

KIRKWOOD INTRAMURALS 5 PLAYER COED INTRAMURAL BASKETBALL RULES

Kirkwood Intramural Basketball will follow the Iowa High School Athletic Association Basketball rules with the following rules and inclusions.

All participants must present a current EagleCard at each contest in order to enter the Rec Center.

Questions call Nathan Pick 319-398-5596 or npick@kirkwood.edu

ELIGIBILITY

All players must be current Kirkwood students, faculty, or staff. You may play on only one team. Once you play for a team in the playoffs that is your team. Report to the officials upon arrival at your game. Sign in on the scorecard. **New players may NOT be added after the prelims unless approved by the intramural coordinator!**

PLAYING TIME:

1. The officials will start the clock right at game time so show up before your scheduled time. The scheduled time is GAME TIME. If a team is late there is no penalty until they are 5 minutes late. Once they are 5 minutes late the other team is awarded 10 points. There is no additional penalty until they are 10 minutes late. **Forfeit time is 10 minutes after starting time.**

Each team will consist of five (5) players; 2 men and 2 women, a fifth player may be male or female. A minimum of three players are needed to start a co-rec game. Each team must be represented by each sex to start a Co-Rec game. You must play with an equal number of each, plus one of either sex. Legal combinations are 2 & 1 or 3 & 2. **Three & one is not a legal combination.**

2. A game shall consist of two **20-minute** halves with a 5 minute half time. The clock will be continuous throughout the game and stop only during the last 2 minutes of the second half.
3. We will use a 3-Point Line.
4. In a game where one team is ahead in score by 50 points, the game will be ended at that point.
5. There will be no jump balls---the defense will get the ball out of bounds.
6. **Teams will be granted 1 time-out only to be used in the 2nd half!**
7. A coin flip will give the teams the option of the ball in the first half or second half. Overtimes will start with another coin flip. The ball is put in play at the far end line.
8. When the score is tied at the end of regulation playing time, a 3 minute period will be played. If the game is tied after 3 minutes of overtime, another 3 minute overtime will be used.
9. Anytime during the game, a player who is bleeding, or has an open wound, or has an excessive amount of blood on his or her uniform must leave the game. The blood flow must be stopped, the wound covered, and/or jersey removed before the player may return to the game. The clock will not be stopped for minor injuries. The officials/supervisors will make this determination.

ADMINISTRATION OF FOULS:

1. We will shoot free throws during the entire game after the 6th team foul-(on the 7th). Technical fouls also count toward the foul total. Starting on the 7th foul we will shoot 2 free throws - **NO** 1 & 1.
2. All fouls will carry a two (2) free throw penalty with the following exceptions:
 - A. In-the-act of shooting fouls will result in 2 free throws if the attempt is not successful; if the field goal attempt is successful the field goal will count and one (1) free throw is awarded (3-point field goal foul will be 3 free throws; only one if basket is successful).
 - B. If there is a player control foul, no free throws are awarded. The ball is given to the offended team at the out of bounds spot near where the foul occurred.
 - C. Before the 7th team foul of the game, the offended team gets the ball out of bounds.
3. For technical fouls, intentional fouls, and flagrant fouls, the offended team is awarded two (2) free throws and also gets the ball out of bounds at the mid-court line extended for technicals; nearest the violation for intentional and flagrant fouls. (The player may also be ejected from the game.) Technical fouls count toward a player's 5 personal foul total.
4. Once the free throw shooter has possession of the ball all players must be in marked lane spaces or behind the free throw line extended beyond the 3-point arch. There can be a maximum of 4 defensive and 2 offensive players in the marked lane spaces at one time. The bottom lane space shall remain open for all free throws. **Players may not enter the lane until the ball hits the rim or backboard.** Players may not disconcert the shooter. Once the ball is placed at the disposal of the shooter, he/she has **7 seconds** to shoot the free throw.

NOTATION ON PLAYER CONTROL: Kirkwood Intramurals will consider a player to be in control when he/she is holding a live ball or dribbling it. An airborne shooter is in player control. The expansion of player control to include an airborne shooter who had released the ball on a try necessitated a new definition. The term "airborne shooter" has been defined as a player who has released the ball on a try and has not returned to the floor. A player who leaves the floor with both feet is considered to be airborne. The airborne player who tries for a goal is an airborne shooter the instant the ball is released. No basket can be scored on a foul committed by an airborne shooter. No free throws will be awarded to the defense when an airborne shooter commits a foul.

OFFENSIVE TEAM CONTROL: Any offensive team foul (charging, illegal screen, etc.) will not result in free throws for the offended team. However, a call such as "over-the-back" on a rebound at one end may result in free throws for the offended team at the other end, even though the foul was committed by the offensive team.

EQUIPMENT:

1. Every person from each team must bring and show their EagleCard to enter the Rec Center!
2. Game balls will be furnished by the Intramural Sports Department. A full sized ball will be used in coed basketball.
3. Jerseys are also provided by the Intramural Sports Department. These must be worn over the player's own T-shirt. No player will be allowed to play without a T-shirt under his/her basketball jersey. Teams may wear their own shirts as long as they are numbered on both front and back.

4. Street clothes should be left in the locker room and not left lying around the gym floor. Lock up your items to avoid a potential theft!
5. Black-soled jogging shoes are illegal.
6. **No jewelry is allowed. Earrings are illegal & may not be taped. Rope bracelets must be covered with tape.**

CONDUCT:

1. **Dunking or hanging on the rim is ILLEGAL and will result in an immediate ejection of the offending player.** It will also carry a technical foul against that player.
2. Swearing and abusive remarks directed at opponents, officials, or supervisors are behavior which casts a negative atmosphere over intramural play and may lead to more serious problems. Officials will penalize such behavior with technical fouls and may eject a player from the game for a serious first offense. Two misconduct technicals on any player will call for automatic suspension from the game. Three (3) misconduct technicals on a team will end the game and will subject the team to possible suspension from all further IM play. (Illegal substitution is not a misconduct technical.)
3. **Sportsmanship ratings are given to each team each game by officials/supervisors. Ratings are A, B, or C. A team with 2 "C" ratings will be dropped from intramural basketball.**
4. **Each team is responsible for the conduct of individual members of the team and spectators. Teams may be liable to forfeit for failure to control the behavior of team members and fans.**