

Eligibility

- Each player must present a valid and current Carmel ID card and have signed in prior to the start of each game or match to be deemed eligible to participate.

NO EXCEPTIONS!

- **NO current VARSITY/J.V./Freshmen BASKETBALL PLAYERS** may participate on any Intramural Basketball Team.

If a team is caught using a current varsity/J.V./Frosh player, their game will be declared an automatic forfeit and possible removal from the Intramural League.

Forfeits

- For a team to claim a win by forfeit, they must be "Ready to Play". "Ready to play" means that a team must be on the playing area, ready to play, with the minimum number of players.
- **A minimum of three (3) players are required at the start of the game to avoid a forfeit.**

Rosters

- There will be a roster limit of ten (10) players for Intramural Basketball.
 - However, captains are responsible for checking their rosters prior to playoffs for accuracy.
- NO new players will be added after January 10th without the lead sponsor permission.**

Ejections

- Any player, or spectator may be ejected from the game/match for any actions occurring before, during or after that event.

Time Factors

- A game shall consist of two 20-minute running halves. There will be a three (3) minute half time for water and equipment issues.
- The clock will run continuously during the regular season.

For the playoffs: *The clock will stop during the last minute of the **second half** on every whistle. The team that is fouled will receive two free throw attempts.*

NOTE: If a team is ahead by 10 points or more during the final minute, the clock will not stop but continue to run. If the lead falls back under 10 points, then the clock will be stopped as listed above.

OT- if the game ends in a tie, there will be two minute over-time. The team that played defense before the last shot will receive the basketball.

Game play

- *Jump Ball: During the playoffs all games will begin with a jump ball.*

FREE THROWS AND FOULS

Free throws

Only six (6) players (excluding the shooter) shall be allowed in the lane on free throws. Free throws will only be used in the final minute of a game during the playoffs.

Fouls

For the Final Four and Championship game. Fouls will count and each player will have a max of five fouls before they foul out. During all other games, fouls will not be counted, but the adult in charge can warn the player/team of excessive fouling. Players may be forced to sit if they continue to foul at a rate deemed excessive by the adult in charge after the first warning.

Unsportsmanlike Behavior

- The following behaviors are examples of actions considered unsportsmanlike behavior and can result in an immediate ejection from a contest. Items are not limited to the actions mentioned on this list:

- *Foul language directed at the officials, supervisors, or opposing players.*
- *Insulting/ threatening the officials, supervisors, or opposing players.*
- *Participating in a fight (Automatic Ejection from game and intramurals). Student will also be turned over to the administration for further discipline.*