

# **Saginaw Valley State University**

## **Campus Recreation**

### **Intramural Basketball Rules**

#### **TEAM**

**Men's and Women's:** Each team shall consist of five players. Four players are required to start a game.

#### **ELIGIBLE PLAYERS**

- A. All current students who pay SVSU tuition for classes on the University Center campus are eligible. Also, any faculty or staff member who has a Ryder Center membership is eligible.
- B. A team may add players at any time during the regular season, providing they have not already played for another team. A player can be added at game time provided he/she has proper identification. This player's name will then be added to the team roster at the Program Desk after checking eligibility. Rosters are frozen for teams participating in playoffs. To be eligible to participate in a playoff game, a team member must have signed in for at least one regular season game.
- C. Every player will be required to present his/her **SVSU picture ID** card to the game official prior to the start of the game. All eligible players will be listed on the score-sheet by the Program Desk following the first game they participated in. If a current SVSU picture ID is not presented, the student will not be allowed to play.
- D. An athlete listed on a varsity athletic roster for the current academic year or participating in varsity or junior varsity workouts for a parallel sport during the current academic year is ineligible to participate during the current year.
- E. A former collegiate varsity letter winner may participate providing one academic year is "sat out".
- F. A team is limited to one former varsity squad member regardless whether a letter was won or not. (A non-letter winner is not required to sit out one year.)
- G. Team captains are encouraged to clear any questionable player eligibility with the Intramural Sports staff.
- H. No jewelry is allowed to be worn during Intramural activities. The only jewelry permitted are medical bracelets & stud earrings, which must be taped. The Intramural staff will not provide tape.

#### **FORFEIT POLICY**

The IM Staff will allow a five-minute grace period for teams which do not have the minimum amount of players. If that time elapses and one team does not have the minimum number of players, the captain of the team that is prepared will have two options:

- 1) Take the win by forfeit, or
- 2) Give the opposing team an additional 5 minutes to show up.
  - If the team shows up during the additional time period, game time will be reduced by the number of minutes late the game begins. If the captain chooses to take the win by forfeit, the decision may not be changed. If the captain decides to play the game, the captain must accept the results of the game. After the additional five minutes have expired and the team still does not have the minimum number of players, the game will be forfeited.

## GAME PROCEDURES

- A. The game shall consist of two 15-minute running clock halves. The clock will stop only in the last two minutes of the second half. The only other stops will be for injuries, time-outs and other unusual delays.
  - a. **Mercy situation:** If a team has a lead of 30 or more points, the clock will not stop in the second half.
- B. A two-minute half-time will occur after the first half.
- C. Each team will be allowed one time out per half. Time-outs do not carry over to the second half. Time-out duration is one minute.
- D. All substitutes must report to the scorer's table before entering game. A player may only enter during a dead ball situation and when an official grants permission.
- E. There will be a three-minute overtime period if the game is tied after regulation time expires **during playoffs** only. Each team will be allowed one time-out per overtime period. Time-outs will not carry over from the second half.

## GENERAL RULES AND REGULATIONS

- A. There is no dunking. A technical foul shall be assessed for each dunk, which occurs during pre-game warm-up or during the game. Any points acquired with a dunk will be disallowed. If fouled in the act of shooting, the shooter is awarded a two-shot foul and then the technical foul for dunking is enforced. (Dunking **will** be allowed during the playoffs)
- B. All players must wear some type of court shoe (basketball, tennis, jogging, etc.). A player is not allowed to play in street shoes, socks, or bare feet.

## NUMBERED SHIRTS

All participants playing in the IM basketball program will be required to wear numbers on their shirts during all games. Players will not be allowed under any circumstances to play without a numbered shirt. Players can use markers to make numbers, but these numbers must be secure and legible. Players cannot use tape or write numbers on their skin. The Intramural Sports Program will not provide supplies to make numbers. There will be no exceptions to this numbered shirt requirement. Players are also encouraged to wear shirts of same or similar color.

All other rules not mentioned are governed by the Michigan High School Athletic Association and/or the National Federation of State High School rules.