

COLORADO STATE UNIVERSITY

INTRAMURAL SPORTS

BASKETBALL RULES

Who can play:

- Full-time fee paying students and Recreation members may participate in this League.(see Intramural Sports Policies and Procedures)

Rules:

Games will be governed by the 2008-2009 National High School Federation, with the following modifications.

- Game Time: Two-18 minute halves running time. Last two minutes of the second half is stopped time. **Four-30 second timeouts per game.**
- Overtime procedure:
 - If a game is tied at the end of regulation play, a two minute overtime will be played. If a tie remains after the **second** two minute overtime, a sudden death situation will take place. (First team to lead by two points, any method). The clock is stopped time during the overtime period. Each team has one timeout per overtime.
- **Three technical fouls called on any team during a game will result in a FORFEIT.**
- Games will start with the flip of a coin for first possession and alternate possession will be used on each jump ball situation. Overtime periods will also start with the flip of a coin.
- Teams will be assessed a technical foul for dunking or hanging on the rims before the game has started and/or after the game has ended. Technical fouls given after games have ended will be assessed prior to the offending team's next game
 - If a team has a lead of 20 points or more in the last two minutes of the second half, the game will be called and the team awarded a win.

Coed Modifications:

- Five players on the court at a time maximum: two men and three women. Minimum lineup is three players: at least one of each gender.
- If a team has enough players to start a game, but players foul out so that there are fewer than 1 man and 1 women, the team will forfeit the game.

Equipment:

- All participants must wear athletic apparel and court approved shoes i.e. volleyball shoes, basketball shoes, or cross trainers. If they don't have this, they will not be able to participate
- Intramurals will provide the game ball only. Participants must provide balls for warm ups
- **No jewelry is permitted during Intramural events**
- Teams shall provide team shirts, all of one color with whole numbers, for each team member of the team. Shirts may be of any color with the exception of white. If both teams show up

with the same color of shirts, the team listed first on the schedule will wear the pennies.

***TAPED ON NUMBERS WILL NOT BE ALLOWED**

Protest:

- Protest must be declared at the time of the incident by the team captain. No protest will be considered based on an officials judgment call, or after the game has been completed. This includes the checking of rosters for illegal players.

*****ALL PARTICIPANTS MUST BRING THEIR STUDENT ID IN ORDER TO PLAY*****