

**WESLEY COLLEGE INTRAMURALS
4-ON-4 BASKETBALL RULES**

GENERAL INFORMATION:

ELIGIBILITY

1. THE TEAM CAPTAIN MUST MAKE SURE THE TEAM ROSTER IS SUFFICIENTLY COMPLETE BY GIVEN DEADLINE. ALL PLAYERS' NAMES MUST BE ON THE ROSTER AND ELECTRONICALLY SIGNED THE APPROPRIATE INFORMATION VIA IMLEAGUES IN ORDER TO PARTICIPATE.
2. EACH TEAM MUST SUBMIT THE \$20 REGISTRATION FEE BY THE GIVEN DEADLINE. CHECKS MAY BE MADE OUT TO "WESLEY COLLEGE." TEAMS THAT FORFEIT ONE OR FEWER (NONE) GAMES WILL RECEIVE A REFUND OF \$10 AT THE END OF THE LEAGUE. REFUNDS WILL BE DIRECTLY DEPOSITED INTO THE WESLEY COLLEGE ACCOUNT OF THE TEAM MEMBER WHO PAID THE FEE. TEAMS FORFEITING TWO OR MORE GAMES WILL NOT RECEIVE A REFUND.
3. IT IS THE TEAM CAPTAIN'S RESPONSIBILITY TO NOTIFYING HIS/HER TEAM WHEN AND WHAT TIME THEIR GAMES ARE.
4. ALL PARTICIPANTS MUST BE FULL-TIME STUDENTS AT WESLEY COLLEGE UNLESS OTHERWISE PERMITTED BY THE COORDINATOR FOR INTRAMURAL SPORTS.
5. CAPTAINS MAY ADD OR DELETE PLAYERS FROM THEIR ROSTER PRIOR TO THEIR TEAM'S LAST TWO REGULAR SEASON GAMES THROUGH IMLEAGUES. SPECIFIC INSTRUCTIONS WILL BE COMMUNICATED TO ALL TEAM CAPTAINS DURING THE CAPTAINS MEETING.
6. PLAYERS MUST COMPETE IN AT LEAST 2 REGULAR SEASON GAMES TO BE ABLE TO PLAY IN THE PLAYOFFS UNLESS OTHERWISE PERMITTED BY THE COORDINATOR FOR INTRAMURAL SPORTS.

**ALL PLAYERS MUST ABIDE BY THE POLICIES IN THE INTRAMURAL HANDBOOK,
AVAILABLE ONLINE AT WWW.STUDENTLIFE.WESLEY.EDU**

**ALL PLAYERS ARE REQUIRED TO PRESENT THEIR WESLEY COLLEGE ID PRIOR TO EVERY
GAME. THOSE WHO FAIL TO SHOW THEIR ID WILL NOT BE ALLOWED TO PARTICIPATE.**

FORFEITS:

IF A TEAM IS UNABLE TO FIELD ENOUGH PLAYERS FROM THEIR ROSTER WITHIN 5 MINUTES OF THE SCHEDULED GAME TIME THEY WILL FORFEIT THE GAME. IF A TEAM FORFEITS MORE THAN 2 GAMES DURING THE SEASON THE TEAM MAY BE REMOVED FROM THE LEAGUE AT THE DISCRETION OF THE INTRAMURAL COORDINATOR.

IF A TEAM FORFEITS, THE WINNING TEAM WINS THE MATCH WITH A SCORE OF 3-0.

**PLAYERS ARE NOT PERMITTED TO COME TO GAMES INTOXICATED, OR UNDER THE
INFLUENCE OF DRUGS. IF IT IS SUSPECTED THAT SOMEONE HAS BEEN DRINKING OR
ENGAGING IN ILLEGAL SUBSTANCES, THEY WILL NOT BE ALLOWED TO PARTICIPATE AND
ASKED TO LEAVE THE PREMISES**

RULES AND REGULATION:

GAME PLAY

- THE OFFICIATING WILL BE DONE BY THE INTRAMURAL OFFICIALS WHO ARE IN ABSOLUTE CONTROL OF THE GAME. TEAMS ARE RESPONSIBLE FOR KEEPING THEIR SPECTATORS UNDER CONTROL. MISCONDUCT OF SPECTATORS, PLAYERS OR COACHES CAN RESULT IN ASSESSMENT OF A BENCHING, EJECTION OR FORFEITURE OF THE GAME. SPECTATORS MUST ALSO REMAIN IN THE AREA DESIGNATED BY THE OFFICIALS. THE OFFICIAL SHALL HAVE THE POWER TO MAKE DECISIONS ON ANY MATTERS OR QUESTIONS NOT SPECIFICALLY COVERED IN THE RULES.
- GAMES WILL BE CONDUCTED IN A FULL COURT AREA.
- 4-ON-4 CO-ED; 1 MALE OR FEMALE FROM EACH TEAM MUST BE REPRESENTED ON THE FLOOR AT ALL TIMES.
- TEAMS MUST BEGIN THE GAME WITH AT LEAST THREE PLAYERS, AND MAY FINISH WITH A MINIMUM OF THREE PLAYERS. TEAMS ARE ALLOWED TO HAVE SIX PLAYERS ON THEIR ROSTER.
- ALL PLAYERS NOT IN THE GAME AT THE TIME MUST STAND OUTSIDE THE GATE.
- SUBSTITUTIONS MAY BE MADE AT ANY TIME DURING A DEAD BALL. NO SUBSTITUTIONS MAY BE MADE AFTER A MADE BASKET.
- THE GATE WILL BE CLOSED WHILE THE BALL IS IN PLAY.
- A COIN TOSS DETERMINES WHICH TEAM PUTS THE BALL IN PLAY TO START THE CONTEST. FOR THE REST OF THE GAME (INCLUDING SUBSEQUENT GAMES) THE ALTERNATING POSSESSION RULE IS IN EFFECT.
- THERE WILL BE NO BACK COURT VIOLATION.
- THE BALL DOES NOT NEED TO BE CHECKED UP EACH POSSESSION. THE BALL IS LIVE UNLESS A DEAD BALL SITUATION OCCURS. EVERY TIME THE BALL CHANGES POSSESSION, IT MUST BE BROUGHT IN THROUGH AN INBOUND.
- IF THE BALL IS NOT PROPERLY INBOUNDED, THIS WILL RESULT IN A TURNOVER.
- ONLY WHEN THE BALL NEEDS TO BE INBOUNDED WILL THE WHITE OUT OF BOUNDS LINE COUNT AS A BOUNDARY. WHEN THE BALL IS IN PLAY, THE SURROUNDING GATE WILL BE CONSIDERED OUT OF BOUNDS.
- MATCHES WILL BE 2 GAMES THAT WILL BOTH COUNT TOWARD YOUR TEAM'S WIN LOSS RECORD.
- A TEAM CAN WIN BY EITHER SCORING 21 POINTS WITH A LEAD OF TWO, OR BY BEING THE FIRST TEAM TO SCORE 25 POINTS.
- THERE WILL BE A 15-MINUTE TIME LIMIT FOR EACH GAME WITH A 3 MINUTE BREAK BETWEEN GAMES. THE TEAM WITH MORE POINTS AT THE END OF THE 15 MINUTES WILL WIN THAT GAME.
- DURING THE REGULAR SEASON, IF THE TEAMS ARE TIED AT THE END OF THE 15 MINUTES, THE TEAM TO SCORE THE NEXT POINT WINS THAT GAME.
- ODD OR EVEN CHOICE WILL DETERMINE WHO HAS POSSESSION OF THE BALL FOR OVERTIME. DURING THE PLAYOFFS, THE TEAM MUST WIN BY TWO POINTS.
- EACH TEAM WILL BE GRANTED ONE 30 SECOND TIMEOUTS PER GAME.
- 15 MINUTE RUNNING CLOCK
- CLOCK WILL BE STOPPED ONLY FOR INJURY.
- A 30 SECOND SHOT CLOCK FOR EACH OFFENSIVE POSSESSION WILL BE IMPLEMENTED.
- ALL FIELD GOALS INSIDE THE 3-POINT ARC WILL COUNT AS ONE POINT. ANY SHOT OUTSIDE THE 3-POINT ARC WILL COUNT AS TWO.

