Co-Ed Basketball Rules: Spring 2020

Co-Ed Basketball League Information
Basketball: 5 vs 5  
Player Minimum: 4  
Player Maximum Suit Up: 12  
Games: Every Monday, 5:30pm-9:00pm  
Location: Pearl City District Gym: 785 Hoomaemae Street, Pearl City, HI 96782

Check-in: Teams must check-in, fully dressed in proper attire, fifteen (15) minutes prior to scheduled game time
- Teams will be given a grace period of five (5) minutes from the scheduled start time to meet the minimum playing requirements of four (4) players before the game results in a forfeit.
- Forfeited games will not be replayed

Facility Policies:
- No food or drinks are allowed inside the gym: Water can be left on a designated table inside the gym, but cannot be brought to the bleachers
- No touching the backboard or the rim
- Parking is limited in the parking lot, street parking available

General Rules for all sports:
- IM LeeSports refers to the U.S. Department of Justice and U.S. Department of Education: Dear Colleague Letter on Transgender Students regarding participation based on gender when it applies to co-ed specific rules that align with the gender identity to further advocate for an inclusive community.  
  http://www2.ed.gov/about/offices/list/ocr/letters/colleague-201605-title-ix-transgender.pdf
- IM LeeSports staff is CPR and First Aid certified and will make the decision to keep a player off the court/field after an injury based on their judgement.
- Players must understand that it is their responsibility to read all the rules for the league for each sport they participate in.
- To ensure the safety of all players the IM LeeSports Coordinator, Leeward Community College Student Life Coordinator, will require the following steps to be taken if a player is injured in order for them to play in future games:
  - The player will need to receive a signed clearance note from a health professional
  - The campus Advisor will need to email the Leeward CC Student Life Coordinator to indicate that they clear the player to play in future games
- The presence of alcohol from team members or fans associated with the team will not be tolerated and may result in a team warning.
- Any IM LeeSports staff member can call a time-out

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Battle of the Colleges
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- Inappropriate, foul, and/or derogatory language may be given warnings or expulsion from the League, determined by IM LeeSports staff.
- Designated Campus Advisors: Must be present at each game and be present in the briefing circle before each game. A player on the roster may be designated as the Advisor but cannot suit up and cannot play the entire game.
- No Jewelry: A player cannot wear anything that is dangerous to themselves or another player. All items of jewelry are potentially dangerous and to stay consistent, all kinds of jewelry are prohibited. Players are not allowed to use tape to cover jewelry, as taping jewelry is not considered to be adequate protection.
- Check-In: ALL PLAYERS must check-in with IM LeeSports staff before playing. If a player does not check-in they are considered ineligible. Any team found playing with an ineligible player will lose all their points or could result in a forfeit.
- Forfeits: A forfeit will be called when a team commits infractions to the Number of Player Policy per sport, Advisor Policy, or Check-in Policy. The offended team will be awarded an automatic win. Forfeited games will not be replayed.

Requirements:
1. Validated Student ID card of the campus they are playing with must be shown at check in on every game day. It will be returned at the end of the game day.
2. GPA must be 2.0 cumulative or above
3. If the team wears their own jerseys they must be numbered and the same color. If not the league will provide the numbered jersey for the game.
4. Proper attire must be worn on game day
5. Player must have completed waiver forms and Advisors submitted to IM LeeSports staff

Equipment Required from all Players:
1. Athletic rubber shoes
2. Mouth guards are not required but recommended for safety purposes

Equipment NOT Allowed
1. Shorts/pants with metal zippers, buttons, and belt loops
2. Watches, earrings, necklaces, rings (jewelry)
3. Slip on shoes
4. Metal support braces
5. Headwear such as hats and beanies except for sweatbands

General registration period to ADD a player to an EXISTING Team for a sport:
- Players can be added throughout the season.
- The deadline to add a player to your established team is 12pm on the game day via the google form.

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IM LeeSports Team will verify the change based on the time stamp on the form.

A player may switch teams IF THEY HAVE NOT PLAYED with their existing team. If the player already played a game with a team they cannot switch teams.

In order for the player to be eligible to participate in playoffs they must have been on the game roster for at least one game (league sports).

IM LeeSports League Basketball Rules

The Leeward IM LeeSports Basketball Rules are based on the NCAA Collegiate rules. Some of the more important rules as well as rules unique to the Leeward IM LeeSports Program are included herein. All players are responsible for reading this document prior to participating in basketball.

