*All IM participants are expected to review the *Intramural Participant Handbook*. The handbook is located at http://www.ship.edu/Recreation/Intramural_Sports/.

**SCHEDULE INFORMATION:**

1. Game and officiating schedules will be recorded daily on the Rec Hotline (717-477-1561, prompt #3). All IM basketball participants are expected to call the Rec Hotline daily to confirm league schedules. In cases of inclement weather, decisions to postpone games will be made one hour before scheduled contest(s). Participants are reminded that cancellation of academic classes may not impact scheduling of intramural competition.

2. All games will be played at ShipRec on assigned courts.

**ROSTER:**

1. Shall contain a minimum of 10 players, but no more than 16.

2. Individuals on a varsity basketball roster on the date of the first countable competition of the 2016-2017 or 2017-2018 seasons are not eligible for intramural basketball.

3. Captains should make note on the roster form of any graduate student, faculty, or staff participating in the league. ShipRec access will be adjusted for their participation in IM basketball.

4. A player may be dropped or added to a roster only by emailing rec@ship.edu with subject line “IM DROP/ADD”. A return confirmation will be sent to the captain. Roster changes are prohibited following the completion of 50% of the regular season. Changes made by 8 am will be effective for the next scheduled competition.

5. At the conclusion of play for the fall semester, captains are responsible for notifying the Intramural office of any roster changes due to December graduation.

**RULES:**

1. A team must have five players to start a game. A forfeit will be given to any team unable to provide the minimum number of players at the scheduled game time.

2. Officials will flip for first half possession to be taken from the back court sideline. Possession is reversed in the second half. Overtime periods will begin with a jump ball at center court.

3. Presentation of SU ID at the start of a game will occur by each player directly handing SU ID to the IM staff for verification. Captains should not hand in all SU IDs for the team. Any individual failing to present a requested ID, or violating ShipRec access policies, who participates in a contest, will subject the parent team to forfeiture of the contest and associated penalties. Undergraduate participants may not enter ShipRec as a guest and participate in an intramural contest. Faculty/Staff and graduate student intramural participants must be placed on a list by team captain to enter ShipRec for intramural contests.

4. The game shall consist of two (2) twenty minute halves with a five (5) minute period between halves. The clock will be continuous throughout the contest with the exception of timeouts and the last three (3)
minutes of the second half. If score differential is 25 or greater with 3 minutes remaining in the second half, dead ball clock stoppage is not applied. If a tie exists after regulation play, a two minute break will be followed by a five minute overtime period of 3 minutes continuous clock and final two minutes of clock stopped on dead balls. This procedure will be repeated until an overtime period ends with the tie broken. IM Staff runs the clock and scoreboard.

5. Each team is permitted two (2) timeouts per half. The timeouts will be limited to thirty (30) seconds and may not carry over to the subsequent half. Each team is entitled to one (1) timeout per overtime period.

6. Substitutions are unlimited and may take place anytime the ball is not in play. Substitutions must check in at the score table.

7. Back court is in effect. The 10 second rule is not applied.

8. IM Staff will provide a game ball. Basketballs will not be available for check-out at the ShipRec entrance desk during nights of IM basketball games. Teams are expected to bring basketballs for warm-up.

9. Only roster members are permitted on team benches. Spectators must stand on the opposite sideline from team benches.

10. All fouls will be recorded. Five (5) fouls disqualifies a player. The player must be immediately replaced.

11. All fouls committed on an offensive player, during the act of shooting, entitles the fouled player to two (2) shots. If the shooter is outside the 3 point arc, three (3) free throws are awarded. On the seventh team foul of each half and on the subsequent fouls, a one-on-one free throw opportunity will result from all non-shooting fouls. Double bonus (2 shots) occurs upon the 10th foul of a half. In application of the bonus/double bonus, overtime period(s) are part of the second half.

   ▪ Considering that most teams will not have numbered uniforms, cooperation of the team captain in identification of players committing foul(s) is required. IM staff may assign a technical foul for each and every effort by the captain to provide incorrect ID of an individual in an effort of incorrectly crediting a foul.

12. TECHNICAL FOUL: A technical foul is a foul by any player (active or inactive), coach, or other team associate that does not involve contact with an opponent while the ball is dead. Examples of technical fouls include unsportsmanlike conduct (acts of deceit, disrespect for opponents or officials; using vulgarity, profanity, or obscene gestures whether or not they are directed at someone), calling an excessive timeout, and hanging on the rim. A technical foul will also be called if a player dunks the ball during the ten minutes prior to the contest.

13. FLAGRANT FOUL: A flagrant foul is a personal foul that involves severe or excessive contact with an opponent. Such contact includes striking with the elbow, kicking, kneeling, moving under a player who is in the air or crouching or hipping in a manner that might cause severe injury to the opponent. A flagrant foul is a technical foul when it involves unsportsmanlike conduct or contact while the ball is dead.

14. INTENTIONAL FOUL: An intentional foul is a personal foul that, on the basis of observation of the act, is not a legitimate attempt to directly play the ball or player. Judgment is not based upon the severity of the act. Contact with the thrower-in shall be ruled an intentional foul. Holding or pushing an opponent in the full view of an official in order to stop play or pushing a player in the back to prevent a score when there is
no possibility of getting into position to guard, are equally intentional. A foul also shall be ruled intentional, if while playing the ball, a player causes excessive contact with an opponent.

15. When a technical foul, flagrant foul, or intentional foul is called, the team which the foul was committed against will be awarded two free throws and possession of the ball.

16. Any player assessed a second technical foul in a single contest is ejected from the contest and the subsequent contest. In the event that a given contest, in the judgment of the IM staff on duty, is contested in a manner which threatens the safety of players or fans, the contest will be immediately terminated. The status of the contest will be reviewed by the Director of Intramurals.

17. Any player striking another player may be banned for a period of one year from all IM participation, at the discretion of the Director of Recreation.

18. **OFFICIATING:**
   - All regular season and early round post-season competition is officiated by participants from IM basketball teams not involved in the contest. No student official should officiate any game in which his or her parent organization is participating.
   - Each team is required to have two (2) officials for the game which they are to officiate per the officiating schedule. Individuals designated as officials are expected to be on the court, actively following play and making applicable calls. Use of electronic devices while officiating is not permitted. Credit will be given to team who follow these guidelines. Failure to follow these policies, even though an official is present, could result in an officiating violation. Officials are assigned to specific duties as noted on the score sheets. The on-court officials will officiate the entire game and table officials will perform that duty throughout the game. The duties are not shared.
   - Any failure to officiate and or sign in the respected officiating slot on the score sheet will result in a violation.

19. **VIOLATIONS:**
   - Team forfeits and officiating violations may eliminate a team from competition. Team violations are used to determine a team’s continuation in the league, including eligibility for post-season competition.

20. **POSTSEASON TOURNAMENT:**
   - Teams will be invited to the postseason tournament after review of team violations.
   - Players must play in at least 50% of the regular season games to be eligible for tournament play.
   - Tournament format will be determined by the number of teams. Tie breakers for tournament seeding will be based upon the following criteria:
     1. Head to Head Play
     2. Point differential vs. common opponents
     3. Win-Loss Percentage (Comparing Interleague)
     4. Team Violations
     5. Coin Flip