UMKC INTRAMURAL BASKETBALL LEAGUE RULES

GENERAL INFORMATION

1. It is the responsibility of each captain to read and understand the rules and relay to his/her team.

2. Each team must pay a non-refundable entry fee and a refundable forfeit deposit to participate in the intramurals league. If the team does not forfeit any games/matches and/or gives at least 24 hours’ notice to (816) 235-2719 or via e-mail to the Intramural Graduate Intern prior to their scheduled games/matches that they will not be able to participate, a full refund will be issued at the conclusion of the season. If any game is forfeited or proper notice is not given, the forfeit deposit will not be returned.

3. Official judgment calls cannot be protested. However, the outcome of a game can be protested if the protest is based on non-judgment call decisions and is factual in nature. The protest must be submitted to the Campus Recreation and Intramural Office in writing no later than 12:00 p.m. on the first school day following the game that is being protested. A decision will be rendered within three (3) school days by the Intramurals Director.

4. Participants, employees or contract employees are not allowed use tobacco products or have in their possession or their presence any alcoholic beverages or drugs during any intramural event (whether on campus or not). Officials reserve the right to prevent any person from participating/working if they use tobacco products or are in possession of or suspected to be under the influence of alcohol or drugs.

5. Any student of the University of Missouri-Kansas City is eligible to participate.

6. Intramural teams are allowed to carry up to two (2) former junior or senior college/university athletes who played in the related sport while in college.

7. ID must be carried by all participants in case of eligibility questions.

8. Males can participate on one men’s team or one men’s team and one co-rec team. Females can participate on one women’s team or one women’s team and one co-rec team. Conflicts with scheduling for playoffs may force a player on more than one team to choose with which team to participate.

9. Roster deletions or additions are allowed until the game/match time of the second scheduled game/match.

10. Any player, team or spectator displaying unsportsmanlike conduct will be assessed the appropriate penalty(ies). If a player, team or spectator is ejected from the event, they are required to leave the premises immediately. Failure to abide by this rule may preclude future participation in intramural events. Any player, team, or spectator ejected is automatically ejected from their next scheduled game/match (regular season or playoffs). Additionally, they may face further disciplinary action if deemed necessary by the Campus Recreation Sports Council. A second ejection during the session disqualifies a player, team or spectator from further participation in regular season and playoff games/matches.

11. Sportsmanship is vital in any sport. Each team will begin each game/match with zero sportsmanship points assessed against them. Points will be added accordingly as violations occur, including but not limited to unsportsmanlike conduct, personal fouls, etc. If a team accumulates 35 or more sportsmanship points in a game/match, that game/match will be called and the team with 35 points assessed a forfeit loss of the game (or all three games in volleyball) whether the game occurs in the regular season OR playoffs and forfeit that game (all three games of that match in volleyball). Inappropriate language will be considered unsportsmanlike conduct.

12. Playoffs will be conducted at the end of the regular season. The format, number of teams making playoffs, dates and times of the playoffs is dependent on the number of teams in the leagues, court availability, etc. All teams (generally the captain listed on team roster) will be contacted prior to the playoffs as to their time, date and location of game/match, if applicable.

13. To be eligible for the playoffs, a player must have participated in at least one game/match during the regular season. If a team wins a game/match due to a forfeit that is known prior to game/match time, all players on the team roster of the non-forfeiting team will be presumed to have played.

14. A Championship T-Shirt will be awarded to all roster players on the playoff champion team that have played in at least one regular season game/match.

Last Updated on Tuesday, December 24, 2013
STARTING THE GAME

1. Five (5) players constitute a team for Intramural Basketball; however, play may begin with four (4) players present. There is a five (5) minute grace period effective from the scheduled start time to have the requisite number of players. Failure to have the requisite number of players results in a forfeit.
2. If a team is unable to maintain a full squad, the game will only continue if the umpire reasonably believes that the team with less than a full squad has a chance to win.
3. If neither team has the requisite number of players by the grace period, both teams will receive a forfeit loss (score 1-0).

SCORING AND LENGTH OF GAME

1. Forfeit score is 1-0 for any game forfeited.
2. Each game will consist of two (2) 20-minute halves. The first nineteen (19) minutes of each half will have a continuously running clock – except for timeouts. The final minute of each half will operate under normal high school (NFHS) rules. If a team has a fifteen (15) point or greater lead with two (2) minutes remaining in the second half, the clock will run continuously for the remainder of the game – except for timeouts.
3. Overtime is three (3) minutes with two (2) minutes running except for timeouts and the final minute. Overtime will begin with a jump ball with alternating possessions to follow. The final minute of overtime will operate under normal high school rules. Each team receives two (2) timeouts per overtime period with no carryover of timeouts from regular time. Unused timeouts in an overtime period do not carry over to subsequent overtime periods.
4. If a game is tied after two (2) overtimes, the third overtime will be sudden death – the first team to score wins.
5. In cases of extreme necessity, the referee may request both teams shorten the game to a prescribed number of minutes. Both teams will be requested to provide input with the final decision lying with the referee. Amongst others, instances that may cause this are weather and game timing issues.

THE GAME

1. Each team receives two (2) 30-second timeouts per half. First half timeouts do not carry over to the second half.
2. Timeouts must be requested by a player on the court. Timeouts called by substitutes, bench players or coaches will not be acknowledged or granted.
3. If an official’s call is in question or an interpretation of the rules is requested, the captain can request a conference with a referee through use of a timeout. If the referee changes his/her call, the timeout will be charged to the referee.
4. Any player accumulating two (2) technical fouls in one (1) game is automatically ejected for the remainder of the game and the team’s next game, regardless of whether it is regular season or playoffs.
5. Any team accumulating three (3) technical fouls in one game may, at the discretion of the officiating crew, be forced to forfeit the game. Future game participation will be determined by the Intramurals Director and/or Intramurals Intern.
6. Block is not allowed on the lane for free throws.
7. Entering the lane on free throws is allowed by lane players after the shooter has released the ball. The shooter and all other players must wait until the ball hits the rim.
8. Substitutes must report to the scorer’s table and wait to be summoned by an official.
9. Substitutes must remain in the area designated by the referee(s) and/or the scorer(s).
10. Dunking is not allowed during warm-ups, game, or following the game. Penalty: Technical foul and loss of possession.
11. Any ball or player touching the curtain or bleachers is out of bounds.
OTHER RULES

1. Forfeit time has been established as game time; teams should report to the Intramural Staff Assistant a minimum of fifteen (15) minutes before the scheduled starting time of the game to fill out the score sheet and disclaimer.
2. First and last names must be legibly printed on the scoresheet (no nicknames please).
3. Appropriate athletic attire is required. Jeans are not considered appropriate athletic attire.
4. No baseball caps or other headgear (or other gear) that may come off during the normal course of play are permitted.
5. Jewelry is not permitted. Any jewelry that must remain on for medical and/or religious purposes must be secured with athletic tape. Officials have the final decision regarding the appropriate handling of jewelry.
6. No hard casts or braces are permitted on hands or arms. Casts or braces on hands or arms must be made of cloth or pliable plastic. Braces with appropriate padding will be allowed on other parts of the body. Officials have the final decision on whether the cast and/or brace is legal.

Note: Current National Federation of State High School Associations (NFHS) Rules will govern intramural basketball. These rules are an adaptation of the NFHS. They are not designed to emulate those rules. However, they do reflect the spirit of the general rules. Any rule not stated expressly in this document or situation not addressed by the statements herein will be governed by the current NFHS Rules version used by UMKC.