

Any rule not specifically covered will be governed in accordance with the National Federation of State High School Associations Basketball Rules Book. Modifications have been made to suit Ohio State Recreational Sports programs.

Rule 1: Eligibility

A participant may be an Ohio State University student taking a minimum of four (4) credit hours. The Department of Recreational Sports defines a student as any individual who is currently enrolled at The Ohio State University and is registered with the university registrar. Students taking four (4) or more credit hours automatically pay the Recreational Sports Student Fee and therefore do not need to purchase a membership.

The following people are eligible to participate after purchasing the appropriate Recreational Sports membership through the RPAC Welcome Center for the quarter in which they intend to participate:

- A participant may be an Ohio State University student taking less than four (4) credit hours.
- A participant may be the spouse of a student or a faculty or staff member.
- A participant may be a faculty or staff member of The Ohio State University. The Department of Recreational Sports defines faculty and staff as all current faculty and staff, as well as visiting professors at The Ohio State University who are paid through the university payroll department.
- A participant may be an affiliate of the department (alumni, member of the President's Club, other recognized affiliate groups.)
- A participant may be a member-sponsored adult.

In order to participate in any intramural activity, all participants must show a valid Ohio State University issued photograph identification card. Acceptable identification cards are limited to BuckIDs, Ohio State Medical Center identification cards, and Recreational Sports membership cards. An Ohio State identification card must include the following information and be clearly visible in order to be considered valid: the individual's name, photograph, and identification number. Identification cards that do not have one or more of these requirements will not be accepted and the individual will not be allowed to play.

Misuse of an identification card (borrowing, lending, counterfeiting, altering, etc) is a violation of the Ohio State University Student Code of Conduct. The identification card will be confiscated and the individual attempting to use the card will be ineligible to participate. If the card belongs to another student, that student must meet with a professional staff member in order to regain possession of their identification card.

Professional Athlete Rule

Any individual who has been paid to participate in basketball, under contract with a professional team, included on a professional team roster, practiced with a professional team, and/or compensated for trying out for a team is **not** eligible to participate in intramural basketball.

Intercollegiate Athlete Rule

Intercollegiate basketball athletes are not eligible to participate in an intramural basketball game, activity, or event until a period of one (1) year has passed following completion of all activities with the team. After the

period has passed, former intercollegiate basketball athletes must participate in the Premier League. Intercollegiate basketball athletes are defined as individuals who are practicing with or competing with a team recognized as a varsity sport. Included in this rule are red-shirt athletes and practicing proposition 48 athletes.

Sport Club Rule

No more than two members of the club basketball team may participate in intramural basketball per team. Sport club members must participate in the Premier League. A sport club member is defined as an individual who has practiced or played in a contest for a registered sport club during the academic year.

Rule 2: Levels of Play

Premier (PR)

Most competitive; Play twice per week. Top four teams make the playoffs in each division (pending sportsmanship). **You may only play on one Premier team per sport.**

Co-Rec (COA, COB)

Play once per week. You may play with a maximum of either three females or three males at one time. Teams with positive point total and 3.0 sportsmanship rating will make the playoffs. COA tends to be more competitive than COB. **You may only play on one Co-Rec team per sport.**

Graduate / Faculty (GF)

Play once per week. Teams consist mainly of graduate or faculty students. Teams with positive point total and 3.0 sportsmanship rating will make the playoffs. **You may only play on one Graduate/Faculty or one Fraternity team.**

Men's (MA, MB)

Play once per week. Teams with positive point total and 3.0 sportsmanship rating will make the playoffs. MA tends to be more competitive than MB. Women who wish to play on Men's teams need to get permission from the Intramural Coordinator or they will not be allowed to sign in for that team. **You may only play on one Men's team per sport.**

Women's (WOA, WOB)

Play once per week. Teams with positive point total and 3.0 sportsmanship rating will make the playoffs. WOA tends to be more competitive than WOB. **You may only play on one Women's team per sport.**

Fraternity (FR)

Play once per week. Teams consist solely of fraternity members registered with that organization. Teams with a positive point total and 3.0 sportsmanship rating will make the playoffs. **You may only play on one Fraternity team.**

All Scholars (ASL)

Play once per week. This league is designed for participants enrolled in a scholarly program recognized by the university only. **You may only play on one All Scholars team.**

