

Medical College of Georgia
Spring 2010
Intramural Basketball Rules & Information

TEAM REGISTRATION:

To register, teams must submit a team roster and pay their entry fee at the front desk of the Wellness Center by 6:00pm on Wednesday, January 13th, 2010. League sign-ups will be taken on a first-come, first-serve basis. Late entries may not be accepted due to facility and time constraints. Teams who enter late may request to be placed on the "Waiting List."

ENTRY FEE:

All teams will be required to pay an entry fee as outlined below:

Student Teams: \$50.00

Campus Teams: \$70.00

*Any team whose roster contains three or more non-students will be charged the campus team fee.

Any participant who is not a member of the Wellness Center will be required to purchase a Guest Pass to enter the facility. There are two options to choose from:

1. Daily Pass \$8.00 per visit
2. IM Guest Pass \$20.00 good for each game night

Refunds will not be granted after the initial schedule has been posted. Fees may be transferred to a different session or program upon the approval of the Wellness Center.

ACTIVITY FORMAT:

1. Each team is guaranteed 5 games.
2. A single elimination playoff tournament will follow the regular season. Playoff eligibility and structure will be determined by the number of teams entered in each division.
3. Games will be played at the Wellness Center from 6:00 pm to 10:00 pm, Mondays, Wednesdays, and Thursdays.
4. Men's, Women's, and Co-Rec divisions will be offered. Divisions are open to all currently enrolled MCG students and their spouses; presently employed MCG faculty, staff, housestaff, post-doctoral fellows, residents; and Wellness Center members.

GENERAL INFORMATION:

1. Participants may play for ONE TEAM ONLY. Co-Rec participants, however, may play for a Men's or a Women's team as well as their Co-Rec team.
2. Additions to Roster: A player must be entered on the team roster prior to participation. Additions may be made in 1002-A of the Wellness Center during normal business hours or at the activity site with the Program Coordinator. Players may only be added to the roster if there are spots remaining on the team's roster. Please note that there is a limit for all team rosters. The limit is 12 for Basketball.
3. Schedules for the season will be available by 2:00pm on Friday, January 15th. Regular season play begins Wednesday, January 20th
4. All participants are required to present a valid picture identification prior to EACH game or contest. If a participant fails to present the picture ID, he/she will not be eligible to participate.
5. Reschedules can be made in the Intramural Sports office located in 1002-A of the Wellness Center between the hours of 10:00am and 4:00pm, Monday through Friday. Reschedule requests may not be completed on the day of the competition.
6. Defaults must be made by 4:00pm on the day of the contest. Defaults prevent a team from forfeiting, but result in a loss.
7. If a team forfeits, they must contact the Intramural Sports office the following day to be reinstated. Any team who fails to contact the office within 24 hours of the forfeit will be dropped from the league. If a team forfeits two games, they shall be dropped from the league.

8. In the event of inclement weather, team captains will be notified via e-mail of any cancellations or they may call the Intramural Sports Hotline at 721-5060.
9. No individual will be allowed to compete who is suspected to be under the influence of drugs or alcohol.

Current NFHS Basketball Rules shall govern play with the following modifications.

EQUIPMENT:

- The Department of Fitness and Recreation will provide the official game ball. This is the only ball that will be used during the game.
- Teams may not practice with the IM game balls (You must bring or check out your own)
- Non-marking shoes must be worn at all times
- Teams may not wear pants or shorts with pockets during play
- Players may not wear jewelry of any kind. (including rubber bands)
- Teams must wear jerseys of like or similar color with a legal basketball number

STARTING THE GAME:

- The game shall begin with a jump ball, with possession alternating between each team in all jump ball situations after the opening jump
- A team must have at least three (3) players present and appropriately dressed at the designated game time in order to prevent a forfeit.
- If a game is forfeited, the team present shall have exclusive rights to the court to practice or scrimmage for 30 minutes. No jerseys, equipment or referees will be provided.

