



RULES/REGULATIONS

Section 1: The Game

- A. The current NCAA Basketball rules will govern play when not in conflict with these local league rules; officials and scorekeepers provided.
- B. Games will be played Monday- Thursday at 5, 6, and 7pm.
- C. The game will consist of two twenty minute halves with a running clock, which will stop only for time outs. The last two minutes of the game is regulation time and the clock will stop on the whistle.
- D. In the event of a tie the end of regulation play, a three minute overtime period will be played. At the end of the three minute overtime, another jump ball will take place and teams will play "Sudden Death" (first team to score will win).
- E. Time outs are limited to two 30 second timeouts per half and will not carry over from first half to second half. Time outs from the second half will carry over into overtime, plus one additional time out for the three minute overtime period only. Timeouts can be used during the sudden death overtime period, if available.

Section 2: Forfeiture of Games

- A. Game time is forfeit time. Teams must have at least four (4) names of present participants recorded in the scorebook.
- B. A team may start and finish with no less than four (4) players. Any team that drops below four players during the game will lose the game by forfeit, **NO EXCEPTIONS**.
- C. A team that forfeits due to lack of enough players, two consecutive games or three overall games will be dropped from the league. If a team refuses to play a forfeit will be declared by the referee.

Section 3: Eligibility

- A. All student players must be currently enrolled at NCA&T S.U. with a student ID card. Faculty and staff must be currently employed with a picture ID.
- B. Players must submit ID prior to participation, no exceptions will be made.

C. Players can only play with one team in the league and each player must officially be on that team's roster. Players cannot be added to the official roster after the deadline without prior approval by the Intramural Coordinator.

Section 4: Roster

A. Roster must be printed in ink on the Intramural Department Official roster/wiaver form. The roster must include player's name, no nicknames, email, full banner number and telephone number. Failure to comply with these requirements will constitute a forfeit.

B. Player can be on one roster only. Player must be on a roster to participate.

C. Rosters are limited to fifteen players.

Section 5: Player Conduct

A. Officials have the authority to banish from the game (out of sight and sound) any player or coach who in their opinion is interfering with the safe and peaceful conduct of the game. Spectators are also included and will be asked to leave the gym.

B. Any player ejected from the game must leave the facility (out of sight and sound) within two minutes or the game is forfeited. Two technical fouls recieved directly by a player or coach is an automatic ejection.

C. Any player or coach ejected from a game will be ineligible to participate for the remainder of the current game as well as the following game, NO EXEPTIONS.

D. Any player ejected from two games will be removed from the team's roster and ineligible to attend any league games for the remainder of the season.

E. Player or coach responsible for fighting will be suspended from all Intramural programs for a period of at least (1) one years, with probation. Depending on the circumstances, additional sanction may be given by the University.

F. Profanity, vulgar, and disorderly conduct before, during and after leagues games could resist in disqualification from future games.

G. Any player or coach under the influence of alcoholic beverages or beverages or drugs will not be allowed to participate in that game, and additional sanctions may be enforced.

H. The captains of each team are the only individuals allowed to speak to the officials throughout the course of the game.

Section 6: Participation Fee

A. Each team must pay \$50.00 registration fee prior to participation in the IM league. NO FEE = NO TEAM

B. Fees must be paid in full in The Memorial Student Union Room 100 by the deadline.

Section 7: Special Rules

A. The five second held ball or dribbling closely guard count only in the front court.

B. Bonus free throws (1+1) on the 7th team foul; two free throws on the 10th team foul. All fouls (technical, personal, control) count towards a bonus.

C. Excessive swing of the elbows is a technical foul, regardless of contact or no contact.

D. Players must wear the same color shirts with numbers on the back in order to participate. Scrimmage jerseys are provided if needed.

E. No jewelry, hats, du-rags, or bandannas allowed during competition. Pants and shorts should be worn above the hips.

F. Blood stained clothing must be removed before a player may continue, and the bleeding player must leave the game and be replaced by a substitute. That player may return on the next dead ball provided the bleeding has stopped and the injury covered.

G. On a throw in, the player must be given at least three feet of space to make the throw in.

H. Player control foul is the result of a personal foul while in possession of the ball, while airborne or on the court.

I. An automatic 3 points given for technical fouls for misconduct. Two shots and possession of the ball will be awarded for all other technical fouls.

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