**Registration Period:** May 21st – October 17th  
**League Dates:** October 22nd – November 15th  
Teams will be scheduled 1-2 games a week, Monday through Thursday, games starting on the hour from 6:00 PM – 11:00 PM.

### Intramural Sports Handbook
- All participants are required to adhere to the policies of Recreation and Wellness. Our policies are located online [here](#).
- In the Intramural Sports Handbook, you will find information regarding:

<table>
<thead>
<tr>
<th>Team Information</th>
<th>Participant Information</th>
</tr>
</thead>
<tbody>
<tr>
<td>Registration</td>
<td>Eligibility</td>
</tr>
<tr>
<td>Forfeit procedures</td>
<td>Valid ID’s</td>
</tr>
<tr>
<td>Team jerseys</td>
<td>Participant conduct</td>
</tr>
<tr>
<td>Sportsmanship rating</td>
<td>Safety</td>
</tr>
<tr>
<td>Protest procedures</td>
<td>Alcohol and drug policy</td>
</tr>
</tbody>
</table>

**Courts**
- All games will be played on the basketball courts in the RecPlex.
- Games will be played half-court.

**Players and Rosters**
- **Open:** Games are played 3v3. A minimum of three players is necessary to start a game.
- **Co-Rec:** Games are played 3v3. Teams must have at least one player of each gender on the court at all times.
- **Substitutions:** May be made at any time during a dead ball.
- **Eligibility:** All participants must be either NSU students or faculty/staff.
- All participants must bring their valid NSU ID to play.
- Players must have signed the participation waiver to be eligible to participate in any contest.

**Equipment**
- Players on a team must wear the same colored jersey with individual numbers (0-99). Shirts and jerseys must be tucked-in at all times.
  - Pinnies will be provided for teams/players who do not have their own team jerseys. **Players must wear a shirt underneath the pinnie.**
- Shirts/pinnies may be sleeveless but may not be cut lower than a fists’ length from the armpit.

**Timing**
- Games will consists of two 15-minute halves, running clock.
  - The clock will run continuously until the final 2 minutes of the second half.
  - During the first 28 minutes of play, the clock will only stop for teams’ or officials’ timeouts.
• **Timeouts:** Each team is allowed one 30-second timeout per half. An unused timeout does not carry over to the second half.

• **Mercy rule:** If a team is leading by 15 points or more in the final two minutes of the game, the game will end.

• **Overtime:** Games may end in a tie during the regular season. During the playoffs, there will be a 2 minute stopclock overtime period.
  o Teams will receive one 30-second timeout for the overtime period.

**NFHS Basketball Rules will prevail, with the following specifics and modifications**

**Start of Game Procedures**

• **RPS:** Rock, paper, scissors will determine who gets ball first at the beginning of the first half and overtime period (playoffs only). The possession arrow will be used to determine alternating possession procedures.

• To start a game, and after each score and/or dead balls, the ball must be “checked” at the top of the key.

**Game Play**

• The ball must be brought back outside of the three point line after every change of possession (even if the ball does not touch the basket).
  o Both of the ball carriers feet **AND** ball must be outside the three point arc.
  o Failure to take the ball back results in loss of possession and any points scored.

• There must be at least one pass made before a shot attempt.

• Teams alternate possession after a made basket.

• Dunking is permitted, however players may not hang onto the rim after.

**Penalties and Fouls**

• Players shall be disqualified after committing their 5\(^{th}\) personal foul.
  o A technical foul is included in the personal foul count.

• Free throw shooting:
  o The 7\(^{th}\) team foul will result in a one-and-one bonus free throws opportunity.
  o The 10\(^{th}\) team foul will result in a double bonus free throw opportunity.
    ▪ Team foul counts restart at half.
  o Players in lane spaces must hold their spot until the shooter releases the ball.
  o The shooter and all players outside of the key must hold their spot until the ball hits the rim.

• Flagrant, intentional, and technical fouls will result in the offended team automatically being awarded two points and the ball.

• Any team committing three flagrant, intentional, or unsporting technical fouls in one game will result in a forfeiture.

• Team technical fouls (not unsporting) include:
  o Illegal substitution
  o Delay of game (team)
  o Request for an excess timeout
  o More than three members of a team on the court during play
  o Spectator’s unsportsmanlike behavior (Teams are responsible for their respective spectators)
• Player technical fouls include:
  o Unsportsmanlike conduct
  o Delay of game (player)
  o Refusal to comply with an official’s request
  o Hanging on the rim
• Players receiving two intentional or technical fouls for unsportsmanlike conduct, or one flagrant foul will be ejected from the game, and must leave the facility before play resumes.

Please read the Intramural Handbook. It contains written descriptions of all regulations and policies that govern participation in NSU Intramural Sports, no matter which sport or activity you play. It’s imperative to the continuity of the Intramural program that all participants abide by the regulations detailed in the Handbook by the Office of Recreation and Wellness.

Sportsmanship Guidelines
A: Team members participate with excellent sportsmanship within the established rules.

B: Team members occasionally complain to the official(s) or supervisor(s) about rule interpretations. Sportsmanship and understanding of the rules is acceptable, but could be better.

C: Team members consistently complain to the official(s) or supervisor(s). Team displays poor sportsmanship and understanding of the rules. A team or team member receives an unsportsmanlike conduct penalty.

D: A team or team member receives two unsportsmanlike conduct penalties.

F: Team members participate with unacceptable sportsmanship. A team receives three or more unsportsmanlike conduct penalties.

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