

STUDENT RECREATION & WELLNESS CENTER
WASHBURN UNIVERSITY
INTRAMURAL UNIFIED BASKETBALL RULES

Location

- Games will be played in the Student Recreation and Wellness Center (SRWC), Courts 2 and 3.

Schedule

- Regular season will be played for 3 consecutive weeks at your scheduled day and time. Playoffs for qualifying teams will follow the regular season. Days and times may vary from your regular season during playoffs.
- If your team is unable to make your game contact the Intramural Office at 785-670-1314 by 3:00pm the day of your game to default.

Eligibility

- ALL PARTNERS (WASHBURN STUDENTS) MUST BRING THEIR CURRENT WASHBURN PICTURE ID TO ENTER THE SRWC AND PLAY. ALL ATHLETES MUST HAVE A PICTURE ID TO PLAY. ID checks may be made to verify eligibility of players. Players without proper ID will not be allowed to participate. Washburn Intramural guidelines concerning eligibility are in effect.

Players

- **Note:** The term “Partner” refers to a Washburn student. The term “Athlete” refers to a Special Olympic competitor.
- Each team will consist of five (5) players, three (3) athletes and two (2) partners. Failure to play these ratios, unless agreed on before the game, will result in a technical foul for the offending team.
- Game time is forfeit time.
- Partners may be added to the roster via IMLeagues, before the end of the regular season. Roster addition instructions are available at the SRWC or online at www.washburn.edu/getfit.

Dominant Play

- All players shall be allowed meaningful involvement and play.
- Dominant play shall be defined as an action or play by a player that does not allow another teammate to play their position or when a player controls the game to the detriment or exclusion of teammates.
- Dominant play shall be a judgment call determined by the officials on the court. Penalty shall be a technical foul on the offending player.
- Any player (partner or athlete) who scores 10 points in a half must sit out until everyone on his/her team has scored 10 points.
- If there are not enough players eligible to play, those with excessive points may re-enter the game, but shall be instructed not to score. Points scored over the personal amount will not be counted.

Coaches

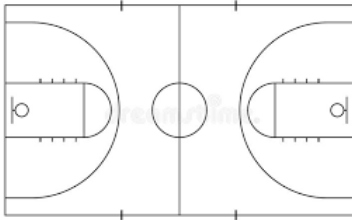
- There is potential for at least one non-playing, bench coach that shall be designated at the beginning of the match.

Equipment

- No jewelry is permitted.
- Head decorations, headwear, hats and bandannas are illegal. Only elastic headbands and hair control devices are permitted.
- All players must wear athletic shoes with non-marking court soles. Hard sole shoes or sandals of any kind will not be permitted.
- All teams must wear the same color shirts or jerseys with numbers. Jerseys will be provided if needed.
- We will use a regulation size men's ball during play.

Gameplay

- **The Playing Court**



- **Game Timing**

- The game will consist of four quarters of 6 minutes each with a 3-minute halftime.
- The clock will run during fouls and free throw attempts, except during the last minute of each quarter.
- Each team will be allowed three (3) thirty-second timeouts.
 - The clock will stop at each time-out.
 - Each team will be allowed one thirty-second time-out in each overtime period.
 - Unused time-outs will not carry over to overtime.
- Regular Season – no overtime will be played in the regular season. Games will end in a tie if necessary.
- Playoffs- if necessary, a 5 minute overtime period will be played. All fouls from the second half will carry over into overtime.
 - Each team will be allowed one thirty-second time-out in each overtime period.
 - Unused time-outs will not carry over to overtime.
- A team winning by forfeit will receive a score of 10-0.

- **Scoring**

- A goal is made when a live ball enters the basket from above and remains in or passes through. No goal is scored if an untouched throw-in goes through the basket. If a player control foul occurs after a goal, the goal is canceled. Whether the clock is running or stopped has no influence on the counting of a goal.
- If, when there are exactly two minutes left in the game and a team is ahead by 15 or more points, the clock will continue to run for the rest of the game without stopping even though the point differential is reduced below 15 points. If a team is ahead by 40 or more points anytime in the second half the game will be called.
- In the event that the score is tied at the end of regulation play in playoffs, a three minute extra period will be played. The clock will stop on the officials' signal during the final minute of each extra period, and no additional time outs are allowed. Personal, team, and technical fouls accumulated in the second half and/or overtime periods will carry over into each succeeding extra period. A one-minute rest period will precede each extra period.

- If a technical foul occurs after the ball has become dead to end a half, or extra period, the next half or extra period is started by awarding the offended team two points. This applies when the foul occurs after the first half has ended and after the second half has ended, provided there is to be an extra period
- Dunking is illegal during play, before and after the game, during halftime, and during any timeout or dead ball.
 - Violations of this rule are penalized by a warning and basket does not count. 2nd violation will be a technical foul and no basket.
- **Fouls**
 - Each player is allowed 5 fouls per game.
 - Beginning with the 7th team foul each half, one and one bonus free throws will be awarded
 - Beginning with the 10th team foul in each half, double Bonus will be awarded
 - Free throws are never shot for player control fouls.
 - All technical fouls are two points awarded to opposing team and possession at mid-court. Both officials may call technical fouls.
 - Any player receiving a technical foul must sub out until the next available substitution.
 - Excessive swinging of the elbows, with or without contact, is a technical foul
 - Slapping the backboard out of frustration or in a way that is interpreted by the officials as poor sportsmanship will be ruled a technical foul.
 - Inadvertently slapping the backboard as in an attempt to block a shot will be ruled as goaltending and not a technical foul.
- **Free Throws**
 - No player occupying a marked lane space may enter the paint until the ball has left the shooters hand.
 - Any player not in a marked lane space must be outside the 3 point line and above the free throw line.
 - The free throw shooter should not be contacted until the ball has hit the rim.
 - All teams will line up above the last block as lowest position.
 - If the shot does not hit the rim, the ball will be called dead.
- **Substitutes**
 - All substitutes must check in at the scorer's table and may not enter the court until beckoned by an official.
 - An "athlete" must substitute for an "athlete," and a "partner" must substitute for a "partner."
 - If a player is injured and the clock is stopped for them they must leave the game and sub in at the next available opportunity
 - A team may use a timeout to keep them in the game
 - If a player is bleeding or has blood on them, the game will be stopped and the player must come out of the game and receive first aid treatment to stop the bleeding and cover the wounded area.

Sportsmanship

Washburn University takes Sportsmanship very seriously. Teams will be ranked after each game and need a 3 or greater average to advance to playoffs. Any team receiving a 0 or 1 for non-forfeit related games will need to meet with the Assistant Director before their next game. Any person being ejected from a game will need to leave the SRWC immediately and also will need to meet with the AD before being eligible again. More information about Sportsmanship Rankings can be found online in Intramural Policies and Procedures.