



Vanderbilt University Intramural Sports Basketball Rules

GENERAL RULES

- A. Registration fee is \$60 per team.
- B. Each participant must present a valid Commodore card and be on the IMleagues.com roster in order to participate.
- C. Intramural sports with varsity or club sports counterparts are limited to either one former varsity athlete or two club sport members. Teams will forfeit all games in which they are found to be in violation of this rule.
- D. Teams should arrive 15 minutes before the scheduled start time of their game. Teams will be given a 10 minute grace period after their posted start time to have the minimum number of players required to begin. Once the grace period expires, the game will be declared a forfeit. Game clocks will be adjusted to account for late starts.
- E. Rosters will be locked before the playoffs, failure to complete roster will result in forfeiture.
 - i. Players may play in multiple leagues, but cannot participate on more than one team in a given league.
- F. Attire
 - 1. Uniforms – Teams are required to wear matching colored shirts. Teams will wear their respective color selected during registration.
 - 2. Shoes – all players must wear shoes. Tennis and running shoes are acceptable for all sports. No player will be allowed to wear metal cleats, play in sandals or play barefoot.
 - 3. Pads and Braces – No pads or braces may be worn above the waist. Leg and knee braces made of hard, unyielding material must be covered on both sides and all edges must be lined with appropriate slow-recovery padding.
 - 4. Jewelry - No jewelry or any other item deemed dangerous by the Intramural Staff may be worn. Any player wearing exposed permanent jewelry (e.g. body piercings) will not be permitted to play unless the exposed jewelry is completely covered.
- G. Forfeit Policy
 - 1. Teams have a 10 minute grace period before games are declared a forfeit
 - 1. First offense = warning
 - 2. Second offense = ejection from the league without refund
 - 2. Captains must notify the Competitive Sports staff (Wade) via email of a forfeit **no later** than 2pm on game day to avoid penalty. Emails should be sent to wade.e.evans@vanderbilt.edu
 - 3. An attempt to reschedule the game will made by pro staff if ample notice is given and the opposing team is available

A. PLAYER ATTIRE

- a. If teams choose to purchase their own uniforms, the uniforms must meet the following requirements:
 - i. Numbers can be ironed, sewed, taped onto jersey if clear and visible
 - ii. All numbers must be one or two digits, with numbers 0, 1,2,3,4,5 only.
 - iii. Teams may not have duplicate numbers (0 & 00 are considered the same number).

- iv. Numbers must be at least 4-inches in height and on BOTH the front & back.
 - v. All numbers must be a contrasting (visible) color from uniforms.
- b. No shirts vs. skins will be permitted.
- c. Court shoes must be worn.
 - i. No turf shoes are permitted on the gym floor.
 - ii. We strongly recommend you NOT wear running shoes because they increase the risk of injuries, and may mark the floor.
 - iii. Only athletic shoes may be worn. No sandals, boots, boat shoes, crocs, etc.
- d. The following items are not permitted to be worn at any time while participating in IM Basketball:
 - i. Jewelry – Including but not limited to earrings, rings, bracelets (any material), necklaces, rubberbands, watches, etc.
 - ii. Players may NOT tape over jewelry.
 - iii. Hats and objects with knots may not be worn.
- e. Improper dress will result in participant(s) not being allowed to play until issue is corrected.
 - i. Penalty: Team warning and player must leave the game to remove illegal item.

B. THE GAME

- a. Teams will play with five (5) players on the court at one time. A team must have four (4) players present at the start of the game to begin play.
- b. Games will consist of two (2) twenty-minute halves, with no more than a five (5)-minute half time period.

C. CLOCK

- a. The game clock will NOT stop until the last 1-minute of each half.
- b. In the last minute of each half, the clock will start and stop in accordance with the National High School Federation Rules.
 - i. Clock will begin on a throw-in when touched by a player.
 - ii. Clock will begin on the final free throw if missed, when the ball touches any player.
- c. Mercy Rule:
 - a. If a team is winning by 30+ points with 10 minutes left in the second half, the game will be called at that point.
 - b. If a team is winning by 25+ points with 5 minutes left in the second half, the game will be called.
 - c. If a team is winning by 20+ points with 2 minutes left in the second half, the game will be called.
 - i. Teams are welcome to stay and use the court but the score will be recorded at the time of game called.

