

BASKETBALL RULES

(5 on 5)

ROSTER

1. You must have a valid WSU One Card. Players must be currently enrolled in classes or be member of the Mort Harris RFC in order to be eligible to participate.
2. Team rosters must be turned in prior to first game.
3. Any new player must be added prior to game.
4. Teams cannot add players after the 3rd week of the season.
5. Teams must complete the waiver form which includes player's name, phone number, and Access ID.
6. Players must check in with scorekeeper before each game.
7. A player can only participate on one team.
8. Teams allowing participation of players who are not eligible (read Rule #2) or not on the roster will forfeit any games in which the illegal player participates.

PLAYING TIME

Games will start on time. There is no overtime unless it is a playoff game. Each game will consist of two (2) twenty (20) minute halves with a five (5) minute halftime. The clock will be a continuous clock and will only stop during the last two (2) minutes of each half for fouls, violations, jump balls, out of bound plays, time outs, and any "dead-ball" situation.

GAME TIME

Games will be scheduled for 4:00, 5:00, 6:00, and 7:00 p.m. on Wednesday's.

MANAGER'S/COACHES RESPONSIBILITIES

The team captain/manager is a vital link between the Assistant Director of Programs and each team. It is very important to choose a captain who is a conscientious person and a good communicator. Each team must have a captain. If the captain is going to be out of town or unable to be reached for an extended period of time, he/she must contact the Sport League's office in order to forward all communications to the co-captain.

Responsibilities of the captain/manager include, but are not limited to:

- a. Organize teams members, enter registration form and provide the Assistant Director of Programs with the forfeit fee on or before the deadline.
- b. Keep name and all necessary contact information on file with the Sport League office.
- c. Check eligibility of all players.
- d. Attend scheduled rules meetings:
 - If the captain/manager cannot attend the scheduled meetings, an alternate representative must be assigned for that meeting.
 - Relay all rules, policies and procedures to the team
 - Accept responsibility for the conduct of team members before, during and after all Sport League events.
- e. Pick up league and tournament schedules when advised to do so by the MHRFC.
- f. Notify team players of date, time and place of all events.
- g. Periodically check-in with the Department of Campus Recreation, 5210 Gullen Mall, office to

- pick-up, post and distribute any necessary information.
- h. Evaluate the program and officials when requested.
 - i. Make sure that all teammates have signed the waiver form prior to their participation.
 - j. The spectators for your team can affect the eligibility of your team in playoffs. The team captain is responsible for keeping their spectators under control (no profanities, discouraging the opposing team, comments to the Sport League staff, etc)
 - k. The team captain is the only person on the team able to add/drop an additional player to the team roster. They are responsible for filling out the paper work and having the additional play as well as themselves signing the form.

NUMBER OF PLAYERS

A minimum of five (5) players will make up a team. Each team may have any number of players on their team roster. Each team needs a minimum of four (4) players to start each game. After the start of a game the number of players on the court can be as low as four (4). If a team drops below four (4) players they will automatically forfeit the game. Teams can only have a maximum number of 12 participants registered on each team.

ELIGIBILITY

All players must have a valid WSU OneCard (current student taking classes during semester) or a Mort Harris RFC membership. No players may be added after the third week of the season. Teams using ineligible players will forfeit the game with the misused players. Players may only be on **ONE** roster.

UNIFORMS

Players need to have a jersey with a number on the back of their jersey. Players without the correct jersey with a number on the back, will not be allowed to participate.

FORFEIT POLICY

Teams will forfeit if:

- They drop to less than four (4) players during a game due to ejections. (If a team drops below four (4) players due to injury they will just receive the lost).
- They fail to show up for the scheduled game. If a team has two forfeits during a season they are subject to removal from the league schedule.
- They do not have the minimum number of players to start they game on time. **GAME TIME IS FORFEIT TIME**
- A team receives three (3) technical/flagrant/during a game
- The team forfeiting the game will occur a loss and 0 points for and 20 points against. The team that was present receives a win and a score of 20 points for and 0 against. If both teams forfeit each team will occur the 0 points for and 20 points against along with a loss.

OVERTIME (playoffs only)

If the game is still tied at the end of two (2) twenty (20) minute halves during playoffs, the teams will play another five (5) minutes with a continuous clock. This will continue until a winner has been decided. The clock will stop after a minute for dead ball plays. Each team will also be given one (1) more time out. Teams will continue to shoot at the basket that they were going towards in the second half. (Any time outs that were left from regular game time will not be carried over into overtime)

TIE BREAKER (playoffs only)

Will be determined by: **1.)** Wins, Losses, and Ties **2.)** Head to Head games **3.)** Points Against **4.)** Points For **5.)** Coin Toss

TIME OUTS

Each team will be given three (3) time-outs per game. Any player on the court can call a time out when their team has possession of the ball or during a dead ball situation. In overtime, each team will be given one timeout for the overtime period. Timeouts will not be carried over from the regulation game.