Eligibility for IM LeeSports League:

1. Number of Players: Five (5) players shall constitute a team; four (4) players are the minimum to start and play a game. A maximum of twelve (12) players can suit up for a particular game. Teams are allowed a 5 minute grace period after the scheduled start time to attain the minimum number of players. Should the team have less than 4 players the game will result in a forfeit. Teams playing games with 4 players on either team may play with either 4 or 5, at their discretion, until both teams have 5 players.

2. Length of the Game: Each game will consist of two, fifteen (15) minute halves with a two-minute halftime. Running time is used except for the last two minutes of the game where the clock will stop for all fouls, violations, jump balls, out-of-bounds, and time-outs unless one team is ahead by twenty (20) points or more.

3. Overtime: Should teams tie at the end of regulation during the regular season, the game will end in a tie. Should the teams tie at the end of regulation during playoffs, they will play a two minute stop clock overtime period. Overtime is a continuation of the 2nd half. During the overtime period, teams continue as they did from the second half. Each team will be allowed a (1) thirty-second timeout. Players’ personal fouls will transfer into the overtime period. If the score at the end of overtime is still tied, there will be a 3 shooter “shoot-out” from the free throw line.

4. Timeouts: Each team is allowed a (1) thirty-second timeout per half. A timeout will not be granted when the opposing team has possession of the ball. The Advisor has one (1) - 30 second timeout per half to address team during situations where de-escalating players is appropriate. An official will stand in to make sure that the time out is not being used for any play making.

5. Scoring: Playoffs will be determined by the rankings in each division. Rankings are determined by the following:
   a. Wins vs Losses (Any forfeit will be counted as 2 losses)

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b. Head to Head

c. Point differential

6. Foul: A player is disqualified from the game when they are assessed their FIFTH (5) personal foul. It is a players responsibility to verify their foul situation with the officials. On the SEVENTH (7) team foul in each half, the opposing team is awarded a one-and-one free throw situation. On the TENTH (10) team foul of each half, teams will be awarded two foul shots on all personal fouls.

7. Flagrant Foul. Excessive or violent contact that may injure a player. A flagrant foul may be intentional or accidental. This includes but not limited to; hitting, kicking, elbowing, and punching. This type of foul results in an automatic 2 points for the offended team and possession of the ball. The player may be ejected from the game depending on the extremity of the foul. This is also considered a team warning.

8. Technical Foul: A technical foul shall be assessed for unsportsmanlike conduct. This type of foul will result in a team warning and possession of ball awarded to the offended team. Player(s) may be ejected from the game depending on the extremity of the violation.

Technical fouls include, but are not limited to:
(a) Disrespectfully addressing or contacting an official or gesturing in such a manner as to indicate resentment.
(b) Using profanity or vulgarity; taunting, baiting, or ridiculing another player; or pointing a finger at or making obscene gestures toward another player.
(c) Intentionally kicking, striking or throwing the basketball.
(d) Dunking or hanging on the rim.
(e) Delay of game violations.
(f) Calling a timeout when team does not have any remaining timeouts or during situations when timeouts are not allowed.
(g) Faking being fouled
(h) Slapping the backboard. If the offensive team slaps the backboard in any way, it will result in an automatic turnover. If the defensive team slaps the backboard regardless of the reason, it will result in one free-throw attempt for the offensive team.

9. Fighting: Fighting will not be tolerated by the IM LeeSports Program. Involvement in a fight includes an automatic semester suspension. Involvement includes but is not limited to: instigation, retaliation, physical or mental intimidation and being an accessory to a fight. Participants who are not currently in the game cannot enter the floor to break up a fight. Participants who leave the bench area during a fight will be ejected from that game and can face a suspension of up to one full academic year.

10. Substitutions: Substitutions may be made during any dead ball situation. Substitutes MUST notify the scorekeepers of their intent to enter the game, and the officials must recognize the player by motioning them onto the court. An illegal substitution is a technical foul.

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11. **Held Ball**: The player in control is closely guarded when a defensive player is in a defensive stance no more than six inches away. A player may not hold or dribble the ball in the same position for more than five (5) seconds if they are being closely guarded. NOTE: If a player changes their possession from hold to dribble or vice versa, they are entitled to a new 5 second count.

12. **Free Throw Lane**: Players along the free throw lane may enter the key once the shooter releases the ball. However, the shooter and all players behind the free throw line extended may not break that plane until the ball hits the rim.

13. **Lane Violations**: When players on opposing teams commit lane violations during the same free-throw situation, only the team of the first player who commits a lane violation shall be penalized. A simultaneous lane violation will continue to be ruled a double violation.

14. **In-Bounding**: The inbounding team will have five seconds to release the ball into play otherwise they will lose possession to the opposing team.

15. **8 second violation**: If an inbounding team inbounds the ball on the opposite half of their basket, the inbounding team will have 8 seconds to cross the half court line with both feet otherwise they will lose possession to the opposing team.