D. OVERTIME:

- a. Clock stops during final minute of overtime
- b. During the regular season, if the game is tied at the end of regulation, a three (3)-minute overtime period will be played. If tied at the conclusion of the overtime period, the game will be recorded as a tie.
- c. A team will receive ONE timeout which will serve as its only timeout for the entire overtime, regardless of how many overtimes are played.
- d. During the postseason, teams will continue to play three minute overtime periods until a winner is determined.

- i. If a team uses a timeout in overtime period, they will have 0-timeouts remaining for any additional overtime periods.

E. TIMEOUTS:

- a. Teams will be allowed 4-timeouts Per Game (2 per half)
- b. One (1) time will be awarded in overtime.
- c. Excessive timeouts CANNOT be taken at the expense of a technical foul.
 - i. If an official grants a timeout erroneously, the game will immediately continue without penalty.
 - ii. If a timeout is called when there are no more allotted timeouts, a technical foul will be awarded and the timeout will be granted.

F. POSSESSION

- a. A jump ball will decide the first possession of regulation and all overtime periods.
- b. On a jump ball/held ball situations as outlined in the National High School Federation Rules.
- c. Teams will be awarded the ball out-of-bounds on an alternating basis.

G. SUBSTITUTIONS

- a. Substitutions are to take place at the scorer's table ONLY.
- b. Substitutions will be made during dead balls.
- c. The officials on the court shall acknowledge the substitute player into the game before he/she enters the court.

H. PLAYER CONDUCT

- a. A player(s) ejected from the game for unsportsmanlike behavior must remove him/herself from the gym (out of sight and sound) within 60-seconds. He/she will also be required to leave the Vanderbilt Recreation & Wellness Center.
 - i. Failure to comply with the above stipulations will result in a team defaulting its game. It will be the offending team's responsibility to assist in removing the ejected participant.
 - ii. If a team is losing its game, and an ejected player does not leave, the team will default its next game.
 - iii. Any player caught violating this rule or any other rules/policies will face the sanctions.
 - iv. If a player is ejected during the playoffs and that is the team's 2nd ejection for the season, the game will be ended and the opposing team will win the game.
 - v. If an ejected player returns to the facility after the game to exhibit further displeasure he/she will be disqualified for the remainder of the season and will face a much more severe suspension pending a meeting with the Competitive Sports administrative staff.
 - vi. A player or team that is verbally abusive toward the scorer's table or any other Department of Recreational Sports Student or Professional Staff may receive a technical foul for their words or actions.
- b. A player who commits:
 - i. Two (2) technical fouls in a game will be ejected from the game, and must set up a meeting with the Competitive Sports Staff before being eligible for future participation.
 - ii. One (1) foul that in the official's judgment is deemed to be flagrant/dangerous may be ejected.
 - iii. An unsportsmanlike act before/during or after a game may be ejected by any member of the Competitive Sports Staff.

I. DUNKING

- a. Dunking is allowed DURING the game ONLY, however, hanging on the rim (not including to avoid injury) will be considered unsportsmanlike conduct and will result in a technical foul.
 - i. The hanging on the rim rule will be enforced before, during, and after the game.
 - ii. Penalty for hanging on the rim after the game:
 - 1. Ejection/Removal from the Rec and potential disqualification from your team's next scheduled game.
- b. NO DUNKING BEFORE, AFTER OR AT HALFTIME OF THE GAME
 - i. Any team violating the above rule will be penalized with a technical foul.
 - ii. If a team dunks prior to the game, the opposing team will begin the game shooting technical foul shots.

CO-REC BASKETBALL RULE MODIFICATION

A. PLAYERS

- a. The game shall be played by two teams of five players, each team having two males and three females or three males and two females.
- b. A game can be played with a minimum of two males and two females.

B. GAME BALL

- a. All games will use a men's ball

C. CONTROLLING PLAY

- a. There will be no rules requiring specific locations on the court or guarding principles for either gender.