



MISSISSIPPI STATE UNIVERSITY™ UNIVERSITY RECREATION

MISSISSIPPI STATE UNIVERSITY | *BASKETBALL RULES*

Please consult the Intramural Sports Participant Handbook for the complete list of Intramural Sports policies. Competitive Sports Professional Staff reserves the right to allow exemptions/modifications to these policies as deemed necessary. If you have any questions or concerns about these policies, please email our Office.

General Information

- 1) Games will be played in the Sanderson Center on Main Gym Courts 1, 2 & 3.
- 2) Please give yourself plenty of time to park and get to your games ahead of schedule.
- 3) Reminder: Team members must be signed in and ready to play at game time to avoid a forfeit.

10-minute Rule/Defaults/Forfeits/Inclement Weather:

- 1) 10-minute rule applies to various sports:
 - a. At game time, if a team is not prepared to play that team can be awarded a 10 minutes to become ready if the team ready to play grants it.
 - b. To win by forfeit, minimum number to play must be present and signed in with Intramural staff.
 - c. If a double forfeit occurs, both teams will receive a forfeit and no team will advance.
- 2) Defaults vary depending on tournament design
Loss by default will not be counted as a forfeit,
 - a. If your team is unable to make a game be sure to contact the Competitive Sports Office, no later than 3:00 PM the day of the game by submitting a [Default Form](#).
 - b. Failure to submit your default before the designated time will result in a forfeit and a \$20 forfeit fee will be assessed to your team captain, Greek Chair or Residential Chair and your team will receive a 2.0 sportsmanship rating.
- 3) Forfeits applies to various team sports and tournaments:
 - a. Team captain, Greek chair or Residential chair assumes responsibility for that team.
 - b. Captain or Chair is suspended and responsible for paying the \$20 forfeit fee.
 - c. Captain or Chair MUST pay forfeit fee PRIOR TO next scheduled game.
 - d. If a team receives three unsportsmanlike penalties (technical fouls) or two ejections, the team will forfeit the game. The game will be called and the forfeiting team will be assessed a loss and maximum sportsmanship of 2.
- 4) Inclement weather decisions will be made no later than 3pm on game day.
- 5) Schedule Conflicts
 - a. In the event of cancellations due to an outside event that cannot be controlled by either team, the Competitive Sports Department guarantees that those games will be

rescheduled so that each team gets to play at least 1 less game than the scheduled number of games.

- b. Defaults and forfeits count as played games.
- c. If teams make playoffs, be prepared to play on nights and at times that you did not originally sign up for.

Participant Eligibility

- 1) Please reference the Competitive Sports Participant Handbook for player eligibility guidelines.
- 2) All rostered participants must show a valid Mississippi State University-issued ID and be checked in with Competitive Sports Staff prior to game time and being allowed to play.
- 3) Participants may check in with Competitive Sports Staff on their teams' respective courts at any point before their scheduled game time.
- 4) *Club Sports Policy:*
 - a. On Intramural Sports Teams that play four (4) participants or less, no more than one (1) Club Sports Member for the sport that most closely resembles the intramural sport may be added to the roster and play.
 - b. On Intramural Sports Teams that play 5-8 participants, no more than two (2) Club Sports Members for the sport that most closely resembles the intramural sport may be added to the roster and play.

Concussion Protocol

- 1) If a concussion is suspected, participants of Intramural Sports Leagues and Single-Day Events should complete the Concussion Protocol Questionnaire via Accident Report with Competitive Sports Staff prior to returning to the game(s) and are advised to seek medical attention immediately.
- 2) If a participant is removed for suspected concussion, the participant must show proof of medical clearance from a medical professional to the Assistant Director of Competitive Sports before being allowed to participate in Intramural Sports.

Team Composition

Men's and Women's Teams

- 1) The maximum number of players on the court at one time is five (5).
- 2) A team must have a minimum of four (4) players to start the game.
- 3) Once started, the game may continue with less than four (4) players if the team has a chance to win.

CO-REC TEAMS

- a) The maximum number of players on the court is five (5) (3 men and 2 women or 2 men and 3 women).
- b) A team must have a minimum of 4 players to start the game
- c) Teams with four (4) players must have 2 members of each sex
- d) Once started, the game may continue with less than four (4) players if the team has a chance to win and there is at least one male and one female on the court.

