

PHYSICAL EDUCATION DEPARTMENT INTRAMURAL SPORTS TEAM PROGRAM



SWTJC Intramural Basketball RULES and ELIGABILITY

Team Captains

- Team captains are responsible for picking up their team's schedule and notifying their teammates on upcoming games.
- Team schedule will be available for viewing in the La Forge Hall Gymnasium Lobby.
- Team captains are responsible for informing their teammates of all Intramural Sports governing rules and policies.
- The team captain is responsible for their team and fans behavior before, during and after their game.
- Team captains are responsible for any equipment given to them, such as team jerseys and team balls. (Team captains, you will be charged for the missing items.)
- In the event of bad weather, which may make scheduled games questionable please call the Landra Fowler at (830)-591-7241 or Phillip Botello at (830)-591-7240

Eligibility

- All SWTJC/ Sul Ross Middle Rio Grande students, faculty and staff are eligible to play in the SWTJC Intramural Program.
- SWTJC students must enrolled in current semester (Example must be enrolled in the Spring 2018 to play Spring 2018 sports)
- Current and 17-18 collegiate varsity basketball team members are **NOT** eligible to participate.
- Faculty/staff with a **Current Campus Recreation** Membership are also eligible to play in SWTJC Intramural Sports.
- Alumni, Community Pass Members, and outside visitors are **NOT** eligible to participate.
- Teams may add players until the last game of the regular season

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- Players must play in at least 1 game during the regular season to be eligible for the championship game.
- **NO ID NO PLAY!** All participants must present their SWTJC I.D. to the Intramural Staff on duty, in order to be eligible to play.

Players

- Players may play for only **ONE** team.
- Switching from one team to another is not allowed.
- 5 players on the court Minimum number to start the game is 4.
- Maximum number of player per roster is **15 for Men and Women.**

Game Time/ Forfeits

Game Time: Teams must have the minimum required players checked in and ready to play at a game time.

Forfeits: A team not ready to play at game time shall be penalized in the following manner.

- For every minute the team is late to start the game, the opposing team receives 2 points.
- **At 5 minutes after game time- the game is forfeited, 10-0, to the team ready to play.**

League Format

- League will consist of a **Double Elimination Tournament** .Games in the regular season canceled due to weather or college closing, will be rescheduled.

Equipment

- The Intramural Office will furnish game balls. However, both teams may agree to use another ball as long as it is regulation.
- All participants must wear the proper athletic attire to participate. This includes proper court shoes, shorts and shirts/jerseys.

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- Marking soled shoes are **NOT** allowed on the Basketball courts.
- **No jewelry, hats, caps or bandanas.** Participants may not cover up jewelry with tape, Band-Aids or other such items.
- Teams may wear their own jerseys. All jerseys must be of the same color and have numbers.
- Jersey will be provided for each team if necessary. T-shirt with sleeves can be worn underneath the Intramural Sports Jersey.

The Game

- A game will consist of two 18 minute halves with a 3 minute half-time. There will be a running clock, except for the last 2 minutes of the 2nd half.
- During the last 2 minutes of the 2nd half the clock will stop on all dead ball situations. **The clock will not stop during a made basket at any point.**
- A team must have a minimum number of players to start a game. The **MINIMUM** number of players is **FOUR(4)**
- **Time Outs:** Each team shall be permitted two (2) one minute time-outs per half and one (1) time-out per over time. No carry over.
- To start the game, a jump ball will be administered at center court. The alternating possession arrow will determine possession of the ball at the start of the second half.
- **Substitution:** A substitute must report to the scorekeeper and be recognized by a game official before he/she may enter the game. In multiple free throws situation, a substitute may only enter immediately before the last free throw attempt or after the last free throw attempt is made. If the substitute is for the shooter it must be a made basket to substitute. Failure to properly report will result in a technical foul being assessed to that player.
- **Mercy Rule:** If a team is ahead by 30 by the time 10 minutes lefts in the 2nd half or ahead by 20 points with 2-minutes left in the 2nd half or anytime within the last two minutes.
- **GAMES WILL NOT END IN A TIE DURING REGULAR SEASON.**
- **Overtime:** If the game is tied at the end of regulation, a two minute overtime will occur. The clock will stop on all dead ball situations during the

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overtime period at the one minute mark. The overtime period will begin with a jump ball at center court.

Fouls and Penalties

- A player will be disqualified (fouls out) when he/she has accumulated 5 fouls. (any combination of personal and technical fouls)
- Bonus free throws (one-and-one) for each common foul (except player control) will be awarded beginning with the offending teams 7th personal foul during each half. Two free throws will be awarded for every foul on or after the 10th team foul during each half.
- Offensive and defensive players may not enter the lane until the free throw attempt **has contacted either the rim of the background.**
- **No free throws will be awarded for the following:**
 - Each common foul before the bonus rule is in effect.
 - Double foul.
 - A player control foul or team control foul.
 - A double technical.
- **Technical Fouls:** on all technical fouls, two free shots will be awarded to the offended team, plus the ball at the division line for a throw-in.
- Technical fouls are counted towards each players disqualification total and the total fouls.

Sportsmanship

- Participating in SWTJC Intramural Sports is NOT a right, it is a privilege. Therefore, the intramural sports program reserves the right to take away that privilege from any team or individual that does not abide by the governing rules and regulation, as well as does not exhibit good sportsmanship and fair play. Two technical fouls on the same player will result in disqualification from the game.
- Any player that is ejected for any reason must come in to speak to the Director of Intramural Sports before their next game. That player is not eligible to play until doing so. Minimum 1 game suspension