CEDARVILLE UNIVERSITY INTRAMURAL BASKETBALL
RULES AND GUIDELINES

I. PLAYER ELIGIBILITY:
A participant is eligible to play for ONLY one Intramural Basketball team per season.

II. TEAM SHIRT COLOR:
(Left side of the schedule-light shirts\ right side-dark shirts)
Team members are responsible to check the intramural boards or the web schedule to find out their shirt color for each game. If in doubt, bring both colors.

III. FORFEITS, DEFAULTS, AND POSTPONEMENTS:
Check for this information on the web under Recreational Activities Handbook.

IV. RULES:
National Federation High School Basketball rules apply with the following modifications and emphasis.

A. Game time: Men and women will play two 16 minute halves with a 4 minute half-time
B. Overtime:
   1. For round robin play...sudden death (start with a jump ball)
   2. For playoffs... up to two 3 minute overtime periods. If still tied, a sudden death will be used.
C. Two time outs per game (30/45 seconds) plus one for each overtime period during playoffs.
D. A running clock is used until the last minute of each half (and overtime periods during playoffs).
E. The clock will be stopped:
   1. During the first 15 minutes of each half only for...
      a) fouls
      b) time outs
      c) injuries
   2. During the last minute of each half on all whistles...
      a) fouls
      b) violations
      c) out of bounds
      d) jump ball situations
      e) time outs
      f) injuries
F. Beginning the game and jump ball situations: A jump ball is taken in the center restraining circle between any two opponents at the beginning of the game or extra periods. In other jump ball situations, teams will alternate taking the ball out of bounds at the spot nearest where the jump ball situation occurs. The team not obtaining control of the initial jump ball will start the alternating process.
G. Fouls:

1. During the first 15 minutes of each half while there is a "running clock"...
   a) No foul shots will be taken.
   b) Personal fouls committed during the act of shooting...
      1) On a two point attempt, if the shot goes in, it is an automatic 3-point play for the shooter and the scored upon team inbounds the ball at the baseline.
      2) On a three point attempt, if the shot goes in, it is an automatic 4-point play for the shooter and the scored upon team inbounds the ball at the baseline.
      3) If the shot does not go in, one point is awarded to the shooter and the shooting team inbounds the ball at the free throw line extended in its front court.
      4) Flagrant fouls are penalized by an automatic two (2) points, retained possession of the ball, and disqualification of the offended player.
   c) All other personal fouls are charged to the offending player and the ball is awarded to the offended team out of bounds at the nearest point. One-and-one situations may NOT occur during running time.
2. During the final minute of each half with the clock stopping...
   a) Shooting fouls are dealt with in the normal manner, and
   b) Common fouls result in a bonus situation:
      * One-and-one on the teams 7th, 8th and 9th team fouls during each half
      * Two free throws beginning with the 10th team foul during each half
   c) Technical fouls and Intentional fouls result in an automatic two (2) points and retained possession of the ball.
3. Player control fouls are dealt with in the normal manner throughout the entire game (ball out-of-bounds).

H. Substitutions: Substitutions may only be made during dead ball situations with the acknowledgment or one of the game officials. A technical foul will be given for illegal substitutions.

I. Dress: Players must wear "normal" basketball attire, including shorts (or sweat pants), a T-shirt, socks and court shoes. Items that may not be worn include hats, long johns, stockings, boots, etc.

V. SPORTSMANSHIP:

A. As brothers and sisters in Christ, it is vitally important to display good sportsmanship during play and to exemplify Jesus Christ in all that is done and said. Therefore, game officials are encouraged to strictly control actions, words, and gestures which are unbecoming to a Christian including, but not limited to, the following:
   1. Disrespectfully addressing or contacting an official (immediate ejection) or gesturing in such a manner as to indicate resentment,
   2. Using profanity (immediate ejection),
   3. Disrespectfully addressing or baiting an opponent.
   4. Overly objecting to an officials decision.

B. The second Unsportsmanlike Technical Foul on any player during a game will result in the player being ejected from the game.