- 1) If a team is not ready to play at game time, a grace period of up to 10 minutes will be enacted if the present team chooses to grant it. The game clock will run through the grace period. Read for play means dress, on the field/court, & signed in.
 - e) 0-9:59 | Awarded 2 Points/Minute | Max 4.0
 - f) 10:00 | Forfeit 0-20 | Max 2.0
2. One (1) non-playing coach is permitted to be on the bench. The non-playing coach must check in and must not be in any uniform to be considered eligible for team area privileges. All other non-players must be outside the designated team area. Coaches must remain in the immediate area of the bench; they cannot walk the length of the sideline. Team Captains are responsible for their teams' as well as fans' behavior. The non-playing coach will be recognized when it pertains to time-outs. No other bench player will be recognized for time-outs. Any other players on the court may also request a time-out.
 - A coach of the opposite sex must receive prior approval.
3. Valid Mississippi State University ID Cards are required for participation.
4. *Substitutions:*
 - a) All substitutes must report to the Scorer's Table and wait for the official to beckon the player(s) on the court. Exceptions include injured players, players who foul out, or who are ejected. Substitutions that are not beckoned in by the Official may not be permitted to enter the playing court.

Roster

- 12 player limit for Men's, Women's, and Co-Rec teams.
- Once a player checks in on a team, they are locked onto that roster and will remain on that roster throughout the entire season, to include playoffs.
- To be eligible for playoffs, a player must play in at least one regular season game.

Equipment & Uniforms

- Competitive Sports will provide a game ball which is not permitted for team use during warm-up.
- We encourage teams to come ready to play in their own jerseys with legible numbers. In the event that teams do not come ready to play in the same or similar color jerseys with visible numbers, ALL team members MUST wear jerseys or pennies with numbers provided by Competitive Sports.
 - *Pinnie Checkout System:*
 - Team Captains may checkout a loop of pinnies from Competitive Sports Staff in the event not all players have come ready to play (see definition above).
 - To check out a loop of pinnies, Captains should indicate such to Competitive Sports Staff during the check-in process.
 - Captains cannot check out individual pinnies during Intramural Contests.
 - Competitive Sports Staff will retrieve a loop of like-colored, numbered pinnies and record that loop's identification information on the game sheet.

- Captains should then distribute pinnies and maintain location of any remaining plus the loop itself.
- After the game has ended, the captain shall retrieve all dirty pinnies and put back on their respective loop. When returning to Competitive Sports Staff, Captains should count out the pinnies aloud to make sure that the right amount has been returned.
 - Pinnies must be returned on the loop with both sleeves looped.
- If Captains return loops with the incorrect number of pinnies, Captain's will be charged \$20 per pinnie to their mystate accounts.
- Shirts are REQUIRED to be worn under Competitive Sports checked out pinnies
- Jerseys must be tucked into shorts.
- Participants must wear closed-toed shoes with non-marking soles; Cleats are not permitted for play on the Main Gym Courts of the Sanderson Center.

ILLEGAL EQUIPMENT

- **All jewelry, of any type, must be removed.**
- Head decorations, headwear, billed hats and bandannas are illegal. Only elastic headbands and hair control devices are permitted. Participants are permitted to wear knit caps/beanies so long as there is not any hard materials or knots on them.
- Hard and unyielding items (guards, casts, braces, etc.) on the hand, wrist, forearm, elbow, upper arm or shoulder must be padded.
- Pants or shorts may NOT have pockets. Shorts or pants with zippers or pockets with duct tape are NOT authorized.
- You must schedule an appointment with a Competitive Sports Coordinator prior to playing if you have a special equipment need (i.e. medical or religious). All equipment decisions made on site by the Intramural Sports Staff on duty shall be final.

GAME TIME AND LENGTH

Co-Rec, Fraternity, Men's Maroon (Competitive), Men's White (Recreational), Sorority/Women's

- Games will consist of two (2) 20-minute halves with a running clock except during timeouts and the final 2 minutes of the second half.
- During the 2 minutes of the 2nd half and all of overtime:
 - The clock will stop for all made baskets (when the ball passes through the net)
 - Offensive team can ask to advance the ball to the division line/half-court line opposite the table
 - Each team receives one (1) free advancement
 - Any additional requests require a timeout by the offensive team.
 - If the offense has rolled, dribbled, passed, thrown, or advanced the ball due to any of the aforementioned reasons, they cannot request an advancement.
- Mercy Rule
 - Game will end and the mercy rule will be upheld if the point differential is as follows:
 - 50 at 5 minutes

- 40 at 4 minutes
- 30 at 30 minutes
- 20 at 2 minutes
- If the points differential is 15 points in the last minute of the second half the clock will not stop except for officials/team timeouts

o The Competitive Sports Staff may enforce the mercy rule and not allow the teams to continue playing if either sportsmanship, or safety of the players become an issue.

o When the game is nearing the end of the second half and both the winning team is not trying to score, and the losing team is not actively playing defense the intramural staff can end the game.

o Teams may change their decision at any time if they wish to stop playing and end the game.

