



FALL BASKETBALL RULES

All rules changes for 09/10 will be in this font.

1. ALL PARTICIPANTS MUST BRING THEIR CURRENT CREIGHTON PICTURE ID TO ENTER THE KIEWIT FITNESS CENTER. ID checks may be made to verify eligibility of players. Players without proper ID will not be allowed to participate. A player may only play on one Men's/Women's Basketball team and one Co Rec Basketball team. Any player playing for more than one Men's/Women's, or Co Rec Basketball team will render that player ineligible for both teams and put both teams in jeopardy of forfeit. Creighton Intramural Sports guidelines concerning eligibility are in effect. For further eligibility information refer to the IM Web Page.
2. National Federation of State High School Association rules will govern play except where Creighton Intramural modifications are stipulated.
3. **NO PLAY-OFF GAMES.**
4. All players must agree to the following: *Intramural Sports activity. **I acknowledge that participation in the activity may involve the risk of bodily injury, property damage, or any other danger. I freely assume all risk of loss, property damage, or personal injury, including death, that may be sustained by me as a result of participating in the activity, whether caused by the negligence of Creighton University, its agents and employees, or otherwise. I hereby release, waive, and discharge Creighton University, its Board of Directors, and its agents and employees from all liability to me, my personal representatives assigns, heirs, and next of kin, for all loss or damage and any claims or demands thereof, including attorney's fees, on account of injury to myself or my property. I agree to indemnify, defend, and hold harmless Creighton University and any of its directors, employees, and agents from any and all claims and cost arising directly or indirectly as a result of my participation in the activity.***
5. **Game time is forfeit time.** Teams failing to be represented at the proper court by at least four (4) eligible players at game time shall forfeit the game. If a team forfeits twice during the season, they will be ineligible for further competition.
6. Teams will not be able to warm-up with the IM Sports game balls. Teams should bring their own basketballs for warm ups or check out available balls from the IM Supervisor.
7. Teams must begin a game with at least four (4) players, and finish a game with no less than three (3) players. Prior to each game, team captains must check the roster on the score sheet for accuracy and write in jersey numbers. Beginning with the first game, all players must check in with the IM supervisor. The Supervisor will sign in all players and their NET ID on the score sheet. The team captain may add players to their roster until their third regular season game. Following the third game, the team captain must verify his/hers roster. No players may be added once the team roster has been verified.
8. Players **may not wear hats, bandanas, watches, or jewelry of any kind.**
9. Each team is **REQUIRED** to provide a scorekeeper for each game. **NO EXCEPTIONS.** If a team fails to provide a scorekeeper, the team will forfeit the game. If the scorekeeper is a player, s/he **MUST** remain as the scorekeeper for the **entire half**. One scorekeeper will monitor the score sheet including score, fouls, and alternating possession. The other scorekeeper will monitor the scoreboard. The officials and the scorekeepers will resolve any discrepancies in the score.



SCORE KEEPERS must have a valid KFC membership (If they do not...they will be required to purchase a guest pass in order to enter the facility). For the safety of the players and users of the KFC, Spectators must watch from the "Spine" area above the Activity Courts.

