

BRITISH COLUMBIA INSTITUTE OF TECHNOLOGY INTRAMURAL BASKETBALL RULES

Section 1: Intramural Policies and Procedures

Eligibility, protests, forfeits and concedes, conduct, appeal, and attire are covered in details in the BCIT Intramural Policies and Procedures.

Section 2: Authority

The *Programs and Intramurals Coordinator* and or *Official* has the maximum authority to ensure that the given game runs in an appropriate and “proper” manner. This implies that they may deal with any forms of unsportsmanlike conduct in any manner that they may deem necessary. This includes, but is not limited to: ejecting players, forfeiting a team, and forfeiting a contest.

Section 3: Number of Players

Each team may register any number of players unless otherwise decided by the *Programs and Intramurals Coordinator*. A team must start a game with 2 players, to avoid defaulting the game. **Players cannot be added to the roster after the conclusion of the regular season.** Special consideration may be obtained from the *Sports Programs and Intramurals Coordinator*.

Section 4: Transfers and Additions

No player, having played for one team, shall play for any other team during the league’s schedule. Special consideration, however, may be given to players on a forfeited team and players on overcrowded teams. All transfers have to be approved by the *Sports Programs and Intramurals Coordinator*. Players that have not played during the regular season are not allowed to play during playoffs. All playoff participants must have played at least two regular season games.

Section 5: Game Play

1. The *Programs and Intramurals Coordinator* and or *Recreation Programmer* will make final on-site decisions.
2. Games will begin at the assigned time. A 10 minute grace period will be given to each team; after this time, a forfeit will take place. A forfeit constitutes a loss in the standings. The game can start with 2 players on the court.
3. A game consists of two 15 minutes periods of running time. The clock will not stop during fouls. Intentionally fouling is highly discouraged and may result in warnings and/or ejections from referees.
4. During league play, if the game is tied when time expires, a final point will be played to declare the winner.
5. During playoffs, if the game is tied when time expires, a 5 minute overtime period will be played. If after a five minute overtime period, the game is tied than a final point will be played to declare the winner.
6. Substitutions can be made by any team when the ball becomes dead or prior to the check-ball. The substitute can enter the game after their teammate steps off the court and establishes a physical contact with them. Substitutes can take place behind the end line opposite the basket and substitutions require no action from the referees or table officials.
7. One 30 second time-out is granted to each team for the entire game. A player can call the time-out in a dead ball situation.

8. The first team with at least three players ready to play and score sheet filled out will have the first possession. If both teams are ready at the same time then a rock, paper, scissors game will determine which team gets first possession.

9. **Scoring:**

Every shot inside the arc shall be awarded 1 point.

Every shot behind the arc shall be awarded 2 points.

Every successful free throw shall be awarded 1 point.

10. **Fouls/Free throws:**

10.1 Fouls are called by *Officials*.

10.2 A team is in a penalty situation after it has committed 6 fouls in the period. After a team has reached 9 team fouls, any subsequent foul will be considered a technical foul. For avoidance of doubt, players are not excluded based on the number of personal fouls.

10.3 Fouls during the act of shooting inside the arc shall be awarded 1 free throw, while fouls during the act of shooting behind the arc shall be awarded 2 free throws.

10.4 Fouls during the act of shooting followed by a successful field goal shall be awarded 1 additional free throw.

10.5 Team fouls 7, 8 and 9 shall always be awarded 2 free throws. The 10th and any subsequent team foul as well as technical and unsportsmanlike fouls will always be awarded with 2 free throws and possession of the ball. This clause is applied also to fouls during the act of shooting and overrules 10.3 and 10.4.

10.6 Possession is kept after the last free-throw derived from an unsportsmanlike or technical foul and the game shall continue with an exchange of the ball behind the arc at the top of the court.

11. **How the Ball is played:**

11.1 Following each successful field goal or live free throw

- A player from a non-scoring team will resume the game by dribbling or passing the ball from inside the court directly underneath the basket (not from behind the end line) to a place on the court behind the arc.
- The defensive team is not allowed to play for the ball in the “no-charge semi-circle area” underneath the basket.

11.2 Following each unsuccessful field goal or live free throw

- If the offensive team rebounds the ball, it may continue to attempt to score without returning the ball behind the arc.
- If the defensive team rebounds or steals the ball, they must return the ball behind the arc (by passing or dribbling).

11.3 Possession of the ball given to either team following any dead ball situation shall start with an exchange of the ball (between the defensive and the offensive player) behind the arc at the top of the court.

11.4 A player is considered to be “behind the arc” when neither of his/her feet are inside nor break the arc.

11.5 In the event of a jump ball situation, the offensive team shall maintain possession.

12. **Stalling:**

12.1 Stalling or failing to play actively (ie not attempting to score) shall be a violation.

12.2 If the court is equipped with a shot clock, a team must attempting a shot within 12 seconds. The clock shall start as soon as the balls is in the offensive players’ hands (following the exchange with the defensive player or after a successful

- field goal underneath the basket).
- 12.3 If the court is not equipped with a shot clock and a team is not sufficiently trying to attack the basket, the referee shall give them a warning by counting the last 5 seconds.

Section 6: Captains

1. Captains are responsible for informing their team of all policies and procedures.
2. Captains must sign the game sheet before the start of the match
3. Captains are responsible to confirm that the correct score is recorded.

Section 7: Sportpersonship

Teams and players are expected to exhibit sportpersonlike conduct throughout every contest. Delay of the game, obscene language or gestures, and arguing with the staff constitutes unsportpersonlike behavior. Players may be penalized, ejected from the game, or possibly suspended from further games depending on the severity of the offense.

The Sportpersonship Program was put in place to ensure a safe and fun experience for all involved. Sportpersonship is a critical aspect of any sport and any level and rewards teams that compete with integrity and credibility. After each game, referees will rank the fair play of each team on a scale of 0-5 by answering the following: "Did the team significantly contribute to the enjoyment of this game in spirit and sportpersonship?"

The idea of the sportpersonship system is to encourage teams to participate knowing that referees and officials will be determining a ranking based on their play. At the end of the season, teams will be disqualified from playoffs if their sportpersonship average is below 4. Should a game official give a score to a team equal to or less than 3, that team will be contacted by the *Sports Programs and Intramurals Coordinator*, Justin Lee. That team will be provided with a brief written statement outlining the reasons why that decision was made. Any consequences from a sportpersonship score will also be explained. The ranking is subject to review by the in-game officials and the Programs and Intramurals Coordinator and a final score for sportpersonship will be determined.

**All sportpersonship scores are %100 subject to review by the Programs and Intramurals Coordinator and may be adjusted accordingly. Teams that make arrangements to circumvent the spirit of the sportsmanship rules will be deemed to have intentionally cheated and will face consequences related to intentional cheating.

Scaling:

- 0 – Poor Sportpersonship (fight, player ejection, etc.) or Default without 2 days' notice
- 1 –
- 2 –
- 3 –
- 4 –
- 5 – Good sportpersonship

The purpose of the Basketball Rules is to provide a guideline which describes the manner in which the games are to be played. The Intramural leagues place a high demand on each individual player being morally bound to abide by the rules. There is a high expectation for individuals to maintain a high level of sportpersonship through responsible behavior. It is assumed that no player will intentionally violate

the rules. An intentional foul would be considered cheating and a gross offense against the Sportsmanship values. Highly competitive play is encouraged but never at the expense of mutual respect between players. Such action as taunting, dangerous play, intentional fouling, or other win at all cost behaviors are contrary to the spirit of the game and must be avoided by all players.