16. **3 second violation**: If an offensive player remains in the paint for 3 consecutive seconds while the ball in the control of that player’s team, the ball will be overturned to the opposing team.

*The IM LeeSports Staff reserves the right to adjust these rules as deemed necessary and will notify teams of these changes should they occur.*

### Basketball Fouls

<table>
<thead>
<tr>
<th>FOUL</th>
<th>DESCRIPTION</th>
<th>OFFENSE</th>
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</thead>
<tbody>
<tr>
<td><strong>Flagrant</strong></td>
<td>Violent contact with an opponent. This includes hitting, kicking, and punching.</td>
<td>Player may be ejected depending on the extremity of the foul. An automatic two points is awarded to the offended team and possession of the ball put into play at half-court. Team warning is given.</td>
</tr>
<tr>
<td><strong>Technical Fouls</strong></td>
<td>Technical fouls include, but are not limited to: (a) Disrespectfully addressing or contacting an official or gesturing in such a manner as to indicate resentment.</td>
<td>Player may be ejected depending on the extremity of the foul. Player who committed the foul is charged a personal foul and a turnover. Team warning is given.</td>
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(b) Using profanity or vulgarity; taunting, baiting, or ridiculing another player; or pointing a finger at or making obscene gestures toward another player.
(c) Intentionally kicking, striking or throwing the basketball.
(d) Dunking, hanging on the rim, or slapping the backboard.
(e) Delay of game violations.
(f) Calling a timeout when team does not have any remaining timeouts or during situations when timeouts are not allowed.
(g) Faking being fouled (Flopping)

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<tr>
<th>Blocking Fouls</th>
<th>Offended player is awarded two free throws if committed during the act of shooting. If not, offended team inbounds the ball at referee designated spot.</th>
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<tbody>
<tr>
<td>Blocking</td>
<td>Blocking is illegal personal contact resulting from a defender not establishing position in time to prevent an opponent's drive to the basket. If the offensive player goes in to lay the ball up and the defender obstructs the player by bumping them or bodying them too much while in the act of shooting. Or if a player is out of the restricted area (lower arc) when attempting to draw a charge.</td>
</tr>
<tr>
<td>Holding</td>
<td>Offended player is awarded two free throws if committed during the act of shooting. If not, offended team inbounds the ball at referee designated spot.</td>
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<tr>
<td>Holding</td>
<td>Anytime a player uses his hands to interfere with the opponent’s freedom of movement.</td>
</tr>
<tr>
<td>Charges</td>
<td>Offense loses its possession and the player who committed the foul is charged a personal foul and a turnover.</td>
</tr>
<tr>
<td>Charges</td>
<td>An offensive foul that is committed when a player pushes or runs over a defensive player. The ball is given to the team that the foul was committed upon</td>
</tr>
<tr>
<td>Moving Screens</td>
<td>Ball is turned over and given to the opposing team to pass inbounds.</td>
</tr>
<tr>
<td>Moving Screens</td>
<td>When an offensive player setting a screen for their teammate who has the ball, sticks out a limb and makes physical contact with a defender in an attempt to block the path of the defender. If a screen is not established, feet are not set or there is blatant movement from the person trying to set a screen, a moving screen will be called.</td>
</tr>
<tr>
<td>Walking/Traveling</td>
<td>Ball will be turned over to the opposing team to pass inbounds.</td>
</tr>
<tr>
<td>Walking/Traveling</td>
<td>Taking more than “a step and a half” without dribbling the ball is traveling. Moving your pivot foot once you've stopped dribbling is traveling. Also when driving the ball to the basket, if you take more than two steps in your attempt, this will be called for traveling.</td>
</tr>
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<th>Carrying/ Palming</th>
<th>When a player dribbles the ball with their hand too far to the side of or under the ball. If the hand is not at least on the side or above the ball, then carrying will be called. (Referee’s judgement)</th>
<th>Ball will be turned over to the opposing team to pass inbounds.</th>
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<td>Double-dribble</td>
<td>Dribbling the ball with both hands on the ball at the same time or picking up the dribble and then dribbling again is a double dribble.</td>
<td>Ball will be turned over to the opposing team to pass inbounds</td>
</tr>
<tr>
<td>Backcourt Violation</td>
<td>Once the offense has brought the ball across the mid-court line, they cannot go back across the line during possession.</td>
<td>Ball is awarded to the other team to pass inbounds</td>
</tr>
<tr>
<td>Time restriction s</td>
<td>A player passing the ball inbounds has five seconds to pass the ball.</td>
<td>Ball is awarded to the other team.</td>
</tr>
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