

BASKETBALL

GENERAL RULES FOR ALL INTRAMURAL SPORTS

1. Eligible Participants

- a. Only Harvard students and paying members of the Athletic facility may participate.
- b. Guests may NOT participate in the league.
- c. All participants must read the Sportsmanship Agreement provided by their team captain.
- d. Each team may roster up to 10 players.
- e. After submission of the roster, changes to the roster must be approved by the Athletic Director.
- f. Playing for multiple teams and multiple divisions is NOT allowed.
- g. Coaches will NOT be recognized and will be treated as spectators.
- h. Spectators are expected to watch from the balcony.
- i. Ineligible participants will result in forfeited games.

2. Forfeited Games

- a. Team are allowed a maximum of (1) forfeit. On the second forfeit, teams may be removed from the league.
- a. GAME TIME IS FOREFIET TIME. If the previous game runs late, games will start no later than 5 minutes from the end of previous game.
- b. Games may begin if each team has at least (4) players.
- c. Forfeited games will not be officiated.

3. Appropriate Attire

- a. Hats and jewelry are not allowed.
- b. Shirts must be worn at all times.
- c. Athletic shoes must be worn at all times.
- d. Hard braces such as knee braces may not be worn. Soft braces only
- e. If any blood is spotted on a player's uniform, that player will be forced to leave the game until no trace of blood remains or the player changes uniforms.

4. Non-Participant Safety

- a. Interference may be called and the play stopped, if the official deems that a person not participating in the game altered the play by walking through the gymnasium.
- b. Stoppage of play for non-intramural players to pass through the gym may occur.

VANDERBILT HALL SPECIFIC, BASKETBALL GAME RULES

- NCAA rules shall apply, except as noted below.
- There is no hanging on the rims before, during, or after games. The only exception to this rule is if player safety is in question. Referees may give out technical fouls for hanging on the rims.

1. League Format

- a. Games will consist of two (20) minute halves, running time except for the last (1) minute of the first half and the last (2) minutes of the second half.

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- b. During the last (10) seconds of the second half and overtime periods the clock will stop after a made basket. Substitutions may not occur during this stoppage of time.
- c. There will be a (3) minute half-time break.
- d. If there is a twenty-point differential at the two-minute mark of the second half, the clock will continue to run.
- e. The referees have the authority to adjust the game length due to time constraints.

2. Time-Outs

- a. Each team will be allowed two (20) second time-outs per half and 1 (20) second time-out per overtime period.
- b. Time-outs not used do not carry over.

3. Overtime

- a. If the game is tied at the end of regulation time, a (3) minute overtime period will be played. A maximum of (2) overtime periods will be played during regular season games. The overtime will have running time except for the last minute of overtime.

4. Mercy Rule:

- a. Games will end once a team is ahead by 25 or more points at any time in second half.

5. Forfeits

- a. Game time is forfeit time. Teams must have the minimum number of players, (4), in order to participate.

6. Referees:

- a. All referees calls are final. Judgement calls will not be argued. If there is concern for interpretation of the rules, only captains may approach the referees.
- b. There will be two referees for each game. The game can start if only one referee is present. If due to circumstances beyond the Athletic Director's control, both referees do not show, games will be cancelled with each team registering a win.

7. Fouls:

- a. There are no personal fouls. Players suspected of taking advantage of this rule will be warned.
- b. Teams are allowed six (6) team fouls per half. The seventh and subsequent fouls will result in a "one and one" foul shot for the opposing team. On the tenth and subsequent fouls the opposing team will receive (2) foul shots.
- c. Technical fouls and flagrant fouls will be considered team fouls. Technical and flagrant fouls will result in 1 free throw and possession of the ball.
- d. Teams that accumulate (2) technical and/or flagrant fouls **per game** will be forced to forfeit the game.
- e. Players that accumulate (2) technical/flagrant fouls during **the season** will be suspended from the league.

8. Free Throws

- a. Only 6 players, including the shooter, may occupy the free throw lane during free throw attempts.
- b. Defensive players will occupy the space above the big block.
- c. Players may release once the ball has left the shooters hand.
- d. The free throw shooter must wait until the ball touches the rim.

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9. Substitutions:

- a. Players may only substitute during dead balls.
- b. Player substitutions must be approved by the referees.
- c. During Free Throws: Substitutions may only occur prior to final shot.

10. Non-Participant Safety

- a. Interference may be called and the play stopped, if the referees deem that a person not participating in the game altered the play by walking through the gymnasium.
- b. Play may be stopped for non-intramural participants to pass through the gym.