the ball will be called dead and the shooting team awarded the appropriate amount of points for the female shot (3 or 4). If a male attempts to block the shot of a female player and fails in his attempt, play will continue.
- Females will awarded 3 points for all regular 2 pointers (3 free throws for fouls inside the 3 point line)
- Females will be awarded 4 points for all regular 3 pointers (4 free throws for fouls outside the 3 point line)

### **BALL IN AND OUT OF PLAY:**

- The ball is OUT OF PLAY when:
  - A player steps on or the ball bounces on any part of the court boundary or contacts anything outside the boundary of the court.
  - The ball contacts any support structure or backside of the backboard.
- The ball will be put back into play with a throw-in at the designated spot.

### **VIOLATIONS:**

- On a free throw a player shall:
  - Attempt a free throw from within the free throw circle and behind the line.
  - Player has 10 seconds to shoot the free throw.
  - No faking a free throw attempt.
  - Players may not enter the lane until the ball has hit the rim.
- Violations on free throw:
  - By the free thrower or a teammate results in turnover, no point.
  - By opponent, if try is good, point good; if no good, re-try.
  - By each team simultaneously, the ball is dead; possession will be determined by the alternating possession.
- Violations on throw in:
  - May not leave designated spot, only after a made basket.
  - 5 seconds to throw the ball in.
  - Thrower may not touch the ball until it has touched another player.
  - Ball may not enter the basket before touched by another player.
  - Must be behind the out of bounds line.
- Player may not kick or strike the ball into the goal.
- Player may not double dribble, unless an opponent has touched it.
- Violation during jump ball is a re-jump.
- Team has 10 seconds to advance the ball to the frontcourt.
- No players shall be in the key for more than 3 seconds.
- Players may not swing elbows, even if no contact occurs.
- No players shall hand check.
- No players shall commit goal tending or basket interference:
  - Violation will result in counting the basket.
  - Violation by both teams results in alternating possession.

### **FOULS AND PENALTIES:**

- A player will be disqualified (fouls out) when he/she has accumulated 5 fouls (any combination of personal and technical fouls).

- Bonus free throws (one-and-one) for each common foul (except player control) will be awarded beginning with the offending team's 7<sup>th</sup> personal foul during each half. Two free throws will be awarded for every foul on or after the 10<sup>th</sup> team foul during each half.
- Offensive and defensive players may not enter the lane until 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.
  - Double foul.
  - A player control foul or team control foul.
  - A double technical foul.
- **Technical Fouls:** On all technical fouls, two points 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's disqualification total and the team's total fouls.
- **Two unsportsmanlike technical fouls** charged to any individual will result in his/her ejection from the game and the facility.
- **Three unsportsmanlike technical fouls will result in the team's forfeiting the game.**
- Any technical assessed to the bench will be charged to the team captain.
- **Intentional Fouls:** On all intentional fouls, the offended team will be awarded two (2) points and possession of the ball.
- **Flagrant Fouls:** On all flagrant fouls, the offended team will be awarded two (2) points (3) points if on a 3 point try) and possession of the ball. **The offending player will be ejected from the game.** If the try is successful the offended team will be awarded an additional 1 point and the ball. **Flagrant Fouls will be counted as Unsportsmanlike Technical Fouls.**

### **PENALTIES AND SANCTIONS:**

- Verbal Warnings - will be issued for minor offenses, such as language.
- A technical foul will be issued for rude behavior, or offensive conduct at the discretion of the official.
- Two technical fouls on one player will result in that player's ejection.
- Three technical fouls on any given team will result in forfeiture game (i.e- the game will be over).
- Teams will be charged a time out for delays caused by illegal substitutions, wearing jewelry or not returning to play when official indicates ready for play.

### **DISCIPLINE**

- The team captain of a team that receives a "D" or "F" rating must meet with the Assistant Director of Intramural Sports prior to his/her team's next game.
- If a player is ejected from the game for any reason:
  - **Ejected Player consequences:**
    - Team will be automatically deducted two (2) sportsmanship letter grades.
    - Ejected player must leave playing area (out of sight and sound).
    - Ejected player may not participate in any Intramural Sports or activities (including watching), until they have met with the Assistant Director of Intramural Sports, Megan Morris, or have been officially reinstated.
    - Must contact Megan Morris, Assistant Direct of Intramurals, to set up a meeting to determine what action should be taken.
    - It is the responsibility of the ejected player to schedule the reinstatement meeting.
    - Ejected player is ineligible until meeting has taken place.
    - Ejected player will face a *minimum* one(1) game suspension from all Intramural activities.

- If necessary, ejected player might be referred to Judicial Affairs for further disciplinary actions, and be suspended indefinitely from Intramural Sports and Campus Recreation participation.
    - If the ejected player does not think the Assistant Director of Intramural Sports decision is fair, he/she may appeal by scheduling an appointment with the Associate Director of Campus Recreation. Appeals must be made within 48 business hours of the Assistant Director of Intramural Sports disciplinary decision.
    - If the official or supervisor believes it is in the best interest of the program to stop a game, he/she may do so.
    - The Intramural Staff reserves the right to indefinitely suspend any participant or team from intramural competition for behavior detrimental to the mission and purpose of Campus Recreation or UTSA.
  - If a player is found to have played on two teams:
    - **Consequences for Playing on Two (2) Teams:**
      - Player will be permitted to play on the first team he/she signed in and played for.
      - Both teams will be notified of the player violation.
      - The second team the player participated with will be deducted one (1) sportsmanship letter grade.
      - Player will receive a *minimum* of one (1) game suspension.
  - In case of an illegal player found participating on a team:
    - **Illegal Player Consequences**
      - Team in violation will receive a loss, and opposing team will receive an automatic win.
      - Team in violation will also receive an automatic C sportsmanship rating.
      - Second offense will result in the team being eliminated from the league.
      - Both teams will be notified of illegal player violation.
      - Illegal player is not permitted to play any Intramural sports or activities.
      - An Illegal player consists of a person who is not currently enrolled at UTSA with a minimum of one (1) credit hour.
  - **Faculty/Staff:**
    - Must have a Campus Recreation membership in order to participate in Intramural Sports.
    - Faculty/Staff must also present their UTSA ID at each game.
    - Teams found in violation will be deducted one (1) sportsmanship letter grade for each violation.

## **PROTEST:**

- A team captain may only protest eligibility before the game begins or at the time the person whose eligibility is in question enters the game.
- The team may only protest a rule interpretation or eligibility and NOT a judgment call. A timeout must be utilized in order to protest. If the protest is upheld the time-out is not charged to the team.
- A protest must be filed with the Intramural Supervisor on duty before the ball has been in bounded for the next play. Once the ball has been in bounded, teams can no longer protest the previous play.
- If the protest cannot be decided, that game will continue under protest and will be decided by the Assistant Director of Intramural Sports the next working day.
- All protests during the playoffs will be decided by the Intramural Staff on duty.