Emmanuel College
Intramural (Recreational) Sports Basketball Rules

OBJECTIVES

- The encouragement of a closer, more intimate one-to-one relationship with God.
- Others before self.
- A social activity within a physical arena that encourages positive competition while advancing a whole-body, whole-community well-being concept.
- Having fun!

**PLAYERS & FANS:** Profanity, rude and/or aggressive verbal or physical behaviors will not be tolerated. This includes language that makes fun of any ethnic, cultural, gender, religious, or socio-economic group from an individual or group perspective. There is no ‘fun’ in language that ridicules others. Profanity or rude language or aggressive or rude behavior will result in immediate ejection from the current matches and may result in suspension from Intramurals activities. Repeated occurrences of the language and behavior expectations will be referred to the Vice President for Student Life for disciplinary action. Physical violence of any type will result in: immediate ejection from the current matches; a three (3) game suspension from Intramurals activities; referral to the Vice President for Student Life for disciplinary action.

PLAYING Court

- The playing court is the EC Lion’ Den. This court meets National Federation of State High School (NFHS) Association, and NAIA intercollegiate, basketball guidelines. Since we share the playing court with the EC Varsity Lions & Lady Lions:
  - All players ‘MUST’ wear appropriate athletic footwear!
  - STREET SHOES ARE NOT PERMITTED ON THE BASKETBALL SURFACE PLAYING AREA!
  - That all participants (players & fans) will take the time needed to place all trash into the appropriate trash containers. Basically, leave the area cleaner than it was when the Intramurals events started.
  - The Intramurals Leadership Team will assure that the court is properly cleaned to enhance safety of participants.

THE GAME / PLAYERS / EQUIPMENT

- NIRSA and/or NFHS rules will be followed for any circumstance not covered by these EC specific rules published as part of this document. NIRSA frequently defers to NFHS.
- The Intramurals program will provide the appropriate men’s and women’s size game balls!
The Intramurals program will provide one (1) person to serve as the ‘Official Score Keeper’ (Score Keeper), one (1) person to serve as the ‘Official Time Keeper’ (Time Keeper), and two (2) people to serve as ‘Official Game Referees’ (Referee) for each game.

- The Intramurals program will provide a separate play-by-play book for both the men’s and women’s program. These will be the ‘Official’ books for historical documentation.
- The Intramurals program will provide clean and serviceable referee jerseys and clean whistles (bleached after each use) for each referee.

- Players may wear soft (padded) knee or elbow, or other body braces. A hard-covered brace is not permitted.
- All players ‘MUST’ wear appropriate athletic footwear.
- Players must remove ALL jewelry prior to participating.
- Players may not wear shorts or pants, or shirts that have pockets.
- Captains (Co Captains) are the only team members who may address game officials.
- Captains (Co Captains) are responsible for the enforcement of all playing rules at the team level.
- Captains (Co Captains) are responsible for supervising the behavior of their team roster members.
- Captains (Co Captains) are jointly responsible for overall game management.
- Captains (Co Captains) are responsible for making sure that each team member is dressed appropriately including color-matching team shirts.
- Captains (Co Captains) are responsible for annotating the game rosters provided by the score keeper.

A pre-game coin toss will be used with the winning Captain having the choice of initial goal direction and bench seating to include visiting team or home team designation.

- The visiting team bench is the bench area nearest the stage.
- The home team bench is the bench closest to the front entry way.

- The game will consist of two 20-minute halves.
  - Half-time will be three (3) minutes
  - Ten (10) second back court time limit rule applies to the men’s games. The referee will count for this rule. There is no ten (10) second backcourt for women’s games.
  - Thirtysfive (35) second shot clock time limit rule applies to men’s games. Thirty (30) second shot clock applies to women’s games. The shot clock will be operated by the Time Keeper.
If the score is tied at the end of a regular season game, one (1) additional five (5) minute overtime period will be played. If neither team leads at the end of the overtime period the contest will be determined a tie.

- In tournament play, overtime periods will continue until the score indicates a winner at the end of the overtime period.

The clock will run non-stop until the final two minutes of each half. During the last two minutes, the clock will stop on all dead balls. A field goal made does not constitute a dead ball.

- Only an official or team time-out will stop the clock during the first 18 minutes.

- The Time Keeper will administer and track all team time out periods.
  - Each team is permitted three (3) ninety-second (90) second time-outs per game.
  - Time out must be requested by the Captain or Co Captain.
  - Time-out may be requested at any time during a dead ball.
  - Time-out may be requested at any time by the Captain of the team playing offense.
  - The Time Keeper will sound the first horn after sixty (60) seconds of the time out are expired.
  - The Time Keeper will sound the second- horn when the entire ninety (90) second time is expired. At the end of a time-out period, the game will start after the “Play Ball” is called by the referee. If the possession team does not promptly return to the inbounds position, after the second-horn, the referee shall:
    - At ten (10) seconds after the second-horn the referee will place the ball on the floor at the inbounds position and begin the five (5) second inbounds countdown.
    - If the possession team does not legally put the ball into play at the end of the inbounds time, the referee will call an inbounds infraction, giving the other team inbounds possession.
  - The Time Keeper will start the game clock at the in-bounds contact of the ball.

- An ’Official’s Time Out” may be called if a player appears to be injured. The timing for an ‘Official’s” time out is the same as for a Team time out.
  - Any participant that is noted to be bleeding during competition will be removed from the game until bleeding stops. The Team Captain and game officials are jointly responsible for removing the bleeding player. The game officials will determine when the player may return. In the event that a team has no
substitutes, the game will be stopped for no more than five (5) minutes. If the bleeding has not stopped after the 5 minute pause, the team will forfeit.

- Two (2) non-playing Captains (Co Captains) will serve as the ‘Referees’. The referees are responsible for the management and compliance with all game rules.
  - Members of the EC Varsity Lions and Lady Lions Basketball teams may serve as Intramurals game referees.
  - Alternatively, a student-leader (ELI) or a student serving as a referee as part of a formal referee class internship may serve as ‘Game Referees’.

- One (1) non-playing member of the Intramurals Leadership Team will serve as the ‘Official Time Keeper’ for all matches.
  - The Time Keeper will not make any calls regarding on-court rule violations.
  - The Time Keeper will post current scores and team fouls on a play-by-play basis.

- One (1) non-playing member of the Intramurals Leadership Team will serve as the ‘Official Score Keeper’ for all matches.
  - The Score Keeper will not make any calls regarding on-court rule violations.
  - The Score Keeper will record current scores, time out periods, player and team fouls on a play-by-play basis.

- A minimum of five (5) players is required to play a game. Failure to field at least five (5) players constitutes a forfeit. In case of a double-forfeit, neither team will garner win points; each team will be given appropriate participation points.
  - Game time is player roster time. If a team cannot field at least five (5) players within five (5) minutes of game time; a forfeit is in effect. In order to claim forfeit, a team must have the correct number of players present and ready to play.

- There is ‘no’ skunk rule. However; a team Captain (Co Captain in lieu) may forfeit a game prior to and at any time during the scheduled game.

- Player substitutions may be made only during dead-ball times.
  - Substitutes must report to the Time Keeper ‘before’ entering the game.

- An ejected player must be replaced. If a player ejection causes a team to fall below the minimum 5 (five) players, an automatic forfeit will be enforced.