10. Each player must wear jerseys/t-shirt with numbers on the back. The entire team must wear the same color jersey/t-shirt. The IM Department will no longer provide jerseys due to health reasons. **Each player must bring two sets of color shirts with numbers on the back (ex. 1 blue & 1 white) incase teams have the same colors.**
11. A game will consist of two (2) twenty-minute running halves. A five (5) minute break will be allowed between halves. The clock will run during fouls and free throw attempts (including technical fouls). The clock will be stopped on all whistles during the last two (2) minutes of the second half. *New for 09/10: The clock will no longer stop in the first half, unless a timeout has been called.*
12. There is no overtime.
13. A tip-off will be used at the start of the game. The alternating possession rule will be used for all other jump-ball situations.
14. **If a team is leading by 40 points or more at any point in the second half, the game ends immediately. If a team is leading by 20 points or more with two minutes or less in the second half, the game ends immediately.**
15. Each team will be allowed three (3) thirty-second time-outs per game. The clock will stop during all time-outs. Each team will be allowed one (1) time-out in each overtime period. Unused time-outs will not carry over to any subsequent overtime period.
16. Dunking is legal during play, but is illegal before and after the game, during halftime, and during any timeout or dead ball. Grasping or hanging on the rim is illegal at all times, unless to prevent injury. Violations of this rule are penalized by a technical foul.
17. Each player is allowed five (5) fouls per game before disqualification. Every foul, personal or technical, counts towards player disqualification and total number of team fouls per half. A player receiving two (2) technical fouls in a single game will be ejected immediately. Ejected participants are immediately ineligible from all intramural sports activities and must make an appointment with the Assistant Director to be reinstated. Further suspension is the decision of the Assistant Director. Ejected participants must leave the Kiewit Fitness Center immediately – they are not allowed to watch the remainder of the contest from any place inside the facility, including the walkway above the courts. The game will end immediately after a team has committed three (3) technical fouls.
18. **Unsportsmanlike conduct will not be tolerated.** Every individual that participates or is a spectator is responsible for their own behavior. Individuals are expected to behave in a manner that respects and promotes the dignity of all persons. Teams will be penalized for unsportsmanlike acts committed by their players, bench personnel, and/or fans. Any team that commits multiple unsportsmanlike conduct infractions during the season/play-offs will be dropped from the program.
19. Unsportsmanlike behavior or violations of the Creighton University Code of Conduct may be forwarded to the Office of Student Integrity for further review. As a participant in intramural sports, you are part of our program for the entire season, not just the immediate time when your team is on the court.



20. Unsportsmanlike conduct includes actions which are unbecoming to be an ethical, fair, and honorable individual. It consists of acts of deceit, disrespect or vulgarity, and includes taunting. Examples:
- a. Refusal to comply or abide by the request of a supervisor/official
 - b. Committing a flagrant foul
 - c. Dunking or grasping the rim during pre-game or intermission
 - d. Leaving the court of play between plays to gain an advantage
 - e. Showing disrespect to staff, players, coaches or fans (which includes using profanity, taunting, insulting vulgar language or gesture)
 - f. Attempting to influence a supervisor/officials decision
 - g. Disrespectfully addressing an official
 - h. Objecting nonverbally to a supervisor/officials decision
 - i. Players/Non Players entering on the field illegally
 - j. Intentionally contacting a game supervisor/official
 - k. Leaving the team area and entering the field of play during an altercation
 - l. Participating while wearing illegal equipment
21. ***New for 09/10: All technical and intentional fouls will result in two points automatically awarded to the non-offending team. The non-offending team will then receive the ball at the division line.*** Technical fouls given to fans or bench personnel shall be assessed against the team, not the captain.
22. Any participant that receives two technical fouls in the same game shall be ejected. Ejected participants are immediately ineligible to participate in all intramural activities and must meet with the Assistant Director or his designee for reinstatement.
23. ***New for 09/10: If a team receives three unsportsmanlike technical fouls in the same game, that team loses by forfeit and the game shall end immediately. The team will receive and unacceptable sportsmanship rating and must meet with the Assistant Director prior to the next game for potential reinstatement.***
24. Bonus free throw (“**one and one**”) will be awarded to the offended player for every common foul beginning with the seventh team foul in each half. EXCEPTION: free throws are never shot for player control fouls. NOTE: There is “double bonus” when a team reaches 10 team fouls.
25. ***New for 09/10: On free throws, no player occupying a marked lane space may break the plane of the free throw lane until after the ball hits the rim. Players may fill the first, second, and third spaces (the fourth space must remain open).***
26. Substitutions may enter the game at any dead ball. SUBS ARE RESPONSIBLE FOR GAINING THE ATTENTION OF THE OFFICIAL BEFORE ENTERING THE GAME. NO SUBSTITUTION ON THE “FLY”. Illegal substitutions will result in a technical foul.
20. If a player is bleeding, the game will be stopped and the player must come out of the game and receive first aid treatment to stop the bleeding and cover the wounded area before returning to the game.
21. Any action by a player or team that delays the game is prohibited (e.g., huddling before free throws, not lining up promptly for free throws, knocking the ball away from the end line after a made basket, failing to promptly give the ball to an official after play has been whistled dead,



Creighton Intramural Sports
www.creighton.edu/CampusRecreation/IM/
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etc.). PENALTY: Any first violation by a player or team shall result in a team warning. Any subsequent delay by any player on that team shall result in a team technical foul.