Coed Basketball Rules/Regulations

The Campus Rec Office will schedule all games. A $20 team registration fee is required at the time of registration. Lewis-Clark State College full-time and part-time students, students can participate in the league for free with the exception of the team fee. Faculty and staff are also eligible as well as there spouses and partners.

All scheduled games are final

Current National Federation of State High School Association Basketball Rules will govern play, unless otherwise noted. Lewis-Clark State College, Student Activities policies, procedures, eligibility requirements, and rule modifications will take precedent.

1) Team Captain Responsibilities

a) Read, review, and understand all rules and regulations. Ensure all players on your team understand all rules and regulations.
b) Represent yourself and your teammates before, during, and after all games.
c) Ensure yourself and teammate display appropriate behavior at all games.
d) Ensure all players, including yourself, are eligible to participate.
i) All players must read, understand, and sign the Assumption of Risk and Release of Liability Form.
e) Ensure that the team captain is the only person to address an official on matters of rule interpretations or information.
f) Record team name, participants, and numbers in the scorebook 5 minutes prior to the official start of the game, or a technical foul will be issued.

2) Regulations – Players

a) All currently enrolled students, faculty, and staff are allowed to participate in the Intramural Program.
b) All players must read, understand, and sign the Assumption of Risk and Release of Liability Form.
c) NO participant may be listed or play on more than one team in the same sport.
d) Once a player signs up with a team, he/she is committed to that team for the duration of the season.
e) Competitive teams may have 1 former collegiate player per team. Coed may have 1 male and/or 1 female collegiate player. These players must be 1 academic year removed from the sport.
f) If team captains want to add players to their roster this has to be done by NO LATER than 5 p.m. the day of the game. Submit additions to rosters to the Campus Rec office located in ACW 114.
i) Additions are not permitted during the season tournament.
3) Regulations – Equipment

a) The Intramural Office will provide the official game ball for all contests.

b) Equipment representing possible hazards to all participants in a game will not be permitted to be worn during a game. Hand, finger, wrist, forearm, or elbow guard, cast or brace made of hard and unyielding leather, plastic, pliable plastic, plaster, metal, or any other hard substance, even though covered with soft padding, shall always be considered illegal. Knee braces shall be permitted if padded and so long as no metal is exposed. Players may not wear jewelry or another other accessories of any kind. Failure to remove any of this equipment when asked to do so, will result in that player being suspended from further play until the equipment is removed.

i) This includes but not limited to necklaces, bracelets, watches, rings, earrings, hats, etc. Glasses must have shatterproof lenses and made of a durable material.

c) Flat rubber-soled shoes are required. Black-soled and open-toed shoes are not permitted.

d) All players are required to wear jerseys with numbers. All players within a team must have the same color.

i) The Intramural Office will provide jerseys to teams that need them. Jerseys will be checked out to team captains only. Teams are responsible for all jerseys checked out. In the event jerseys are not turned, a $20 replacement charge per jersey will be imposed and an Intramural hold will be placed on each participant of the teams’ records.

ii) Jerseys are checked out clean, therefore, they must be returned clean or a $10 cleaning charge will be imposed.

4) General – The Game

a) A game shall be composed of two halves. If the score is tied at the end of regulation time, an overtime procedure will be imposed.

b) The game will consist of two (2) twenty (20) minute halves. The clock will run continuously in both halves, with the exception of timeouts and injuries. In addition, in the event the score is within 10 points in the last two minutes of the second (2nd) half, the clock will stop for all whistles.

c) All half-times shall be five (5) minutes.

d) Each team is entitled to two (2) timeouts per half

i) Timeouts do not carryover from one half to the next

ii) A timeout length is thirty (30) seconds. One timeout will be given for an overtime period.

e) Overtime shall be two (2) minutes in length and begin with a center jump.

i) The clock will stop on all whistles if the score remains 10 points or less.

ii) Each team is entitled to one (1) timeout during the overtime period; there shall be no carryover from the second (2nd) half.

f) Second overtime, if needed, shall be sudden death. First team to score points shall be declared the winner.

i) Timeouts are not permitted during sudden death overtime.

g) Substitutes must enter the game during a dead ball and report to the officials prior to entering the game.

h) Any player that is bleeding must be removed from the game until bleeding is stopped. An intramural official or staff has the authority to remove a player due to bleeding at his
or her own discretion. An Intramural official or staff must give approval for the player to re-enter the game.

5) Regulations – Players & Forfeitures

a) All games will begin promptly.
b) A team may start with a minimum of four players.
c) **Teams have 5 minutes to get there 4th player otherwise game will be declared a forfeit.**
d) A game may be forfeited at any time, if in the opinion of the game officials or Intramural supervisor, there is a possibility of injury to a player make a travesty of the game.
e) In the event of a forfeit, the team must pay a $10 forfeit deposit in order to continue to participate in the league.

6) Regulations – Game Control

a) In order to have game control it is crucial that on the team captain be allowed to question rule interpretations made by game officials and staff.
b) It is an unsportsmanlike technical foul for any player (including those on the bench) to disrespectfully address an official, attempt to influence an official’s decision, use profanity, or bait an opponent.
c) All technical fouls called have a penalty of 2 free throws, the ball out of bounds, and the offending player must sit out ten (10) minutes.
d) Any player who receives two technical fouls will be ejected from the game and must speak with the Student Activities Coordinator to evaluate whether they will be eligible to participate again.
e) Any player called for a flagrant foul may be ejected from the game (official’s discretion) and the opponent is awarded 2 free throws and the ball out of bounds. The player who committed the foul must sit out ten (10) minutes. Any player who receives two flagrant fouls must speak with the Intramural Coordinator to evaluate whether they will be eligible participate again.
f) Any player ejected from the game must leave the gym within (1) minute or the game is forfeited.
g) **NOTE:** There will be a one-year suspension from all intramural programs and action taken by the Vice President of the school for physically touching or verbally threatening of a staff, official, or player.

7) Sportsmanship

a) In addition to wins and loses teams will be judged on there overall sportsmanship towards opponents, referees, scorekeepers, and supervisors.
b) Teams will be judged on a five star system with five being the highest and a zero being the lowest.
c) Teams must keep a three star average to play in the playoffs regardless of their win lose record.
d) Teams that receive lower than three stars in any games must meet with the Intramural Sports Specialist before participating in the next game.

8) Co-ed Special Rules

a) Teams must have one male or female on the court at all times.
b) A women’s ball may be used for any co-ed games. If teams can not decide the supervisor will make the final decision.