

# IVY / YMCA LEAGUE BASKETBALL RULES

All rules adopted by the National Federation of State High School Associations will be in effect EXCEPT FOR THESE MODIFICATIONS.

## Equipment

1. ALL INTRAMURAL BASKETBALL TEAMS ARE REQUIRED TO WEAR THE TEAM SHIRTS PROVIDED BY THE IVY TECH OFFICE OF STUDENT LIFE.
2. A player is not allowed to play without the proper shirt/jersey and number.
3. Ivy Tech will provide a game ball.
4. Illegal equipment includes the following:
  - All jewelry (ie: barrettes, rings, string bracelets, rubber bands, eye rings, etc.)
  - Headwear (ie: bandannas, caps, etc.).
  - A guard, cast or brace made of hard and unyielding leather, plaster, pliable (soft) plastic, metal or any other hard substance - even though covered with soft padding - when worn on the elbow, hand, finger, wrist or forearm.
  - **EXCEPTION:** A headband no wider than 2 inches and made of nonabrasive, unadorned, single-colored cloth, elastic, fiber, soft leather or rubber may be worn. Rubber/cloth (elastic) bands may be used to control hair.

## Players

1. If at least four players are not present at the scheduled game time, a forfeit will be declared by the Head Official on site.
2. A speaking captain shall be designated for each team. He or she alone may approach the officials with questions. Individuals designated as coaches must also be team players.

## Timing

1. The game will consist of two 20-minute halves, with three minutes between halves. The clock will run continuously throughout the game until the last minute of the each HALF. During the last minute of each half, the clock will stop during all dead balls. **MERCY RULE: If one team has a twenty (20) point lead over their opponents at the one minute mark or a forty (40) point lead at the two minute mark the clock will not stop. If at any time during the last minute a team reaches a 20+ point margin, the game will no longer be stopped.**
2. **Game time is forfeit time!!**
3. Each team will be allowed three (2) 60 second time-outs per half.
4. Overtimes will be **two minutes** in length and the clock will stop during all dead balls of the final minute only. Only one time-out is allowed for each team in each overtime period. Time-outs not used during regulation play CANNOT be used in overtime periods (no carry-over).

## Fouls

1. Any player accumulating 5 personal fouls will be removed from the game. Technical fouls do count as personal fouls.
2. Team fouls will be recorded. Teams will be in the single bonus at 7 team fouls and double bonus at 10 team fouls.
  - a. Single bonus – player will be awarded one-and-one free throws.
  - b. Double bonus – player will be awarded two free throws.

## Sportsmanlike Conduct

Good sportsmanship is a high priority of Ivy Tech Intramural and YMCA Adult Basketball. Complaining to officials is not allowed. Officials are an integral part of the program and carry the authority of the division as an employee.

## Sportsmanship Rating:

Each team will be given a sportsmanship rating at the conclusion of each game. The rating will be assigned by the officials that work the game on a 0 to 4 scale. **TEAMS MUST MAINTAIN AN AVERAGE OF 3.0 TO BE ELIGIBLE FOR PLAYOFFS**, regardless of win/loss records.

The basis for each rating on the scale is as follows:

**4 - Excellent Conduct and Sportsmanship** – Players cooperate fully with the officials and other team members. The captain calmly converses with officials about rule interpretations and calls. The captain also has full control of his/her teammates. Teams that win by forfeit will receive a "4".

**3 – Good Conduct and Sportsmanship** – Team members verbally complain about some decisions made by the officials and/or show minor dissension, which may or may not merit a technical foul. Teams that receive 1 technical foul will receive no higher than a "3" rating.

**2 - Average Conduct and Sportsmanship** – Team shows verbal dissent towards officials and/or the opposing team, which may or may not merit a technical foul. Captain exhibits minor control over his/her teammates, but is in control with himself/herself. Teams receiving multiple technical fouls will receive no higher than a 2 rating. .

**1 – Below Average Conduct and Sportsmanship** – Teams constantly comment to the officials and/or the opposing team from the field and/or sidelines. The team captain exhibits little or no control over teammates and/or himself/herself. A team which receives one red card, an ejection can receive no higher than a "1" rating.

**0 – Poor Conduct and Sportsmanship** – Team is completely uncooperative. Captain has no control over teammates, and/or himself/herself. Any team causing a game to be forfeited, other than by not showing, or receives multiple ejections shall receive a "0" rating.

- A team that receives a "0" rating must have their captain meet with the Assistant Director for Student Life.

- A team must have a 3.0 average or better sportsmanship rating to be eligible to participate in playoffs.
- A team winning a contest by forfeit or default will receive a "4" rating.
- A team losing a contest by forfeit will receive a "2" rating.

#### **Sportsmanship Ratings during the Playoffs:**

- If a team receives a "0" rating they will be eliminated from the playoffs.
- If a team receives a "1" rating, the captain must come into the Assistant Director for Student Life the following Monday to discuss the rating. A decision will be made as to whether the team will continue to participate in the playoffs. If they do continue in the playoffs, they must receive a "4" or "3" rating for remaining playoff games.
- A player receiving an ejection will be disqualified from all remaining playoff games.

#### **Player disqualification results from:**

- Accumulating 5 personal fouls. Technical fouls count as personal fouls.

#### **Player ejection results from:**

- TWO individual technical fouls on the player.
- Any flagrant foul.

#### **A player who is removed from the game:**

- Shall report to the front desk with the Head Referee and fill out an incident report.
- Shall leave the YMCA immediately after filling out the report.
- Shall meet with the Assistant Director for Student Life before being allowed to participate in the next contest.
- Shall be suspended a minimum of 1 additional game.

#### **Team disqualification results from:**

- Four technical fouls accumulated by players or team in a single game. Team may be eliminated from post season tournament play.
- Teams that forfeit during the regular season (only disqualified from playoffs, not remaining regular season games).
- A game stopped by the official for misconduct.
- Failure of an ejected player or team captain to follow through on the process of ejections.

#### **Fan Behavior**

Team players are responsible for their fans. A technical foul will be assessed to the team captain/bench if fans are acting in an unsportsmanlike manner. This technical foul will result in a personal foul for the captain.

#### **IMPORTANT**

**1. Game time is forfeit time.**

**2. Mercy rule of 20 points at the final minute & 40 points with 2 minutes remaining will result in the clock not stopping in the final minute.**

**3. Overtime will be TWO minutes in length with the clock stopping on all dead balls of the final minute only. (NOTE: Only one time-out is allowed for each team in each overtime period).**

**4. FREE THROWS: ALL players must remain in the marked lane space until the ball touches the rim or backboard.**

#### **Playoff Information**

To be eligible for playoffs, teams must:

1. Maintain a 3.0 Sportsmanship rating (see sportsmanship section)
2. Not forfeit any games

Playoffs will consist of a 2 minute overtime period. The clock will stop on all dead balls in the final minute. Teams will receive 1 timeout per overtime period. All overtime periods will start with a jump ball and alternating possessions thereafter. All fouls will be similar to the last minute of regulation halves.