

# Bucknell University Recreation Services Intramural Basketball Rules



1. All participants must bring their current BU ID to each game. Participants without proper identification shall not be permitted to play. No other forms of identification (driver's license, class schedule, etc.) will be accepted.
2. Intramural regulations and policies concerning eligibility are in effect.
3. Bucknell University does not accept liability for any injury occurring before, during, or after play.
4. All injuries must be reported to the supervisor on duty.

## **General Organization**

1. Situations not specifically covered or implied by these rules shall be governed by current National Federation Basketball Rules and Interpretations. Certain intramural modifications follow:

## **Players**

1. Teams must begin the game with at least four (4) players. Failure of a team to have four players present and signed in at the end of the five minute grace period (see Captain's Handbook) shall result in a forfeit.
2. Each player must be added to the roster by 2pm the day of the contest in order to be eligible for that game. No player may be added to the roster at the court.
3. Players may substitute on dead balls only.

## **Responsibilities and Definitions**

1. Team captains are the only players allowed to talk to the officials during the game.

2. A successful try from the field beyond the three-point line counts three points. For a successful three-point goal, the player must have one foot beyond the three-point line when the shot is attempted. After the release of the ball, the shooter may land anywhere on the court.
3. No accessories are permitted.

### **Scoring and Timing**

1. Two eighteen-minute running halves will constitute a game. The clock shall run during fouls and free throws. Halftime shall not exceed two minutes in length. Teams shall be allowed two (2) time-outs per game each not exceeding one minute in length.
2. The clock will stop in the last minute of each half for all dead ball situations.
3. A three-minute overtime period will be played in the event of a tie (during the playoffs). If the overtime period ends in a tie score, then another three minute extra period is played, until a winner is decided. Each team shall be allowed one time-out (time outs will not carry over from regulation) in the overtime period.

### **Fouls, and Penalties (Free Throws)**

1. Common Fouls: Ball is taken out-of-bounds until the 7<sup>th</sup> team foul
2. Bonus: One and One situation is in effect during the 7<sup>th</sup>, 8<sup>th</sup>, and 9<sup>th</sup> team fouls of each half. Double Bonus: Two free throws are awarded for any foul after the 9<sup>th</sup>.
3. Shooting Fouls: One, Two, or Three free throws are awarded on fouls committed in the act of shooting.
4. Players are allowed four fouls. On the fifth personal foul, the player is disqualified from the game. Technicals will count toward player and team fouls.

### **Sportsmanship**

1. If a player receives one technical, the individual must leave the playing area until the next dead ball opportunity. Note: Team cannot get a Sportsmanship Rating higher than a "B" for any conduct related technicals. If a player receives two technicals, the individual is automatically ejected from the game. Note: Team cannot receive a rating higher than a "D" for a game in which a player is ejected. Teams that receive two ejections will forfeit their game and are subject to further action from the Office of Recreation Services.

### **Co-Rec Differences**

1. Acceptable Co-Rec player personnel: two men and three women or three men and two women. Substitutions may be made for anyone, but legal rations must still exist.
2. Women's baskets are scored as: 2pts = 3pts and 3pts = 4pts.

## **Mercy Rule**

- 15 points with 1 minute left in the game (Men's/Women's)
- 20 points with 1 minute left in the game (Co-Rec)

## **Protests**

1. Eligibility: Captains are responsible for bringing this to the supervisor before the start of the second half or when the player arrives. Officials must let the supervisor handle this situation at all times.
2. Misinterpretation of Rules: Stop the game immediately and summon the supervisor over to the court. The supervisor will try to handle the problem as quickly as possible and make a judgment at that time. If the protest is deemed a correctable error, the proper procedure will be instituted. If needed, the supervisor will determine if more time should be put on the game clock.
3. Note: Judgment calls may not be protested.

## **Basic Information – Eligibility and Participation Rules**

### **All Levels and Divisions**

- Team members must show their valid BU ID at each contest in order to play, even if this forces a team to forfeit.
- Every student is eligible to play on all or any of the following within each sport:
  - One men's or women's team in the "A" or "B" division
  - One co-rec team
- No player may participate on two men's, women's, or co-rec teams.

### **To be Eligible:**

- A team member must be a Bucknell student. The Office of Recreational Services defines a student as any individual who is currently enrolled (part-time or fulltime) at Bucknell University and is registered with the university registrar.
- A team member must be a member of the Bucknell Faculty and Staff.
- In order for an individual to be eligible for the playoffs, that individual must have played for that team at least once during the regular season. However, the same individual cannot be on two different playoff rosters in the same league.
- A team member may be a former intercollegiate athlete, as long as they play at the highest level and division offered.
- A team member may be a current intercollegiate athlete, as long as they do not compete in their particular sport.

### **Ineligible Player:**

- An individual participating on more teams than permitted (listed above).
- An individual who does not have a valid BU ID.
- An individual who played under an assumed name.

### **Sport Club Rule**

- No more than half the members on the field/court may be members of that sport's club team.
- A sport club member is defined as one who has practiced or played in a contest for that respective sport during the current academic year.

### **Intercollegiate Athlete Rule**

- Members of intercollegiate athletic squads are not eligible for intramural competition for that particular sport.
- Members of intercollegiate athletic squads are defined as individuals who are practicing with or have practiced with, or competing with or have competed with, a respective athletic squad within the present academic year.
- In activities with separate divisions for men's and women's competition, no person may participate in a division of the opposite gender without obtaining permission from the Recreation Services Intern. When an activity is not offered to both men and women (in separate divisions) or there is not enough of one gender to form a league, that gender will have the opportunity to compete with the opposite gender.

### **Special Note to all Teams:**

- Teams that think that their opposing team has ineligible players are highly encouraged to file a formal protest.

Your help making the intramural program as fair as possible is very much appreciated, and your formal protests assist the intramural staff in providing you a fair and safe opportunity.

### **League Play and Playoff Eligibility**

- All games will be played at their scheduled time unless changed by the Office of Recreation Services.
- All teams will play a maximum of five regular season games.
- To be eligible for the playoffs, the following must be met:
  - A 3.0 sportsmanship average
  - A positive point total based on the following point system:
    - Win = 2pts; Tie = 1pt; Loss = 0pts; Default = 0pts; Forfeit = -2pts

### **Jersey Policy**

- All Co-rec, Men's, and Women's teams will be required to wear numbered jerseys during intramural play.
- Teams may bring their own jerseys/t-shirts as long as they are the same color and are legally numbered.
- If both teams arrive with their own jerseys/t-shirts and they are the same color, the visiting team will be designated to checkout jerseys.

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