

## **BASKETBALL**

High school rules will govern play with exception of the following:

The Emory & Henry Intramural department will provide a basketball for each game. **All** games will use the Intramural basketball provided. No personal basketballs will be used for Intramural games.

The game will consist of two 20-minute halves. Overtime (5 minutes) will be played if score is tied at end of regulation.

The clock will run non-stop until the final two minutes of each half. The clock will stop for time outs. During the last two minutes, the clock will stop on all dead balls. There will be a 40-point mercy rule after 10 minutes in the second half. If at any point in the second half a team reaches a 40-point lead, the game will be over.

Teams must have a minimum of four players to start. Teams will have one minute after the start of the game clock to have at least 4 players, if at the end of one minute time, the team without at least 4 players will **forfeit**. Two forfeits eliminate teams from post-season play.

All teams **MUST** wear a t-shirt. Intramurals will have numbered jerseys for only 12 players. If your team chooses to provide your own jerseys or t-shirts, they must have a number on them. There will be no "Shirts vs Skins" or taped-on numbers. Also, tennis shoes are required. No street shoes allowed. No offensive language or spoken or written will be tolerated.

All jewelry must be removed before play. If can't remove, must be taped. Intramurals **will not** provide tape!

Teams will get five time-outs per game (three full and two 30-seconds). Half-time lasts two minutes.

### **Unsportsmanlike conduct will not be tolerated.**

Remember officials are students who want to help provide a fun, safe environment. They will be doing their best, so give them a break! No official is out to get you or your team!

Two technical fouls on a player or coach will result in an automatic ejection from the game. The ejection player must also leave the playing area (building). Technical fouls can be a result of: hanging on the rim, arguing with an official, unsportsmanlike conduct, physical or verbal assault on an opposing player or official, pushing, and **trash talking** to other team. A player that is ejected from the game will not be allowed to play until they meet with the Director. Participating in a fight will be an **AUTOMATIC EJECTION** and dismissal from the building. If the fight participants do not leave the building after 1 minute time, their team will automatically forfeit the game. Other unsportsmanlike acts will also earn a technical foul.

All unsportsmanlike fouls result in two free throws and the ball, regardless of whether the foul is on a player or the bench.

Post-game conduct can be punishable as well, so keep your players in check. Any physical or verbal altercation with an official, scorekeeper, Intramural staff or opposing team will result in a meeting with the Intramural Director and possible suspension from play. The severity of the suspension will be determined by the Director.

Teams will enter the bonus on the seventh team foul (one-and-one). On the tenth foul, all subsequent fouls result in two free throws.

Any player fouled on a 3-point attempt will be allowed to shoot three free throws.

Substitutes must report to the scorer's table and beckoned in by the officials. Illegal substitutions will result in a technical foul.

**Maximum number allowed on any game roster is 12.** No players can be added to roster for tournament.

Protest will only be allowed on questions of eligibility. No protests can be filed on judgment calls by an official.

No varsity basketball players are allowed to participate. (If your player made the roster for the varsity team, they are **ineligible**. If they started on the team and quit- they are **ineligible**. If they played last year and didn't try out or play or make the team this year- they are **eligible** to play intramurals).

Only E&H Students, faculty and staff are eligible to participate. Players can only play for one team. If one player is found on two teams, the last team they played for will be credited with a forfeit.

Team captains are responsible for the jerseys until the game is over and they are returned to the scorekeeper. If your team members keep a jersey, the captain will be financially responsible.