Western Washington University Intramural Game Rules
2017-18 Basketball

All participants must read the Intramural Handbook and sign a Holds Harmless Agreement before participating. Both of these can be found on our website: www.wwu.edu/campusrec.

Play will be governed by the National Federation High School Rule Book with the following modifications:

START:
1. A minimum number of (3) three players must be present and ready at game time to avoid a forfeit. If not prepared at game time, the forfeit procedure will take place (See the Intramural Handbook). A team which forfeits twice during the regular season will be disqualified from playoff competition.
2. Pennies will be provided to both teams by the Intramural Staff. Teams may wear their own uniforms if jerseys are of similar style and color, and numbers appear on the front and back of the jersey.
3. Teams must agree on a game ball to be used before the game. Balls can be checked out at the Wade King Student Rec Center Equipment Check-out Counter.
4. A jump ball will start the game and any overtime period. Alternating possessions will then be followed.

PLAYERS:
1. All teams consist of 5 players, but are allowed to start and play with three.
2. Only 1 ex-varsity basketball player is allowed per team. No current varsity basketball players, including red-shirts, are eligible. A varsity player must sit out one calendar year from the last time they were listed on the team’s roster before they are eligible to play intramurals in that sport (i.e. a person that played basketball in 2003-2004 is not eligible to play until the 2005-2006 intramural season).
3. All players must also be listed on each game score sheet to be eligible to play.
4. A player may compete on as many teams as desired.
5. Only 25% of a team can form another team.
6. Individuals will need to decide which team they will play for if scheduling conflicts arise during the regular season or playoffs. Once you have played for a team, you may not switch to another team.
7. All players must be current students of Western and must be full time students. **Players must bring their VALID student ID to all games. Alumni are not considered legal players and cannot play intramurals.**

TIME:
1. Games consist of two, 20-minute halves with a 3-minute halftime.
2. The game clock will run continuously except during the last 2 minutes of the second half. It will then stop for all whistles: exception – the clock will remain running if a team is ahead by 20 points or more.
3. Each team is allowed three, 1-minute time-outs per game.
4. Tie games- there will be a 3-minute overtime period with one time-out allowed per team. The game clock will run continuously except during the last minute when it will stop for all whistles. A one minute intermission will be allowed between the regulation game and the overtime period. Games tied at the end of the second overtime period will be determined by another 1 minute continuous running clock OT.

SCORING:
1. Field goals are worth 2 points. Field goals taken behind the 3-point line are worth 3 points.
   (Exception: Co-Rec)
2. All free throws are worth 1 point. (Exception: Co-Rec).
3. Mercy Rule: If one team is up by 30 points at half-time or any time in the second half the game will be ended and that team will be declared the winner.
FOULS:
1. A player is disqualified on their 5th personal foul or on any flagrant foul/red card.
2. The one-and-one will be in effect on the 7th team foul of each half. Two foul shots will be in effect after the 10th team foul of each half. Team fouls carry from the 2nd half into any overtime period.
3. A player is disqualified on their 2nd technical foul/yellow card.
4. Intentional Foul – 2 shots and possession.
5. Flagrant Foul – 2 shots and possession, offender disqualified from the contest.
6. Technical Foul/Red Card – 2 Points, possession to team fouled.

SUBSTITUTIONS:
1. All substitutions must report to the scorekeeper before official allows entrance into the game. Failure to do so will result in a technical foul.

CO-REC SPECIAL REGULATIONS:
1. Teams may play with 3 women/2 men or 2 women/3 men. If playing with four players, it must be 2 women/2 men. If playing with three players it may be 2 women/1 man or 1 woman/2 men. Team may play with an all women team or 1 male and 4 female players.
2. There is no restriction on who must handle the ball or where a player can be on the court.
3. Scoring: All baskets made by females are awarded an extra point. Field goals are worth 3 points. Field goals attempted behind the 3-point line are worth 4 points. Free throws are worth 2 points.

PLAYOFFS:
1. Playoff brackets will be available on our website (IMleagues) following the end of the regular season.
2. To compete in the playoffs, a player must have been listed on the roster during the regular season. You must check in with an intramural supervisor or official to be considered legal and as participated in a game.
3. All teams that do not forfeit two games or receive two unsportsmanlike ratings will advance to playoffs.
4. Team rosters must be complete by the last business day before the playoffs begin.
5. Teams advancing to the playoffs must be prepared to play at any scheduled time and place during the tournament.
6. Championship T-shirts - Players must play in the final championship game to be eligible to win the T-shirt. Even if you played in every game of the year, you must play in the final game to receive the T-shirt.

SPORTSMANSHIP POLICY:
1. The Intramural Staff requires all participants and spectators to display good sportsmanship and proper court etiquette before, during, and after the game.
2. The officials or supervisors will give each team a sportsmanship rating after each game. Teams will be rated as Outstanding, Acceptable, or Unacceptable. Any team that receives an unacceptable rating is suspended from further play until the captain meets with the Intramural Coordinator, and the team serves any penalty that is served. For more information see the Sportsmanship Rating section in the Intramural Handbook.
3. All participants are expected to adhere to an HONESTY POLICY with regard to eligibility, rules interpretation, and administrative procedures.
4. Intramural sports officials are student officials and should be treated with courtesy, patience, and consideration by the players. Comments and suggestions regarding officials should be directed only to the Intramural Coordinator.
5. Any player ejected from a game for any reason shall be automatically suspended from further Intramural competition. Ejected players must arrange a meeting with the Intramural Coordinator to request reinstatement in the league.