Timeouts

- Only a player on the court or a designated coach may call for a timeout
- Timeouts do not carry over to the next half or into overtime(s)
- Each team gets three (3) timeouts per half
 - Timeouts are 30 seconds in length
- Overtime – Each team gets one (1) 30-second timeout for each overtime.
- Coaches and spectators are not permitted on the court during time-outs
- Timeouts must be called by a player on the court or by a designated person
- Any timeouts taken after the 3 will be awarded to the team. But will result in a technical foul, two free throws and a loss of possession.

Beginning a Game

- Each game begins with a captain's meeting
- Jump ball procedure will be used to start the game and the overtime period and any subsequent overtime periods. All other held ball situations during the game will be determined by alternating possession [arrow].
- Teams must warm up on the opposite basket of their bench pre-game and the basket in front of their bench at halftime
- Teams will start by shooting at the basket opposite their bench

Halftime

- Halftime will be 5 minutes in length
- After halftime, teams will switch direction on the court and play in the direction of their bench

Scoring

- Field goals from beyond the 3-point line = 3 points
- All other field goals = 2 points
- Free throw = 1 point

Forfeit and Default Scoring

- Forfeit in a single sex game = 20-0. Sportsmanship rating = 2
- Forfeit in a CoRec game = 20 – 0. Sportsmanship rating = 2

Court Dimensions

- Courts are lined with 2” end lines and sidelines. The ball becomes out of play when it contacts any part of that boundary.

Violations

- If a violation occurs, the ball will be given to the defending team at the spot closest to where the violation occurred.

Fouls

- *Personal Fouls*
 - Personal fouls involve contact during a live ball, including when committed by or on an airborne shooter. *Penalty:* Awarding of one, two or three free throws when in the act of shooting, or a made basket or the ball for a throw-in to a player of the offended team.
 - No Free Throws For:
 - A common foul before the bonus rule is in effect
 - A double personal foul
 - A double technical foul
 - A player or team control foul
 - 2 free throws are awarded if the foul is determined intentional or flagrant, plus the ball opposite the table at mid-court for throw-in. Alternate possession arrow status is maintained.
- *Technical Fouls*
 - A technical foul is awarded but is not limited to:
 - A player touches the ball while in flight on a free throw
 - A player calls time out when the team has none left
 - A player hangs on the rim or dunks during warmups
 - A player intentionally slaps the backboard while the ball is in flight toward the goal, causing a vibration on the rim and thus gains an advantage
 - A player reaches over the in-bound line and touches the ball while the opposing player is in possession of the ball
 - In the Official’s judgement, a player is acting in an unsportsmanlike manner e.g. profanity, physical altercation, etc.
 - *Penalty:* The offended team is awarded 2 free throws (any shooter currently in the game unless substituting for exceptions listed above) and the ball opposite the table at mid-court for throw-in. Alternate possession arrow status is maintained.
- *Bonus Free Throws & Disqualification*
 - When one team commits 7 fouls during the half, their opponent will shoot a one and one during common foul situations. Starting on the 10th foul, teams will automatically shoot two free throws Exception: Player and team control fouls.
 - Team total fouls reset during after each half . Exception: fouls accumulated in the second half will carry over into each overtime.

- If an individual accumulates 5 fouls for the game, they are considered “fouled out” and a substitution must be made for that player. If there are no more substitutes available, the team must play with 4 players. If a player’s 5th foul brings a team to 3 players, then it will be the Officials’ discretion if the game should continue or be recorded as a sportsmanship-related loss.
- A player will automatically be ejected after 2 technical fouls are called on that individual. However, a conduct technical may result in automatic ejection and/or forfeiture of the game. A team committing 3 conduct technical fouls e.g. profanity, physical altercation, etc. Shall receive a forfeit and a loss for that game.

Definitions

- Basket Interference | Occurs when a player:
 - Touches the ball or any part of the basket (including the net) while the ball is on or within either basket
 - Touches the ball while any part of the ball is within the imaginary cylinder which has the basketball ring as its lower base
 - Touches the ball outside the cylinder while reaching through the basket from below
 - Pulls down a movable ring so that it contacts the ball before the ring returns to its original position
- Blocking | Illegal personal contact which impedes the progress of an opponent with or without the ball.
- Charging | Illegal personal contact caused by pushing or moving an opponent’s torso.
 - A player who is moving with the ball is required to stop or change direction to avoid contact if a defensive player has obtained a legal guarding position in their path.
 - If a guard has obtained a legal guarding position, the player with the ball must get their head and shoulders past the torso of the defensive player. If contact occurs on the torso of the defensive player, the dribbler is responsible for the contact.
 - There must be reasonable space between two defenders or a defensive player and a boundary line to allow the dribbler to continue their path. If there is less than 3 feet of space, the dribbler has the greater responsibility for the contact if it ensues.
 - The player with the ball may not push through the torso of the guard to gain an advantage to pass, shoot, or dribble.
- Closely Guarded | Occurs when a player in control of the ball in their team’s frontcourt, is continuously guarded by an opponent who is within 6 feet of the player who is dribbling the ball. The distance shall be measured from the forward foot/feet of the defender to the forward foot/feet of the ball handler. It shall be terminated when the offensive player in control of the ball gets their head and shoulders past the defensive player. While closely guarded anywhere in the front court, holding or dribbling the ball for five (5) seconds will result in a violation. The ball will be given to the defending team.
 - *Note:* A player can be “closely guarded” for about 12 seconds without a 5-second violation (4 seconds holding the ball + 4 seconds dribbling the ball + 4 seconds holding the ball again).

