

BASKETBALL RULES (2018)

Intramural Basketball Rule Modifications

Alma College IM's will follow the basic rulebook of the NCAA 2017/2018 basketball season with the exception of the modifications below.

Officials

Any player creating any type of negative interaction to an official will be disqualified from the contest. There is a zero tolerance policy for this behavior.

Behavior

Any type of aggressive behavior, both physical and verbal will result in the guilty party being removed from the league.

Rosters

Recreational - No 2017/2018 basketball athletes are allowed to participate in the Rec League.

Co-ed - Two females must be on the court at all times and only two 2017/2018 basketball athletes are allowed to be on the floor at one time for one team.

Men's - Only two 2017/2018 basketball athletes are allowed to be on the floor at one time for one team.

Co-ed Ball

Co-ed league will use a 28.5 basketball.

Forfeits

Two no shows without an e-mail to Pat Finn (finnpm@alma.edu) at least 24 hours in advance to the game will result in the team being dropped from the league.

Game Clock

Each game will consist of two 20 minute running halves with the clock stopping for the last 2 minutes in the half. Halftime will be three minutes.

Time-Outs

Each team has one full time out per half. Time-outs not used in the 1st half will be lost.

Shot Clock

There is no shot clock for intramural basketball.

Substitutions

You are only allowed to substitute on a dead ball. An attempt to substitute during play will result in a two shot technical foul and possession for the opposing team.

Fouls

Normal free throws for all shooting fouls

Players cannot foul out, but the regular NCAA bonus rules will apply.

A foul occurring inside the 2-minute mark, of the second half and overtime will result in a 1 and 1.

Overtime

If the game is tied at the end of regulation, there will be a two minute overtime period with the clock stopping at the appropriate times. If the game is tied at the end of this period, the game will end in a tie.