Rule 3: Equipment

- Jewelry is not allowed. Medical or religious medallions must be removed, taped or sewn under the uniform.
- A head sweatband is permitted; however, hats, bandanas and "do-rags" are not permitted.
- Rubber, cloth, or elastic bands may be used to control hair. Hard items such as beads, barrettes and bobby pins are not permitted.
- A guard, cast, or brace made of hard and unyielding leather, plaster, pliable plastic, metal or any other hard substance, even though covered with foam padding, is not permitted on the finger, hand, wrist, forearm, or elbow.
- Supports are permitted on other parts of the body as long as they are soft and yielding or all exposed metal and other hard parts are padded with at least 1/2 inch foam rubber (or ¼ inch closed cell, slow recovery foam rubber).
- Shoes with non-marking soles must be worn to play Intramural Basketball.
- All participants are required to wear legally numbered jerseys that are the same color during intramural play:
 - You may check out reversible numbered jerseys with a valid Ohio State University ID.
 - If a jersey is not returned, the individual will be required to pay \$15.00 for the jersey before their next game or the team will be dropped from the league.
 - A sleeved t-shirt MUST be worn under a departmental jersey at ALL times.

Rule 4: Team Captain Responsibilities

- Ensure their team members follow all eligibility requirements. Team captains are also advised to seek clarification on special eligibility requirements, if necessary.
- Responsible for communicating game time, location, and ID policy to teammates.
- Ensure that all teammates sign a "release of claims" form located on the back of the scorecard before participating in their first game.
- Ensure teammates have a valid Ohio State University ID at game time to check in.
- Representing the team and communicating with the officials. The captain is the only player permitted to discuss the game with officials.
- Ensure good team sportsmanship among teammates.
- Turning in team conflict sheets reflecting any scheduling problems for the members of your team.
- Cooperating with the Intramural Supervisors at the game site concerning any protests, incidents, or accidents that may occur as well as with the Intramural Sports staff the day following such occurrences.

Rule 5: Players

- Each team shall consist of five (5) players and may begin a game with as few as four (4) players.
 - A game shall continue if a team drops below four (4) players, however if a team drops down to one (1) player, the referee shall allow the game to continue only if they feel the team still has an opportunity to win.
 - All players must check in using a valid Ohio State University issued ID.
- Players must check in at the scorer's table prior to entering the game. The official's will call the players onto the court to substitute during dead balls only.

Rule 6: Forfeits/Defaults

Game time is forfeit time!

A forfeited game will be marked as a forfeit in the team standings and the team will receive an "F" sportsmanship rating for the contest. There are three situations that will result in a forfeit:

- Not Enough Players – Team does not have the required number of players to participate at the scheduled game time.
- Eligibility – One or more of the players participating is ineligible and therefore may not participate. Ineligibility may be due to the player being a roster violator, being previously ejected, ruled ineligible for sportsmanship-related issues, etc.
- Sportsmanship – Game is ended by staff for sportsmanship-related issues.

Any team knowing in advance that they will be unable to play a regularly scheduled contest is provided the opportunity to default the contest. This will result in the team receiving a loss and "A" sportsmanship rating for the contest. In order to receive a default, the captain must call the Intramural Office by 4 p.m. on the day of the contest with their request, for teams playing on Sunday the deadline is Friday at 5 p.m. The opposing team will then be contacted by the intramural office to let them know they do not need to arrive for their scheduled contest.

A team is allowed one default per sport per season. Any request after the first default will be counted as a forfeit.

If a team has been granted a default and the contest is then canceled due to weather or scheduling issues, the default will be removed and the contest will be played normally if it is rescheduled.

Rule 7: Protests

Rules Protest

Questions pertaining to interpretation of rules on the part of game officials must be addressed by the Intramural Supervisor at the time the interpretation occurs and prior to the next live ball. The procedure shall be:

1. If a team feels the official has made a misinterpretation of a rule, the captain shall calmly and immediately request a "time out" and inform the official that he or she wishes to have a ruling on the interpretation by the Intramural Supervisor in charge.
2. No protest which involves the judgment of the official(s) shall be upheld. The judgment of the official(s) is final. This also includes Intramural Staff when necessary.
3. If corrections are necessary, the Intramural Supervisor shall rule immediately and the team shall not be charged with a time out; however, if the official's interpretation was correct, the team will be charged with a time out.
4. If the participant still does not agree with the decision at the game site, a Protest Form should be obtained from the Intramural Supervisor on site and completed. The contest will continue from this point "under protest."