- Continuous Motion | Applies to a try or trap for field goals and free throws, but it has no significance unless there is a foul by any defensive player during the interval which begins when habitual throwing movement starts a try or with the touching on a tap and ends when the ball is clearly in flight; If an opponent fouls after a player has started a try for a goal, he/she is permitted to complete the customary arm movement, and if pivoting or stepping when fouled, may complete the usual foot or body movement in any activity while holding the ball. These privileges are granted only when usual throwing motion has started before the foul occurs and before the ball is in flight; Does not apply if a teammate fouls after a player has started a try for a goal and before the ball is in flight. The ball becomes dead immediately.
- Goaltending | Occurs when a player touches the ball during a field-goal try or tap while it is in its downward flight entirely above the basket ring level and has the possibility of entering the basket in flight, or an opponent of the free thrower touches the ball outside the cylinder during a free-throw attempt.
- Held Ball | Opponents have their hands so firmly on the ball that control cannot be obtained without undue roughness. An opponent places his/her hand(s) on the ball and prevents an airborne player from throwing the ball or releasing it on a try.
- Traveling | Moving a foot or feet in any direction in excess of prescribed limits while holding the ball.

Procedure for Protests

- Only rules interpretation and player eligibility may be protested in Intramural Sports. If your team wishes to protest regarding either of the two items outlined above, it should be addressed to the Competitive Sports Staff during the game in question, the game must stop and should only resume once the protest is fulfilled.

Sportsmanship Policy

Intramural Basketball Conduct Scores will be adjudicated and awarded by the Officials Crew and are *final* upon conclusion of each contest. Captain's signatures are necessary on site.

Sportsmanship Ratings can be found in FusionPlay and are not eligible for protest. If you have a question or concern about the finalized result of a game or your conduct score, please contact our Competitive Sports Office within one (1) business day after the game in question. After that time has passed, score adjustments and conduct score inquiries will not be considered.

- **5- Excellent Conduct and Sportsmanship** - Players cooperate fully with the officials and other team members. The captain calmly converses with officials about rule interpretations and calls. The captain also has full control of his/her teammates. Teams that win by forfeit will receive a "5."
- **4- Good Conduct and Sportsmanship** – Team members verbally complain about some decisions made by the officials and/ or show minor dissension, which may or may not merit a yellow card (soccer), unsportsmanlike flag (flag football), technical foul (basketball). Teams that receive 1 yellow card, unsportsmanlike flag or technical foul will receive no higher than a "4" rating.
- **3- Average Conduct and Sportsmanship** – Team shows verbal dissent towards officials and/or the opposing team, which may or may not merit a yellow card, unsportsmanlike

flag or technical foul. Captain exhibits minor control over his/her teammates but is in control with himself/herself. Teams receiving multiple yellow cards, unsportsmanlike flags or technical fouls will receive no higher than a “3” rating.

- **2- Below Average Conduct and Sportsmanship** – Teams constantly comment to the officials and/or the opposing team from the field and/or the sidelines. The team captain exhibits little or no control over teammates and/ or himself/herself. A team which receives one red card or ejection can receive no higher than a “2” rating.
- **1- Poor Conduct and Sportsmanship** – Team is completely uncooperative. Captain has no control of teammates, and/ or himself/herself. A team which receives multiple ejections can receive no higher than a “1” rating.
- **0- Unacceptable Conduct and Sportsmanship** – Individuals/teams participated after the consumption of alcohol or drugs. If the contest has begun when discovered, the player or players will be immediately removed from the facility, and the contest will be forfeited to the opponent.

In order to be eligible for playoffs, a team must obtain at least a 3.67 average sportsmanship rating through the regular season and maintain a 3.67 or higher throughout the entirety of post-season play to move on in the bracket. There must be a win percentage of 0.500 or better (at least 2 games) and team captains must have completed the quiz. *Please Note:* Only participants listed on the roster during the regular season and have checked in for at least one regular-season game are able to participate in playoffs.

Further questions can be directed to competitive@saffairs.msstate.edu