- TEAMS WILL ALTERNATE POSSESSION ON MADE BASKETS. THE BALL MUST BE PASSED IN THROUGH A PROPER INBOUND AFTER MADE BASKETS.
- THE DEFENSIVE PLAYER MUST GIVE THE OFFENSIVE PLAYER THAT INBOUNDS THE BALL AT LEAST 3 FEET TO PASS THE BALL TO A TEAMMATE.

FOULS AND VIOLATIONS

- PLAYERS FOUL OUT ON THEIR FOURTH FOUL PER CONTEST. THAT PLAYER CAN THEN RE-ENTER UPON THE NEXT CONTEST.
- IF A FOUL IS CALLED AND THE SHOT IS MADE, THE BASKET WILL COUNT BUT THE BALL WILL CHANGE POSSESSION (FOR EXCEPTIONS SEE RULES 3 & 4).
- **FOULS:** ALL FOULS ARE COMMON FOULS.
- FOR THE FIRST SIX (6) FOULS, THE BALL WILL BE TAKEN BACK AND CHECKED UP BY THE FOULED TEAM.
- BEGINNING WITH THE SEVENTH (7) TEAM FOUL, (IF SHOOTING), THE PLAYER FOULED WILL BE AWARDED ONE (1) FREE THROW FOR ALL SHOTS INSIDE THE 3-POINT ARC, OR THEY WILL BE AWARDED TWO (2) FREE THROWS IF THE PLAYER SHOT BEHIND THE 3-POINT ARC.
- IF THE FOUL WAS NOT A SHOOTING FOUL, THE PLAYER FOULED WILL BE AWARDED (1) ONE FREE THROW. AFTER THE FREE THROW(S) THE BALL WILL CHANGE POSSESSION, REGARDLESS IF THE FREE THROW(S) WAS MADE OR NOT.
- ON THE TENTH (10) TEAM FOUL AND NO BASKET; THE PLAYER FOULED WILL BE AWARDED ONE (1) FREE THROW (OR 2 FREE THROWS IF SHOOTING BEHIND THE 3-POINT LINE) AND THE SHOOTING TEAM WILL RETAIN POSSESSION, REGARDLESS IF THE FREE THROW IS MADE OR NOT. ON A MADE BASKET: THE BASKETBALL WILL COUNT AND THE SHOOTING TEAM WILL RETAIN POSSESSION, REGARDLESS IF THE FREE THROW IS MADE OR NOT.
- IF A TECHNICAL FOUL IS CALLED, THE OPPOSING TEAM WILL RECEIVE A POINT AND BE AWARDED THE BALL. TWO (2) TECHNICAL FOULS ON ANY PLAYER WILL RESULT IN THAT PLAYER BEING EJECTED. ANY EJECTED PLAYER MUST MEET WITH THE COORDINATOR OF INTRAMURAL SPORTS BEFORE THE TEAM'S NEXT GAME.

SCHEDULING AND RESULTS:

- TEAMS SHOULD PLAN TO ARRIVE TO GAMES 5-10 MINUTES BEFORE THE SCHEDULED START TIME.
- IF A TEAM CANNOT PLAY AT THE SCHEDULED TIME, THEY ARE RESPONSIBLE FOR CONTACTING OTHER TEAMS TO SEE IF THEY CAN SWITCH GAME TIMES FOR THE SAME NIGHT OF PLAY.
- AFTER EVERY GAME THE RESULTS OF ALL THE GAMES AND TEAM STANDINGS WILL BE UPDATED ON THE IMLEAGUES WEBSITE.

PLAYERS AND EQUIPMENT:

- ALL PLAYERS MUST SHOW THEIR WESLEY COLLEGE ID TO THE STUDENT MANAGER
- PLAYERS CANNOT WEAR ANY JEWELRY, HATS OR ANYTHING THE OFFICIALS DECLARE DANGEROUS
- CASTS OR BRACES MADE OF HARD SUBSTANCE MUST BE COVERED BY PADDING
- IT IS RECOMMENDED THAT ALL THE PLAYERS ON A TEAM WEAR THE SAME COLOR.
- MUST WEAR RUBBER-SOLED GYM SHOES
- PLAYERS MAY ONLY PLAY ON ONE TEAM
- FIGHTING WILL RESULT IN DISQUALIFICATION OF BOTH TEAMS.
- SPORTSMANSHIP COUNTS!!!!
- ONLY ONE VARSITY PLAYER ON COURT AT A TIME PER TEAM