Eligibility Protest

Protests involving player eligibility must be called to the immediate attention of the Intramural Supervisor prior to the completion of the contest while the protested individual is present. Eligibility protests may not be

made by participants after the completion of the contest. A Protest Form should be obtained from the Intramural Supervisor and completed. The contest will continue from this point "under protest."

Rule 8: Play

Start of Game

The ball is put in play to begin the game with a jump ball at center court. The alternating-possession arrow will be utilized.

Timing

- Two eighteen minute running halves and a two minute half time will constitute a game.
 - Exception: Two twenty minute running halves in the Premier League.
- The clock will stop in the last minute of each half for all dead balls.
 - Exception: Last two minutes of each half for the Premier League.
- Each team will be granted two one-minute timeouts per game.
 - Exception: The Premier League will receive three one-minute timeouts.
- A three minute overtime period will be played in the case of a tie during playoffs ONLY. If the overtime period ends in a tie score, then another three minute extra period is played until a winner is decided. Each team shall be allowed one timeout during the ENTIRE overtime period.

Scoring

A goal is scored when a live ball enters the basket from above and remains in or passes through. A goal scored from behind the team's own 19-foot, 9-inch arc counts as three points, a free throw is worth one (1) point, and all other goals will count as two (2) points.

Mercy Rule

The game shall be ended if a team is up by 15 or more points with one minute or less remaining in the game.

Exception: In the Premier League the game shall be ended if a team is up by 20 or more points with two minutes or less remaining in the game.

Live Ball and Dead Ball

- The ball becomes live when:
 - It leaves the referee's hand for the jump ball
 - It is at the disposal of the thrower for a throw-in
 - It is at the disposal of the free thrower for a free throw
- The becomes dead or remains dead when:
 - A goal is scored
 - A held ball occurs or a ball becomes lodged between the backboard and ring or comes to a rest on the flange
 - A player or team control foul occurs
 - Time expires, an officials blows their whistle, a non-player or non-team control foul occurs in all of these cases except when:
 - A try or tap for a field goal or free throw is in flight
 - A free-throw violation by the throwing team occurs
 - A violation occurs

Out of Bounds

- A player is out of bounds when they contact the floor or any other object other than a player/person on or outside a boundary line.
- The ball is out of bounds when it is contacted by a player, person, the floor, or any object that is outside a boundary.
- The ball is out of bounds when it contacts the supports or back of the backboard, the ceiling, or the overhead equipment/supports.

Violations & Penalties

For the following violations a throw-in will be awarded to the offended team out of bounds at the location of the violation:

- Throw-in violations include leaving the designated throw-in spot, handing the ball inbounds, carrying the ball onto the court, throwing the ball directly into the goal without being touched by another player inbounds, the opponent reaching through the out of bounds boundary, and taking more than five seconds to release the ball.
- Travel: A player holding the ball may not move a foot or feet in excess of the limits prescribed.
- Kick: A player may not kick or strike the ball with any part of their leg or foot.
- Illegal Dribble: A player may not dribble a second time after their first dribble has ended unless the player has lost control due to a try for goal, touch by an opponent, or pass or fumble that has been touched by another player.
- A player may not palm or carry the ball during a dribble.
- Three Seconds: When the ball is in the front court an offensive player may only be in the lane for three seconds.
 - An exception may be made for a player who has been in the lane for less than three seconds and dribbles or moves immediately to try for a goal.
- Ten Seconds: The offensive team has 10 seconds to move the ball from the backcourt to the frontcourt when possession is gained or regained in the backcourt.
- Backcourt: If the ball travels from the frontcourt to the backcourt the team in control of the ball shall not be the first team to touch the ball in the backcourt.
- Closely Guarded: When a player is legally guarded by a defensive player within six feet, that player shall not hold the ball for five seconds or dribble for five seconds.
- Excessive Swinging of Elbows: A player may not excessively swing their elbows.

Free-throw violations have different penalties dependent upon which team committed the violation:

- If the throwing team enters or leaves a marked lane space or the shooter enters the lane prior to the ball contacting the rim the ball becomes dead and the next free-throw is attempted or the ball is awarded to the opposing team out of bounds if there are no remaining free-throw attempts.
- If the non-throwing team enters or leaves a marked lane space prior to the ball contacting the rim the free-throw shall be re-attempted if the throw is unsuccessful.

