

Stony Brook University
Department of Campus Recreation
BASKETBALL

DEADLINE: The deadline for rosters is **2/8/11** in the Campus Recreation office room G-7 by **5:00pm**.

All Managers must attend the MANDATORY MANAGERS MEETING @ **5:30pm** on 2/8/10 in **SAC 303**.

FEES: All teams must have a \$40.00 Forfeit Fee on file with the Intramural Office. If the team does not have a Forfeit Fee on file they must provide one at the time of registration. **Absolutely No Exceptions!!**

Any members of an Intramural team that are Faculty/Staff or Graduate Students must pay a \$20.00 participation fee before they participate. You must pay the \$20.00 fee in the Campus Recreation office. Our office is open Monday through Thursday 10am to 5pm, and on Friday 9am to 5pm.

SCHEDULE: Intramural schedules will be posted on the Bulletin Board across from the office by Friday, February 11th. It is the Manager's responsibility to record the schedule and distribute to members of your team. Games will be scheduled Monday - Thursday 8:00pm to 11:00pm in the Sports Complex Arena. Please indicate on the roster form the Days and Times your team is not available to play. Every effort will be taken to schedule according to request. **PLEASE NOTE**, for the playoffs your team may be scheduled to play any time Monday - Thursday 8:00pm to 11:00pm (preference will not be given for the playoffs).

FORFEITS/DEFAULTS: Teams are required to follow the schedule that is provided for their team. If your team is unable to attend a contest, it is the manager's responsibility to notify the Department of Campus Recreation @ 632-7168 prior to 3:00 P.M. on the scheduled day. This will be recorded as a default. Failure to notify the office by 3:00 P.M. or if no members of the team show up, the contest will result in a FORFEIT and loss of the \$40.00 forfeit fee.

UNIVERSITY I.D.: All participants must present the Intramural Supervisor with Stony Brook University I.D. to participate in the games. Also, faculty/staff and graduate participants must obtain an intramural participant card for the 2010-2011 academic year (cost is \$20.00). Individuals not possessing a **SBU I.D.** card and/or an **Intramural Participant Card** will not be permitted to participate. **ABSOLUTELY NO EXCEPTIONS!!**

THE RULES: Please check them out on our website at www.recreation.sunysb.edu

ABSOLUTELY No alcoholic Beverages are allowed at the Intramural Games!!!!
Persons abusing this rule will be banned from the Intramural program permanently



Spring 5v5 BASKETBALL Rules of Play

Players:

Each team must have a minimum of four (4) players to start the game.

Rosters are final at the completion of the second game in the regular season. Participants may only play on one (1) team per division.

Length of Game:

Two (2) sixteen-minute halves and one (1) two to three-minute halftime. The clock will **not** stop for fouls, out of bounds, jump balls, and change of possession in the first 31-minutes of play. The clock will stop in the last one minute of the second half for dead ball situations.

Teams get two (2) one-minute timeouts per game (clock will stop). Team time-outs must be declared by the five players on the game floor. Timeouts can be carried over from one half to the other. Each team will get one timeout per overtime period in the case of a tie (playoffs only); these are not cumulative.

Ties are permitted during the regular season. In post season play, if the score is tied at the end of regulation, there will be a (2) two-minute overtime. (clock will stop at (1) minute). For all overtime period's team fouls and personal fouls carry over from the second period. Each period begins with a jump ball.

All jump balls, after the first tip of the game, will be determined by using an alternating possession arrow.

Mercy Rule:

If after the commencement of the second half one team is ahead by **30 or more points**, the game can be ended at the supervisor's discretion.

Scorekeeping:

The score will be kept by trained scorekeepers with a supervisor.

Sportsmanship:

Teams must average a sportsmanship rating of 3.0 (B average) or better in the regular season to be eligible for playoffs and maintain at least a 3 (B) sportsmanship rating in each playoff game to continue to the next round.

Rules:

Substitution may only be made from made mid-court during a dead ball. No free substitution will be tolerated. The official must beckon all substitutes on to the court prior to them entering the game.

Game will start with a center jump and any two opponents may jump the ball at the center circle for the beginning of the game and start of extra periods. Teams will alternate taking the ball out of bounds at the spot nearest to where the jump ball occurs. The team not obtaining control of the initial jump ball will reset with the center jump starting extra periods.

The 3-point shot will be in effect for intramural competition

All fouls, including technical fouls, will be counted against a team total. **The first six non-shooting fouls in each half will be taken out of bounds by the team being fouled. Each non-shooting foul on and after the seventh foul will be a two shot foul.** A player committing five fouls is out of the game. After player commits a foul, he or she should raise their hand. All technical will count toward a player's total

personal fouls. All technical fouls are two shots and ball possession at mid-court. On free throws, players may enter the lane once the ball has hit the rim. If a player moves into the lane before the ball hit the rim a violation will be called.

Players foul out after their fifth personal foul (technical fouls will be included) and will be ejected after their second technical foul (or first technical 2 or flagrant 2 charge). After player commits a foul, he or she should raise their hand.

For free throws, two (2) defensive players must occupy the spaces above the blocks. Everyone must wait until the ball contacts the rim.

Swearing will not be tolerated. After one warning a team can be assessed a technical foul.

Technical Fouls:

All technical fouls will result in two foul shots by a player on the opposing team that was currently on the court; plus possession of the ball at half court.

Players ejected from a game for unsportsmanlike conduct will receive a technical foul and must leave the facility. Ejection from a game also warrants the next games suspension.

Players will be assessed a technical foul for all of the following:

- Taking a time-out with none remaining.
- Dunking and/or hanging on a basket and/or net (unless to protect other players or officials).
- Climbing on a teammate to obtain a greater height.
- Illegal substitution.
- Having more than five players on the court during a live ball.
- Berating the officials or displaying unsportsmanlike conduct (this includes foul language)
- Out of Control fan(s) and/or coaches on sidelines.
- Flagrant foul - a hard foul that could cause injury
- Fighting: Absolutely no fighting will be tolerated. This results in ejection from the game. NO WARNING!!!

Interfere with the ball after a goal or fail to promptly pass the ball to an official when called for a violation or foul.

Additional Rules for CO-ED BASKETBALL

Players:

Teams consist of 3 women and 2 men. A team shall not start a game with less than 4 players and 1 male must be present to field a legal team (3 women and 2 men, or 2 women and 2 men, or 3 women and 1 man). There must be equal or more women than men to play.