FOULS

Each player is allowed up to five (5) fouls. When the fifth foul is called that player is no longer eligible to play in the remainder of the game. A team total of fouls will also be kept. When a team reaches a total of seven (7) fouls in one half the other team will be awarded one-and-one free throw situation. When a team accumulates ten (10) fouls in one half, the other team is awarded two free throws.

FLAGRANT FOULS

If a flagrant foul is called, the other team will be awarded an automatic two (2) points and possession of the ball. Flagrant fouls can mean ejection from the game, but will be determined on referee's decision.

TECHNICAL FOUL

Any player receiving a technical foul will cause the opposing team to gain two (2) points and possession of the ball. Any player receiving two (2) technical fouls will be ejected from the game. Technical fouls include but are not limited to the following

- Un-sportsmanlike conduct
- Too many players on the court
- Delay of game
- Disrespectfully addressing or contacting an official or gesturing in such a manner as to indicate resentment
- Using profanity or vulgarity: taunting, baiting, or ridiculing another player; or pointing a finger at or making obscene gestures toward another player
- Purposely obstructing an opponent's vision by waving or placing hand(s) near his/her eyes
- Intentionally or flagrantly contacting an opponent
- Any form of dunking (as it is against building policy). If a player dunks, hangs on a rim, grabs and hangs on the net
- Fighting

FIGHTING

Fighting of any kind will not be tolerated. Involvement in a fight will result in ejection from that game and league and repercussions from the Mort Harris Recreation and Fitness Center. Involvement in a fight includes but is not limited to the following:

- Instigation
- Retaliation
- Physical and mental intimidation

- An accessory to a fight

SUBSTITUTIONS

Substitutions are allowed on any dead ball play or a time-out. When making a substitution, the player must notify the official prior to entering. A player may not substitute at will and must be motioned in by the officials. An illegal substitution may result in a technical foul.

MERCY RULE

If a team is winning by 30 points or more with 5 minutes left in the game then the game will be called a mercy. If a team is winning by 20 points or more with 2 minutes left the game will be called a mercy.

FREE THROW LANE

Players may enter the key upon release of the ball when a free throw is being shot. When lining up for shots the spot next to the shooter on both sides may not be occupied by either team. There are 3 defensive players and two offensive players allowed to set up during the free throws.

IN-BOUNDING

Teams will have five (5) seconds to in-bound a ball.

CLOSELY GUARDED PLAYERS

When a player is closely guarded, they will have five (5)seconds to dribble or pass the ball. If they fail to do this within the five (5) seconds allowed, a whistle will blow and possession will go to the opposing team.

INJURIES

Participants are responsible for any injuries sustained while participating in the intramural program. Report all injuries to the supervisor.

SPORTSMANSHIP

Sports Recreation at WSU are fun and in the spirit of clean competition. Rough play or verbal harassment will not be tolerated! Unsportsmanlike conduct towards fellow players, opponents, officials or supervisors will result in ejection from the game and possibly the sport season.

PROTEST

Protest will be settled on the field and the ref's word is final. There will be no protests allowed concerning judgment calls by the referee. A rule infraction may be brought to the attention of the referee. (only by the manager/coach of the protesting team).

MEDICAL, ACCIDENT, INJURY PROCEDURES

Campus Recreation participants are involved at their own risk and the University accepts no responsibility in the case of an accident.

VOLUNTARY PARTICIPATION

Participation in the Campus Recreation program is completely voluntary, and therefore the Department of Campus Recreation and University will accept no responsibility for injuries sustained while participating in any facet of the Campus Recreation program. A staff person must be notified of any injuries and the proper paperwork must be completed.

ALCOHOL POLICY

Follow policy for campus buildings **CAN'T COMPETE IF DRINKING / NO ALCOHOL ALLOWED ON PREMISIS**

CANCELLATIONS/DEFAULTS/FORFEIT PROCEDURES

Games that are cancelled will not be rescheduled. If there is ever a question of whether or not there is a cancellation, call the Mort Harris RFC at (313) 577-2348. A cancellation of an event will be determined an hour before competition is to begin. If there is a cancellation due to weather, that decision may be made at any point during the night. Once decisions have been made to cancel a game, all subsequent games will also be cancelled.

FORFEIT FEE POLICY

Each team's \$10 forfeit fee must be paid before the first game. Forfeit fees will be returned at the end of the winter semester if your team DOES NOT forfeit any games during the season/post-season.

Example: If a team plays in the Spring 2009 league, they will receive their forfeit fee after the Winter 2010 season. If a team forfeits anytime during their participation in the league, they will not receive their forfeit fee.

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- ❖ Rules subject to change on the authority of Aaron Knieper, Assistant Director of Programs / Club Sports.