



Drayson Center BASKETBALL RULES

The basketball leagues are for Drayson Center students, university faculty and staff. Community teams will be screened for permission to participate in our leagues by the Intramural Department.

1. Players:

A team must have four (4) legal players to start. At game time, any team that does not have enough players to begin the game will be given five (5) minutes grace time. At the end of the grace time, the game clock will be started and an additional five (5) minutes will be given before a forfeit is declared. After the forfeit, a recreational game can still be organized to be played. The referees will officiate the game if there are enough players to justify having a game.

This is a “No Tolerance” League! Any player receiving a technical foul will be ejected from the game and will receive a 1 game suspension. If a player receives **another** flagrant/unsportsmanship technical foul (totaling 2) during the course of the season, that player will be suspended from any further play in the leagues. Depending upon the nature of the foul or incident, a player may receive additional suspension from the Drayson Center Discipline Committee. (see policy #10)

The referee, at their discretion, may also use the “**Cool Down**” rule if a player is showing the potential of losing control. This rule will be used to sit the player out of the game for a time of 2 to 5 minutes to help eliminate the chance of a potential problem escalating into a serious situation that could lead to a technical foul or ejection.

2. TIMING:

Games will consist of two 20-minute halves divided by a halftime. The clock will run except for timeouts, injuries, and for the last two minutes of each half. Each team is allowed two (2) timeouts per half. Time outs not used do not carry over into the next half. If at the end of regulation the teams are tied, three-minute overtime will be played. The overtime clock will run except for the last one (1) minute of play. Each team will be given one (1) timeout. The overtime period will commence with a jump ball. Only during the regular season, if at the end of this period the teams are still tied, the game will end in a tie.

NOTE: The clock will **not** stop in the last 2 minutes of the second half if one team is ahead by 20 points or more.

3. “THREE-BUCKET” PERIOD:

During any play-off game or championship game. At the end of an overtime period, if the game is still tied, then the “three-bucket” period will be played. This period will commence with a jump ball. The first team to score 3 baskets (not points) will win the game. All shooting fouls will constitute only one free throw. The period will start with “zero” team fouls. The player fouls will continue. The one-N-one free throw shot will start again at 7 team fouls.

4. **GAME ASSISTANCE:**

Each team is responsible for supplying either the scorekeeper or the timer. A team roster must be filled out and submitted on the score sheet provided in the team sign-up packet before the leagues start. No non-registered players will be allowed to participate. (See Intramural Team Policies #3).

5. **LEAGUE RULES:**

- A. On free throws, players are allowed to step into the lane when the ball leaves the shooters hand. Players will still be cautioned to eliminate any “**rough play**”. Substitution can only occur between the first and second shot. All free throws must be shot within ten (10) seconds.
- B. Technical fouls will be 2 free throws plus possession. The ball will be taken out on the side at the division line, (half court line). Technical fouls are not counted as team fouls.
- C. Player in possession of the ball has 5 seconds to get rid of the ball when “actively” guarded by a defensive player. Defensive player must be within 6 feet of the offensive player with the ball.
- D. Player control fouls are offensive fouls by a player who has the ball. These are “common”, non-shooting fouls. Fouls are counted as personal fouls and team fouls.
- E. Seven team fouls equal “1 and 1” shooting on the free throw line. On the 10th team foul, 2 free throws are awarded. Players will foul out on the 5th personal foul.
- F. Intentional “cutting” under an airborne shooter or any intended harmful act, will constitute an automatic ejection. Two shots, plus the ball will be given to the opposing team fouled against.
- G. Hanging on the basket rim will not be allowed. This will constitute a technical foul. It is up to the discretion of the referee if the player hanging on the rim is protecting himself from injury.
- H. After the basket has been made, the team has 5 seconds to inbound the ball, then 10 seconds to get the ball across mid-court line. Ten seconds start when a player touches the ball. The Co-Rec and Women’s League will also play by this rule.
- I. “Preventive Officiating” is being stressed to each referee to keep “frustrations” from escalating.
- j. In all other cases, **Federation High School Basketball Rules** will apply.

CO-REC BASKETBALL RULES

These rules are created, not for the intention of restricting or limiting the primary rules of basketball, but to balance out the field of play for both men and women.

1. Each team must have no less than 2 or no more than 3 of each gender on the court. A team may start the game with 2 men and 2 women.
2. A woman must touch the ball on any **change of possession** before a basket can be scored. On an offensive rebound, a woman does not need to touch the ball again.
3. Any foul committed by a man against a woman will constitute an automatic 2 free throws.
4. A man cannot steal the ball from a woman outside the 3-point line. The area inside the 3-point line and between the “**key**”, anyone is vulnerable to have a ball blocked or stolen.
5. Men are not allowed to “Block” a shot or steal the ball from a woman inside the key. He can still apply pressure by using defensive tactics and by raising his hands straight up above his head. Violation for blocking a woman’s shot in the key is “Goal Tending”.

League Parity Plan: In order to keep the leagues “balanced” in competitive ability, we are asking each player to be honest in evaluating their playing ability between either a Division I or II player. Then once registered, a Division I league player cannot be registered or play in the Division II league.

Player’s are strongly encouraged to “honor” this “League Parity Plan”.

Loma Linda University/Drayson Center
Intramural Mission Statement

The Loma Linda University Drayson Center offers a wide variety of sports to reach as many needs and interests as possible. In order for these sports to be successful and enjoyable for all participants, Christian sportsmanship with concern for others will always be strongly encouraged. The intramural program is not designed to emphasize who is the "Greatest" or the "Best". Participants of all skill levels are welcome. The intramural program encourages a "competitive Christian spirit" emphasizing the *fun, fair, fitness, and friendship* attitudes of play in all of its programs. The only losers in our intramural program are those that choose not to participate.