



Eastern Kentucky University Intramural Basketball Rules

For all information pertaining to Intramural Sports programs and activities, contact:

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General Information

1. All participants must register on the Fusion Play app. The Fusion Play app can be found on the Apple App Store and the Google Play Store. You can also use the following link:
<https://www.fusionfamily.com/apps/fusionplay>
2. Use your EKU Login to sign into the Fusion Play App.
3. Electronically sign the online waiver and fill out any other required information.

Participation in ALL Intramural Events

1. Valid EKU student, faculty or staff ID required for all contests to participate.
2. Jewelry is **NOT** permitted.
3. You are allowed to wear hats/sunglasses.
4. No skull caps, bandanas, or other headgear.
 - a. Headbands without exposed knots are allowed.
5. Review specific sport rules for additional attire restrictions.

10-minute Rule/Defaults/Forfeits/Inclement Weather:

1. 10-minute rule applies to various sports:
 - a. At game time, if a team is not prepared to play, that team will have 10 minutes to become ready.
 - i. The 10-minute rule starts at game time and the team that is ready will be awarded 5 points. After 5 minutes, the score will be 10-0. After 10 minutes, the game will be forfeited.
 - b. To win by forfeit, minimum number to play must be present and signed in with Intramural staff.
 - c. If a double forfeit occurs, both teams will receive a forfeit.
2. Defaults vary depending on tournament design.
 - a. Loss by default will not be counted as a forfeit, nor affect your sportsmanship rating.
 - b. Defaults must be submitted by 5PM the day of your scheduled game time. Defaults can be submitted at the following link: (NEED LINK)
 - c. Failure to submit your default before designated time will result in a forfeit and a \$20 forfeit fee will be assessed to your team captain, Greek Chair or Residential Chair.

3. Forfeits apply to various team sports and tournaments:
 - a. Team Captain, Greek Chair or Residential Chair assumes responsibility for that team.
 - b. Captain or Chair is suspended and responsible for paying the \$20 forfeit fee.
 - c. Captain or Chair MUST pay forfeit fee PRIOR TO next scheduled game.
4. Inclement weather decisions will be made no later than 5PM on game day.

Equipment:

1. Athletic apparel must be worn by all participants.
2. Practice balls may be checked out from the Equipment Desk in the Student Recreation Center.
3. The Intramural Sports Program will provide game balls; game balls are not for warm-up use.
4. Teams are encouraged to bring their own jerseys; jerseys must have a number on the front, back, or both.
 - a. Jerseys are available for checkout from the Intramural Supervisor located on Court 3 in the Student Recreation Center gym.
 - i. Shirts must be worn under Intramural jerseys.
5. Athletic shoes with rubber soles must always be worn (cannot play barefoot or with open toe shoes).
6. The following equipment shall be considered illegal:
 - a. Non-athletic shoes/boots/sandals/other footwear deemed illegal by Intramural Sports staff.
 - b. Non-athletic apparel included but not limited to attire with non-athletic material (ex. Jeans).
 - i. Non-athletic attire deemed hazardous to the sport such as zippers, belt loops, chains, hooks/loops, and/or metal.
 - ii. Jewelry of any kind including earrings, finger rings, wedding rings, necklaces, watches, etc.
 - iii. Headgear containing any hard, unyielding, or stiff material, including billed hats.
 - iv. Pads or braces worn above the waist.
 - v. Hard leg and knee braces which are not covered.
 - vi. Shirts or jerseys which do not remain tucked in.

Rosters:

1. Ten (10) player limit.
2. Players may play for ONE single sex team whether Greek or Independent.
3. Players may play for ONE Co-Rec team and ONE single sex team.
4. Once a player has played for a team, that is their team for the remainder of the league or tournament.
5. Teams may add players through the final game of the regular season or until their team limit has been reached, whichever comes first.
6. To be eligible for the playoffs, a player must play in at least one regular season game.
7. In the playoffs, rosters shall be frozen to include only those players who played in at least one game.
8. No additions shall be made during the playoffs.