Fouls & Penalties

Incidental contact (contact that does not hinder an offensive or defensive player from normal movement) is allowed, however contact in the following forms by a player's arm(s) or leg(s) is restricted:

- Holding
- Pushing

- Charging
- Hitting
- Blocking
- Tripping

The penalty for such fouls is the ball awarded for a throw-in at the spot nearest the foul. If the player was in the act of shooting, the player is awarded free-throws instead of the ball for a throw-in. If it is a team's seventh, eighth, or ninth foul and the player was not shooting, the offended player will be awarded one free-throw. If successful, a second free-throw will be awarded. If a team has fouled 10 or more times the offended player will be awarded two free-throws. No bonus free-throws will be awarded for team control fouls.

**Any of the above fouls are considered Intentional if the player does not make an attempt to play the ball, if excessive contact occurs, if it is premeditated, or if it is designed to keep the clock from starting. The penalty is two free-throws awarded to the offended player and the ball is awarded to the offended team at the spot of the foul.

***If any of the above fouls are considered outside the scope of basketball the player will be ejected from the game. The penalty is two free-throws awarded to the offended player and the ball is awarded to the offended team at the spot of the foul.

Rule 9: Sportsmanship

The team captain is responsible for the actions of his or her team and their spectators. Additionally, the captain will ensure that his or her team is familiar with the rules of play and intramural policies and procedures contained in this handbook. Sportsmanship is a vital component for success in every intramural contest. Participants and spectators are expected to display good sportsmanship toward opponents and the Intramural Staff at all times.

Unsportsmanlike Conduct

Participants and spectators shall not commit acts of unsportsmanlike conduct. This includes, but is not limited to, arguments with staff, flagrant fouling, fighting, etc. before, during or after a contest. No player or team shall:

- Use foul or derogatory language, threaten, or verbally abuse any other participant or Intramural Employee before, during or after the game.
- Participate in a game for which he or she is ineligible.
- Argue or talk back to the Intramural Staff. Only the captain should address an official and only if done so in a courteous manner.
- Intentionally strike, push, trip or flagrantly foul another participant, spectator, or Recreational Sports Employee.
- Mistreat the facility, equipment or supplies of The Ohio State University and/or the Recreational Sports Department.

Unsportsmanlike Conduct Penalties

Any participant displaying unsportsmanlike conduct will be issued either a conduct warning or ejection by the game officials or Intramural Supervisors.

Basketball

- One Conduct Technical Foul – Conduct Warning
- Two Technical Fouls or One Flagrant Foul – Ejection
- Three Team Technical Fouls – Forfeit

Disciplinary Action

Any player receiving two conduct warnings in one game or ejected from a game is required to meet with the Coordinator of Intramural Sports. The player will be suspended from **all** intramural play until the meeting occurs and for a minimum of one week from the meeting date.

Rule 10: Co-Rec Modifications

- Each team shall consist of five players and may begin a game with as few as four players, no more than three females or three males may be on the court at one time.
- Substitutions may be made for anyone, but the sex maximum must be maintained.
- Women's baskets will count as follows:
 - 2 point field goal = 3 points
 - 3 point field goal = 4 points
 - If a woman is fouled in the act of shooting she will be awarded 3 or 4 free-throws based on the original try for goal
 - If a woman is fouled on a successful shot attempt she will receive 1 free-throw
 - Bonus free-throws will remain the same for men and women
- The mercy rule will be increased to 20 points with 1 minute remaining in the game

Rule 11: Playoffs

In addition to a positive playoff point total, teams must also maintain a "3.0" or "B" sportsmanship average during the regular season to be eligible for the playoffs. Team's averages will be formulated in the same way a student's GPA is calculated. Each sportsmanship letter grade is assigned a numerical value:

- "A" – Four (4) points
- "B" – Three (3) points
- "C" – Two (2) points
- "D" – One (1) point
- "F" – Zero (0) point

The grades for each regular season contest will be added together and divided by the total number of contests held. This will equal the team's sportsmanship average.

*For any questions or clarifications, please contact the Intramural Sports office at RPAC
614-292-2732*