

**RICHLAND COLLEGE INTRAMURAL BASKETBALL RULES 2009**  
**NCAA RULES ARE USED WITH SOME EXCEPTIONS:**

1. 8 players per roster: Two divisions -Recreational division – (co-ed and transitional students) & Competitive division.
2. There will be two 15-minute running time halves. Game ends anytime a team has a 30 point lead after the first half. Main Clock will start at 12:30 and 1:05 (for all three courts) even if a team is not present.
3. Substitutions can take place after any dead ball situation even though the clock will not stop. Substitutes must report in at the scorers table and assume a kneeling position until the game official waves them in. All subs must stand or sit against the east gym wall (parking lot side), when not playing.
4. Teams must have a minimum of four players to start a game. If a player fouls out, a team can play with as few as 3 players, but no less than three.
5. In case of a tie game, a one-minute overtime period will be played. The clock will stop for dead balls during the overtime period.
6. All official decisions on the floor are final in regards to official judgment calls.  
**PERIOD!**
7. Protests must be made to the Intramural Director within 24 hours of game time. The Intramural Director will make a final decision on all protests. Protests can only be filed on rule interpretations and not on judgment calls. All protests must be typed or they will not be reviewed.
8. **Fighting by any player is an automatic disqualification from the game. Any fighting or physical violence will be treated as an assault crime and referred to the Campus Police for further investigation. Players involved will have their names and ID #'s sent to the Campus Dean responsible for student conduct.** Decisions on college suspension or probation will be decided by the appropriate administrator.
9. Arguing with an official is a technical foul and when continued is cause for disqualification. **Ejection from a game carries an automatic one game suspension.**

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10. To be eligible to play you must be on your team roster and must read and sign legibly a player contract. No more than a max of 8 players per roster submitted By date specified ( <http://www.rlc.dcccd.edu/sports/intramur/intro.htm> ) and player contracts signed before your team's 2nd league game. No current varsity basketball players will be allowed to participate. Redshirt Varsity players are eligible. **NOTE: All players must show a valid student ID card to prove eligibility status.**
11. Profane language, taunting, baiting or any other verbal harassment is an automatic technical foul. All technicals are two shot fouls. **A player is automatically ejected when he receives two technicals. The game will be forfeited when one team receives a total of three technical fouls.**  
**NOTE:** Verbal misconduct by players or spectators will not be tolerated no matter the intent or direction of it. **Using vulgarity, ridiculing, pointing a finger, making obscene gestures or any manner of taunting or baiting (trash talking) an opponent does a great disservice to our Intramural Program and such infractions will be penalized.**
12. Player attire **(NCAA specified) - no jewelry (including rings, necklaces, & earrings) or head accessories will be allowed.** All players must wear intramural jerseys (or their own same color team jerseys) with numbers.
13. Jump balls will take place on all held ball situations and at the start of each half. No team possession arrows will be used.
14. A disqualified player may not play in another Intramural game until he is reinstated by the Intramural Director. To be reinstated, the ejected player must meet with the Intramural Director to discuss Intramural policy. Upon reinstatement, if a player is ejected from another Intramural contest, he or she will be banned from all Intramural activities for the remainder of the academic year. Also, the players name and ID# will be forwarded to the proper college authorities for further investigation into school policy violations. All decisions on school suspension and probation will be decided by the appropriate Dean or administrators.
15. Game and warm up balls will be provided. Please place all warm up balls on the ball rack once the game begins.
16. Recreation and Transitional league rules - girls and transitional players score double on all points (free throws = 2 points, field goals = 4 & 6 points).
17. **Forfeits - if a team does not have enough players to start a game 10 min. after the scheduled starting time, the game will be forfeited. On a second forfeited game, the team will be dropped from the league.**