Players:

1. Men's and Women's Teams:
 - a. The maximum number of players on the court at one time is five (5).
 - b. A team must have a minimum four (4) players to start the game.
 - c. Once started, the game may continue with less than four (4) players if the team has a chance to win.
2. Co-Rec Teams
 - a. The maximum number of players on the court is five (5) with either 3 men and 2 women or 2 men and 3 women.
 - b. A team must have a minimum of 4 players to start the game.
 - c. Teams with four (4) players must have 1 member of each gender and no more than 3 of either gender.
 - d. Once started, the game may continue with less than four (4) players as long as the team has a chance to win and there is at least one male and one female on the court.

League or Tournament Play:

1. For league play, each team will be scheduled for three (3) regular season games.
2. Tournament play will be single elimination.
3. The first game to be cancelled due to inclement weather, facility issues, closing of the university, etc. will be moved to the end of the season PROVIDED THIS MOVE DOESN'T DELAY PLAYOFFS.

Game Time and Length:

1. Games will consist of four (4) 9-minute quarters with a running clock except during timeout.
2. The clock will stop for all whistles during the:
 - a. Last 10 seconds of the 2nd quarter on all whistles.
 - b. Last minute of the 4th quarter on made baskets and whistles.
 - c. Last minute of overtime on made baskets and whistles.
3. **Mercy Rule:**
 - a. Games will end if the point differential is as follows:
 - i. 50 points at or after the start of the fourth quarter.
 - ii. 40 points at or after 5 minutes in the fourth quarter.
 - iii. 30 points at or after 3 minutes in the fourth quarter.
 - iv. 20 points at or after 2 minutes in the fourth quarter.
 - b. Intramural Sports Staff may adjudicate the mercy rule and not allow the teams to continue playing if either sportsmanship or safety of the players become an issue.
 - c. When the game is nearing the end of the fourth quarter, and both the winning team is not trying to score, and the losing team is not actively playing defense, the Intramural Sports Staff can end the game.
4. Timeouts:
 - a. Only players on the court can call a timeout.
 - b. Timeouts do not carry over to the next half or overtime.
 - c. Each team gets three (3) timeouts per game.
 - d. In overtime, each team gets one timeout per overtime period. Timeouts do not carry over.

Beginning a Game:

1. Each game shall begin with a captain's meeting.
2. Games will start with a tip-off.

Overtime:

1. Overtime shall consist of a three (3) minute time period.
2. Overtime is an extension of the 4th quarter; team fouls will continue in overtime period(s).
3. The clock will stop for all whistles and made baskets during the last minute of each overtime period.

Scoring:

1. Field goals from beyond the 3-point line = 3 points.
2. All other field goals = 2 points.
3. Free Throw = 1 point.

Forfeit Scoring and Default Scoring:

1. Forfeit will result in a 10-0 score and a sportsmanship rating of 0 for the forfeiting team.
2. Default will result in a 1-0 score and a sportsmanship rating of 4 for the defaulting team.

Free Throws and Fouls: Player and Team Fouls:

1. All shooting fouls will result in two (2) or three (3) free throws being awarded on a missed attempt.
2. Shooting fouls on made attempts will result in the basket being counted and one (1) free throw.
3. Each player will be disqualified when they have committed five personal fouls.
4. Personal/Common fouls from 1st – 4th team foul of a quarter results in a throw-in for the offended team.
5. All team fouls above and including the 5th team foul results in two (2) free throws.
6. Team fouls will reset at the beginning of each quarter.
 - a. Exemption: Overtime is an extension of the 4th quarter.

