

# COED BASKETBALL

## Information Sheet

### Fall 2009

**This information sheet is intended to provide basic information and rules for this activity. Please refer to the “Policies” link on the home page of the intramural web page for detailed information about policies and procedures of the Intramural Activities Program.**

#### ENTRIES OPEN

September 1, 2009 (**Entries are limited and are sold on a first come, first served basis.**)

#### ENTRY FEE

A \$30.00 non-refundable entry fee will be required at registration for each team.

#### CAPTAINS MEETING

Meetings for team captains (or a representative from each team) will be held **Thursday, September 3 at 11:00 AM in 271 RB and Tuesday, September 8 at 3:00 PM in 271 RB.** Intramural policies and procedures will be discussed during these meetings and it is important that all teams be represented at *one* of these meetings.

#### ELIGIBILITY

Fall 2009 full-time students (12 credits), and faculty/staff are eligible. Part-time students, deferred students, non-students, and spouses of students must pay an intramural activity fee for each semester in which they participate. Non-students must be active members of a BYU ward and their membership records must reside in the BYU ward that they attend.

The intramural activity fee is paid at the HHP Services Information Center in 112 Richards Building. The cost is \$20.00 per semester during fall/winter and \$10.00 for spring/summer. A BYU ID or BYU Net ID with valid picture ID is required at time of payment. This fee will enable a participant to compete in any intramural activity during the appropriate semester/term.

**To participate in a team sport, each player must be added to his online team roster. Players need to be added to their team roster by 3:00 PM for weekday games and by 3:00 PM on Friday for Saturday games.** Team rosters are limited to **eighteen** players. Each participant may play for only **one Basketball** team.

#### DAYS, TIMES, AND LOCATION

Games will be played Tuesday through Friday 6:15 PM to 10:15 PM and Saturdays 8:15 AM to 1:15 PM. Games will be played in gyms 146 and 156 of the Richards Building.

#### CHECK-IN

It is recommended that participants check-in with the activity supervisor at least ten minutes prior to game time. *All participants will need to show a valid (government, school, or work issued) picture ID before every game.* Picture ID printouts are not acceptable. Participants, whose privileges list “Fee Needed”, will need to show their paid receipt for the intramural activity fee before they can be checked-in.

#### FORFEITS

Teams are encouraged to arrive ten minutes before game time. **FORFEIT TIME IS GAME TIME!** A forfeit is given to teams having less than **four** legal players at game time (one legal player must be a male). Teams receiving their second forfeit will be dropped from regular season play and will not be eligible for tournament play. *Refunds will not be given for forfeited schedules.*

## EQUIPMENT

The participants must provide basketballs. A limited supply of basketballs is available in the locker rooms. A 28.5" (women's) basketball will be used unless *both* teams agree to use a 29.5" (men's) ball.

## UNIFORMS

The Office of Intramural Activities will provide a set of jerseys for each team. Any appropriate, modest athletic uniform is permissible (**shirts must be worn beneath the jerseys**). Sleeveless shirts are not allowed. Teams may elect to play in matching uniforms of their own choice. **Non-marking shoes must be worn.**

## OFFICIALS

The Office of Intramural Activities will provide all officials. Each team must have a **non-playing scorekeeper** at each of their games. A forfeit will be given if a team fails to supply a scorekeeper at game time. Officials and supervisors assigned to your game have the power to make decisions on any point not specifically covered by rules of the game or by intramural policies.

## LIABILITY

**All participants play at their own risk and must acquire their own insurance.**

## SPORTSMANSHIP

**Sportsmanship is everyone's responsibility.** We hope that everyone will conduct himself in a mature and friendly manner. Team captains are responsible for the conduct of their players and their spectators. Spectators may be asked to leave if necessary.

A yellow/red card system will be used to monitor unsportsmanlike behavior, rough play and improper conduct. A participant who receives a yellow card will be required to sit out for two minutes of game time. A participant who receives a red card shall be ejected from the game and will need to leave the court before play resumes. A team with a carded player will be required to play with one less player until the penalty time has expired (Yellow = 2 minutes & Red = 4 minutes).

The following are examples of yellow/red card offenses:

Yellow Card: Non-directional profanity; arguing; rough play; taunting opponents.

Red Card: Illegal participation; directional profanity; flagrant contact; fighting; threatening behavior.

## TOURNAMENT INFORMATION

There will be two divisions (upper and lower) for regular season play. At the conclusion of regular season play, eligible teams will be re-evaluated and placed in the tournament division that best fits their ability. Important tournament dates are listed below.

- Tournament classification rankings will be posted by **4:00 PM on Monday, October 26.**
- Teams will have until **4:00 PM on Thursday, October 29** to challenge classification rankings.
- Tournament brackets will be posted by **4:00 PM on Friday, October 30.**
- Tournament play begins **Tuesday, November 3.**

## RULES

Intramural basketball abides by the 2009-2010 National Federation of High School Association Rules with the following exceptions or points of emphasis:

1. *Team Composition:* Teams may consist of four (minimum) to five (maximum) players on the court. No more than two male players may be on the court at a time. A team must have at least one male player on the court at all times. No more than three female players may be on the court at a time. Team rosters are limited to eighteen participants.

2. *Game Duration:* Each game will consist of two 20-minute halves with a two-minute break between halves.
3. *Timing:* The clock will stop only for time-outs and injuries until the last three minutes of the second half, unless one team is ahead by 10 or more points; in which case the clock will continue to run. If the score differential is less than 10 points, the clock will stop on every dead ball.
4. *Timeouts:* Each team will have 3 time-outs per game. Only one time-out is permitted in case of overtime. No accumulation of time-outs is allowed.
5. *Overtime:* In the event of a tie game, during regular season play, the game will stand as a tie and each team will be credited with a win. During tournament, a three-minute overtime period will be played with the clock stopping during the last minute. If a tie still exists, another overtime is played until a winner is determined.
6. *Bonus free throws:* Two bonus free throws will be awarded after seven team fouls per half.
7. *Guarding:* A male may only guard another male, while females may guard either gender. It is considered “guarding” if the male is within six feet of the female and making an effort to interfere with her play. A male may intercept a pass from a female if he is at least six feet away from her. A male may also set a pick on a female. The penalties for males guarding females are as follows:
  - Non-shooting situation = a personal foul is given to the male.
  - Shooting situation = a personal foul is given to the male, and an automatic two points is awarded to the female. The female will shoot two free throws unless the basket is good, in which case she will shoot only one free throw.
  - Break away situation = a personal foul is given to the male, the female is awarded two points, and her team will receive the ball at half court.
8. *Distracting position:* A male may set up a distracting position within the key on a female. However, he must meet the following requirements:
  - He must be above the first row of boxes located outside the key.
  - He must have established his position for at least two seconds before the female arrives.
  - He must remain stationary in his cylinder (his arms must be in the plane of his body) while the female is within six feet of him.
9. *Rebounding:* A male may not rebound the ball while it is within the planes of the free throw lane. The penalties are as follows:
  - Defensive:
    - i. Male rebounding over a male = the ball is awarded to the other team.
    - ii. Male rebounding over a female = a personal foul is given to the male, and the ball is awarded to the other team.
  - Offensive:
    - i. The ball is awarded to the other team.
10. *Dunking:* Slam-dunking can only occur during live ball play. Dunking before the game, during halftime, or during time-outs will result in a technical foul.
11. *Equipment:* A 28.5” (women’s) basketball will be used unless *both* team captains agree to use a 29.5” (men’s) ball.

***If you have any questions contact Andrew in 145 RB (801-422-7597) or access our web page.  
<http://intramurals.byu.edu/> Have a great season!***