TIMING REGULATIONS:

- The game shall consist of two 20-minute halves.
- The clock will run continuously until the last two minutes of the second half when it will stop for all fouls, violations, and time-outs.
- Half time will not exceed 5-minutes in length.
- Each team is permitted two 45-second time-outs per game.

OVERTIME:

- A three-minute overtime period will be played **ONLY** during playoffs.
- Each overtime period will start with a center jump. Second and successive overtime periods will be two minutes in length.
- The clock will run continuously until the last minute of the period when it will stop for all fouls, violations, and time-outs.

MERCY RULE:

The mercy rule will apply under these conditions:

- If a team is 50 or more points ahead with five (5) minutes remaining in the second half or anytime thereafter, the game shall be stopped.
- If a team is 30 or more points ahead with two (2) minutes remaining in the second half or anytime thereafter, the game shall be stopped.

PLAYER AND SPECTATOR CONDUCT:

- Any player who receives 2 technical fouls will be ejected from the game.
- Players ejected from the game, for any reason, must meet with the Coordinator of Intramural Sports before they will be allowed to continue participation in IM Sports.
- A team guilty of three (3) MISCONDUCT technical fouls during a game will be declared the loser of that game by forfeit. Such misconduct could result in the team and/or players being declared ineligible for further competition.
- Any abusive, vulgar, or obscene language directed at **the officials, WC staff, and/or opposing players** will result in a technical foul (2 shots), and if necessary, ejection.

- Teams are responsible for keeping themselves and their spectators under reasonable control. Any players or spectators not in the game must be off of the court at all times. Technical fouls will be assessed for violation of this rule.
- Individuals who identify themselves as a spectator for intramural events at the Wellness Center must meet the following requirements before having access to the facility.
 - a. Access will be provided at no cost to the spectator
 - b. The spectator must be accompanied by a MCG student or Wellness Center member for entrance into the facility.
 - c. All spectators and their sponsor must sign-in at the front desk.
 - d. Spectators under the age of 18 may attend only if accompanied and directly supervised by a parent or guardian who is NOT participating in the observed contest.

GAME FOULS:

- *Personal fouls in the act of shooting* - Two free throws if the players try was not successful, one if the shot was made.
- *Common fouls* - Ball awarded out of bounds until the 7th foul on the team (each half), then the offended team will shoot the one and one bonus. On the 10th foul, the offended team will shoot two free throws.
- *Player control fouls* - There are no free throws awarded on player control fouls. The ball is awarded to the other team.
- *Offensive fouls* - Offensive fouls will result in loss of possession unless it is the 7th foul or higher, in which case, free throws will be awarded.
- *Technical fouls* - Technical fouls will result in two shots and possession of the ball for the opposing team. Additionally, all Technical Fouls will count as a Personal Foul for the person committing the act.
- *Flagrant fouls* - Flagrant fouls will result in two shots for the opposing team, loss of ball, and ejection from the game.
- *Double fouls* – Double fouls will result in a jump ball situation (Possession Arrow).
- A player must leave the game upon receiving his/her fifth foul.

SUBSTITUTIONS:

- Substitutes must report to the scorer's table before entering the game
- Substitutions are allowed during dead ball situations only (must wait for official before entering game)
- Illegal substitutions will result in a technical foul for the team

PLEASE NOTE:

- There will be no backcourt violations for games played on the smaller courts
- Ten second count for the offense to establish their frontcourt will be utilized

CO-REC MODIFICATIONS

- A team must have at least 4 players (two must be female) present (dressed and ready to play) in order to start a game. If at any time a team has less than 4 players or less than two females, (i.e. ejection, foul out) that team will forfeit the remainder of the game, regardless of the score.
- A 2-point field goal scored by a female will equal 3 points and a 3-point field goal will equal 4 points.
- Personal fouls in the act of shooting and players try was not successful – two free throws will be awarded for men and three free throws for women. If players try was successful then one free throw will be awarded for men and two for women.