Free Throws and Fouls: Technical, Intentional and Flagrant Fouls:

1. Team captains are responsible for team representatives:
 - a. A team representative is a participant, player, non-player, captain, coach, manager, spectator or anyone representing a team.
 - b. Any technical fouls given for unsportsmanlike conduct or behavior on the team representatives will be assessed to the team.
2. All technical, intentional and flagrant fouls will count as personal fouls and toward the team total.
 - a. All technical fouls shall result in two (2) free throws for any player on the offended team and possession of the ball to the offended team at half-court opposite sideline of the scorer's table.
 - b. All intentional fouls shall result in 2 free throws for offended player and possession of the ball to the offended team closest to the spot of the foul or point of interruption.

- c. All flagrant fouls shall result in 2 free throws for any player on the offended team and possession of the ball to the offended team at half-court opposite sideline of the scorer's table.
- 3. One (1) technical foul and one (1) intentional foul result in an ejection (must leave the gym).
- 4. One (1) disqualifying foul results in an ejection (must leave the gym).
- 5. Two (2) technical or intentional fouls against a player or coach shall result in an ejection.
- 6. Four (4) unsporting technical fouls against a team shall result in a forfeited game.

Unsportsmanlike Conduct:

- 1. Unsportsmanlike Conduct or fighting will not be tolerated.
- 2. A team representative is a participant, player, non-player, captain, coach, manager, spectator or anyone representing a team.
- 3. Unsportsmanlike Conduct include behavior, language and actions that are a violation of the Eastern Kentucky University Student Code of Conduct.
- 4. Unsportsmanlike Conduct includes behavior, language, action and contact towards a team representative official, Intramural Sports staff or Campus Recreation staff.
- 5. Unsportsmanlike Conduct can include, but is not limited to:
 - a. Arguing a call.
 - b. Behavior, language, or action that is abusive, demeaning, insulting, disruptive and threatening.
 - c. Contact that is excessive or unnecessary and contact that is persistent, severe, extreme, vulgar, violent or flagrant in nature.
- 6. A team representative will be disqualified from the game, ejected from participation, shall leave the facility and may be subjected to expulsion from further Campus Recreation events or programs.
- 7. Teams must maintain a 3.0 sportsmanship rating to be eligible in the playoffs and to advance in the playoffs.
 - a. In playoffs, if a team receives below a 3 sportsmanship rating, that team cannot advance.
- 8. Two (2) unsportsmanlike conduct penalties against a player constitute an automatic ejection.
- 9. Four (4) conduct unsportsmanlike penalties against a team will result in a forfeit.
- 10. Games may be forfeited at the discretion of the Intramural Sports Staff or Campus Recreation staff.

Conduct

- 1. All team representatives are expected to display good sportsmanship.
- 2. Any team representative ejected from a game for any reason shall be suspended from ALL intramural contests until they contact the Assistant Director of Competitive Sports.
- 3. It is the responsibility of the team representative to set up an appointment with the Assistant Director of Competitive Sports.
 - a. Email Doug Ream at douglas.ream@eku.edu.
- 4. If players are found to be participating before being reinstated, they will be suspended from all Intramural contests for the remainder of the semester. A team for which an ineligible player participated will forfeit all games.

Protests:

1. There will be no protests involving official's judgment in games that are officiated by the Intramural Sports staff.
2. Protests of rule interpretation must be made before the start of the next dead ball situation.
 - a. To protest, the protesting team must begin the process immediately following the event in question.
 - b. The supervisor's decision is final.
 - c. Protests can be made without team timeouts. A rejected protest in this case will result in an unsportsmanlike conduct penalty on the team captain.
3. In non-officiated games, all disagreements between teams must be settled by the players. Disagreements not resolved within reason or in a timely manner will result in a decision being made by the Intramural Sports staff. Their decision is final.
4. Eligibility protests are permitted and must be filed in writing by noon the following business day.
5. All eligibility protests must be emailed to the Assistant Director of Competitive Sports at douglas.ream@eku.edu.

THE INTRAMURAL SPORTS DEPARTMENT RESERVES THE RIGHT TO MODIFY THESE RULES AT ANY POINT IN THE SEASON IN ORDER TO PROMOTE A FUN, FAIR AND SAFE ENVIRONMENT.