Team Requirements

- Teams: 5 players on the court per team, maximum
  - Minimum required: 4 players
- Up to 12 players can be checked in per game.
- All players must show their KSU ID to the Intramural Sports Staff to sign-in for each game. Players without their KSU ID will not be permitted to play.
- If one or both teams do not have the minimum number of players ready to play, the grace period will begin at game time, please see the grace period table in the IM Handbook.
  - If a team does not have the minimum number of players at the end of the grace period, that team will forfeit the match. If neither team has the minimum number of players, the game will be ruled a double forfeit.
- If a team knows that they will not be able to field a team for their upcoming match, they must complete the default form at www.ksuimsports.com by noon on the day of their game to report a default. The team will still be given a loss, but will not lose their forfeit deposit. A team can only default once per season.
  - 1 forfeit or 2 defaults in a season result in loss of forfeit deposit and removal from league
  - Following a forfeit, teams must call the Intramural Sports Office by 12:00pm the next day to remain in league
- Intramural Sports Participant must complete the Spectator Request form by 5pm to receive a Spectator Pass for their Guest at the Rec Center

Player Equipment and Behavior

Player Equipment
- All players must wear appropriate athletic uniform consisting of athletic shorts or pants, sweatpants or jogging pants, and a uniform.
  - Uniforms must be of like color
  - Player numbers must be at least 6 inches high and half an inch wide
  - Player numbers must be whole numbers between 0 and 99
  - There will be no “Shirts vs. Skins” or numbers made of tape.
- Teams must wear their designated color
- Players must wear athletic shoes appropriate for gym floors (no cleats, boots, sandals, etc.)
- All jewelry must be removed.
  - Medical alert jewelry is the only jewelry allowed and it must be taped down
  - If jewelry is seen by a staff member, it must be removed. It cannot be taped over.
- Hats and bandanas with knots will not be allowed
- Players are not allowed to wear casts or braces made of hard, unyielding material on the hand or arm. Knee and ankle braces are permitted but all exposed hinges must be covered.
- Intramural Sports staff reserve the right to not allow an injured player to play or continue playing in a match
  - A player who is in obvious pain or discomfort by performing basic sport-specific skills will not be allowed to continue

Player Behavior
- Unsportsmanlike conduct will not be tolerated. The following behaviors will result in a technical foul:
- Intentionally kicking, spiking, or throwing the ball aside from game play
- Attempting to influence the decision of an official
- Disrespectfully addressing an official or an opponent
- Playing or attempting to play without signing in with their KSU ID
- Participating in a fight (AUTOMATIC EJECTION)
- Any act deemed by an official to be unsportsmanlike

• No dunking is allowed at any time. This includes before, during, and after the game. Any player dunking will be assessed a technical foul.
  - If a dunking occurs before the game, the game will start with free throws and the offended team getting possession at half court.
  - Dunks occurring after the game will result in a technical foul on the player and free throws will be administered if it could change the outcome of the game.

• All unsportsmanlike fouls will result in two free throws and possession of the ball for the offended team, regardless of whether the foul is on a court or the bench
• Technical fouls can be assessed before during and after the game
• Officials should not be pursued off the court to discuss game issues. Harassment of an official or Intramural Staff member will result in suspension from play.
• If a team accumulates 3 unsportsmanlike penalties in a game, they will forfeit the contest
• The team captain is responsible for the conduct of his/her spectators. A team can be penalized for the actions of their spectators, including influencing the sportsmanship rating for the game.

**Game Length and Timing**

**Playing Periods**
- Games clocks will consist of two twenty minute halves with a three minute halftime
- Clock will stop only for timeouts, injuries, and unusual delays during the first 38 minutes
- During the last two minutes, the clock will stop on all whistles

**Overtime**
- Regular season games can end in a tie
- During tournament games only, overtime periods will last 3 minutes with the last 1 minute being “stop-clock.”
- If the overtime period(s) end(s) in a tie, there will be a 1 minute halftime between each 3 minute overtime period

**Timeouts**
- Each team will have 3 timeouts per game
- In overtime, each team will have 1 timeout per overtime period, timeouts from regulation time do not carry over.

**Mercy Rule**
- Single Gender
  - 40-point lead with 10 minutes or fewer remaining in the second half
  - 20-point lead with 2 minutes or fewer remaining in the second half
- Corec
  - 60-point lead with 10 minutes or fewer remaining in the second half
  - 30-point lead with 2 minutes or fewer remaining in the second half

**Facility Specifications**

- All facility specifications are to be in line with the specifications laid out in the NFHS rule book
Possession
• A jump ball shall be used to determine possession at the start of the game and overtime
• A possession arrow will be used for subsequent jump ball situations

Substitutions
• Substitute players must report to the scorer’s table and be beckoned in by the officials. Illegal substitutions may result in a technical foul.

Fouls
• Any player with 5 personal fouls will foul out and be disqualified for the remainder of the contest
  o Players may remain on the bench but will be held accountable as bench personnel
• On the 7th team foul, the offended team will reach the bonus, and on the 10th team foul, double bonus
• Technical fouls count against personal fouls and team fouls
• Two technical fouls on a player or coach will result in an automatic ejection from the game and facility
• Any player committing a flagrant foul will be immediately ejected from the game

Team Area
• A team’s bench area shall be the area immediately in front of the team’s chairs. All bench players and personnel must stay in the bench area at all times; failure to do so may result in a technical foul
• Bench personnel should limit questions and comments to the scorer’s table
• Only eligible players and one coach (non-eligible)

CoRec Modifications

Teams
• A team can have no more than 3 of any one gender on the court at once and no fewer than 2 of any one gender
  o Ex: 3 males and 2 females, 2 males and 3 females, or 2 males and 2 females (minimum)

Scoring
• Males will use regular basketball scoring: 2 points inside the arc, 3 points outside the arc
• Females scoring: 3 points from inside the arc, 4 points from outside the arc
  o When shooting free throws, females will shoot in correlation to where they were fouled
    ▪ Ex: inside the arc, 3 shots; outside the arc 4 shots.
• Technical/Intentional/Flagrant Fouls will always result in 2 shots, no matter the gender of any player involved in the play
  o If the intentional foul/flagrant foul was a shooting foul, see the table above
• Bonus situations will result in the same shots regardless of the gender of the player fouled
• Always 1-and-1 for fouls in the bonus and 2 shots for fouls in the double bonus

Any rules not specifically covered by this document will refer to the National High School Federation rule book for clarification and ruling.