



LOYOLA COLLEGE
Intramural Sports Program
2008 Basketball Information
5 v 5 League

Rosters Due:	January 22
Captains' Meeting:	January 24 @ 5pm in FAC Classroom
Officials' Meeting:	January 25 @ 5pm on FAC A
League Begins:	January 28
Fee:	\$30

POLICIES:

Team Eligibility Rules: A full squad shall consist of 5 players. The minimum number a team may begin a game with is 4 players. Players can play any position on the court with one person designated as the captain. **Teams are not allowed to participate with Varsity basketball players who have eligibility, are limited to a maximum of 2 ex-varsity players, and are limited to 3 club players per team.**

Co-Ed Rules: Teams are limited to a maximum of 3 men playing on the court at any one time. Male players may only guard other male players.

Player Eligibility Rules: Each participant may play on **one** men's team and/or **one** co-ed team. A participant must play in at least two regular season games to be eligible to play in the playoffs. Players can be added during the semester. Refer to the Intramural Sports Rules & Regulations Handbook for all rules pertaining to eligibility.

Game Changes: There will be no schedule changes unless the conflict is a result of a staff scheduling error.

Forfeit Policy: Game time is forfeit time. Team captains are responsible for trying to get their teams there **10** minutes prior to game time and for notifying all team members about game times and changes.

Default Policy: Any team unable to attend a scheduled contest should notify the Office of Recreational Sports by **12 pm** the day of the game. Contests scheduled on Saturday & Sunday have a Friday **12 pm**-default deadline. The contest will be declared defaulted and a loss will be assessed, but it will not be counted as a forfeit. The opposing team will receive a win.

Protests: If possible, all protests will be settled on the court by the supervisors and officials. All protests should be documented on an Official Protest Form. Only those protests that involve a rule interpretation or eligibility will be considered.

Sportsmanship Policy: Captains are responsible for the actions of themselves, their team, and any of their fans. Teams that do not have at least a "B" rating (3.0) will be excluded from post-season play. All participants will be held responsible for knowing and abiding by the IM Sports Sportsmanship Policy as defined in the IM Sports Rules & Regulations Handbook. **Foul language will not be tolerated.**

Disciplinary Action: Any player or team showing **ABUSIVE or UNSPORTSMANLIKE BEHAVIOR** is subject to **EJECTION** from the game and possibly the remainder of the season. A Disciplinary Action Form will be filled out by the game official and IM Supervisor and submitted to the Program Director.

Equipment: Non-marking rubber soled shoes are required (no street shoes allowed) No casts, hats, or jewelry are allowed. **All jewelry must be removed prior to participation.**

Team captains will be able to check out mesh jerseys before each game **AND MUST RETURN ALL JERSEYS AFTER PLAYING THAT NIGHT.** The Office of Recreational Sports will provide game balls.

Playoffs: A single-elimination tournament will be played for various leagues for teams with a .500 or better record and a sportsmanship rating "B" or higher.

BASIC RULES:

I. TIME AND TIMING REGULATIONS

1. The playing time will consist of two 20-minute halves with a running clock. If necessary overtime periods of 2 minutes will be played until a winner is determined. The clock stops with each dead ball situation during the last 30 seconds of the first half and the last 2 minutes of the second half and overtime periods.
2. Each half or extra period begins when the ball first becomes live. It ends when time expires, except that:
 - a. If the ball is in flight during a try for a field goal,
 - b. If a held ball or violation occurs so near the expiration of time that the clock is not stopped before time expires, the half or extra period ends with the held ball or violation

If a foul occurs:

- a. So near the expiration of time that the timer cannot stop the clock before time expires,
- b. After time expires but while the ball is in flight during a try for a field goal,
- c. After time expires but while the ball is in flight on a tap by a player towards their basket,
- d. The game and any extra periods will be started by a jump ball in the center circle. The teams do not change baskets for the extra period

II. TIME OUTS/CLOCK STOPPAGE

1. Each team is entitled two (2) time-outs PER GAME. In the event of overtime, each team will be entitled one (1) time-out PER OVERTIME. Time-outs do not roll over from regulation to overtime.
2. The clock will be stopped in the last 30 seconds of the first half and last two minutes of the 2nd half when the official signals/stops play because of:
 - a. A foul.
 - b. A held ball.
 - c. A violation.
 - d. An injury.
 - e. A time-out.
 - f. An emergency.
3. A player can only call time out when:
 - a. Their team has possession of the ball.
 - b. The ball is dead.
 - c. An injured or disqualified player has been replaced.
 - d. It is not during an interrupted dribble.
 - e. After a time-out, the clock shall be started when the official signals time-in.
 - f. The team that called the time-out gets the ball at the closest spot to where the TO was called.
4. If a team calls a time-out and they do not have any, the other team will be awarded a two (2) shot technical foul and a throw-in from half-court.
5. All substitutes must check-in at the scorer's table prior to the dead ball. Substitutes will not be allowed to run into the game without properly reporting.
6. If one team is ahead by 15 or more points the clock will run during the final 1:00 of the game.

III. BASKETBALL RULES FUNDAMENTALS

1. When the ball remains live, a loose ball always remains in control of the team whose player last had control, unless it is a try for goal.
2. Neither a team nor any player is ever in control during a dead ball, during a jump ball or throw in, or when the ball is in flight during a try for goal.
3. A goal is made when a live ball enters the basket from above and remains in or passes through unless cancelled by a throw-in violation or player control foul.
4. The jump ball, throw-in, and free throw are the only methods of getting a dead ball alive.
5. Neither the dribble nor traveling rules operate during the jump ball, throw-in or free throw.
6. It is not possible for a player to travel during a dribble.
7. The only infraction for which points are awarded are goaltending by the defense or basket interference at the opponent's basket.
8. A ball in flight has the same relationship to the front court or backcourt, or inbounds or out-of-bounds, as when it last touched a person on the floor.
9. Personal fouls involve contact and occur during a live ball except a common foul by an airborne shooter.
10. The single penalty for a single flagrant personal foul or flagrant technical foul is two (2) free throws and disqualification plus a throw-in at halfcourt.
11. Penalties for fouls are administered in the order in which the fouls occurred.
12. A live ball foul by the offense, or the expiration of time for a quarter or extra period, causes the ball to become immediately dead, unless the ball is in flight during a try or tap for goal. The ball also becomes dead when a player control foul occurs.
13. Any free throw violation by the offense causes the ball to become immediately dead.
14. A double personal foul involves only personal fouls and only 2 opponents; no free throws are awarded and the ball is put into play by the team that has the possession at the point of interruption. A double technical foul only involves technical fouls and 2 opponents; two free throws are awarded to each team (any player may shoot them) and the ball is put into play by the team that has the possession at the point of interruption.
15. The official's whistle seldom causes the ball to become dead (it is already dead).
16. "Continuous motion" applies both to tries for field goals and free throws, but it has no significance unless there is a foul by the defense during the interval which begins when the habitual throwing movement starts, and ends when the ball is clearly in flight.
17. A ball which touches the front faces or edges of the backboard is treated the same as touching the floor inbounds, except that, when the ball touches the thrower's backboard, it does not constitute as part of a dribble.
18. The top, bottom, and sides of the backboard are in play. The back and all wires, etc. above the board are out of play.
19. If the ball goes through the basket before or after a player control foul, the goal shall not be counted.
20. During a one-and-one attempt or the second shot of a two-shot foul, non-shooting players along the lane may enter the lane when the shot is released.

QUESTIONS? CALL:
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