

COCC INTRAMURAL BASKETBALL

(5 ON 5) LEAGUE RULES

WAIVERS: All players must sign the Assumption of Risk/Liability Waiver before participating in activities. If a player participates without signing this waiver, their team may be disqualified from the playoffs.

SPORTSMANSHIP & CONDUCT:

- 1. Consumption of Alcohol or drug use** before, during or after an IM contest will result in action taken according to the Campus Code of Conduct, Campus Public Safety, and/or Bend Police.
- 2. The Smile Rule:** You are expected to be in control of your attitude at all times. You can talk trash, as long as you are smiling, AND your opponent is also still smiling. This league is meant to be competitive AND fun. If that's not what you're looking for, this league might not be for you.
- 3. Aggressive Acts:** Any player, coach, or spectator who, in the judgment of IM Sports staff, engages in an aggressive or violent act or attempt to fight with opponents, referees, IM staff, or other students - or retaliates - before, during, or after an IM Sports event will be suspended immediately and indefinitely from participating in all IM Sports activities for a minimum of the rest of the term (possibly up to 365 days from the date of infraction), AND your team may be disqualified from the playoffs.

a. Behavior classified as an aggressive act includes (but is not limited to):

Verbally abusive or threatening language towards referees, spectators, or any IM Staff member; Retaliating against an aggressive act; Engaging an individual in a combative posture; approaching another individual face to face to "square off"; Spitting at an individual; holding an object or weapon with intent to intimidate, threaten, harm, or strike an individual; Striking, punching, kicking an individual or attempting to do so; and/or any other actions perceived by the judgement of the IM Sports Staff as meant to threaten, be aggressive, or cause harm.

- b. Two technical fouls without an aggressive act** results in ejection AND suspension from the next game. If you are ejected from two games during a term, you are suspended for the remainder of that term.

BASKETBALL RULES

Games are two 20-minute halves, running clock until the last 3 minutes of each half. (Clock will run if one team has a lead of 20 points or more.) Three 30-second timeouts per regulation game. 5 Personal Foul Limit. No team fouls are counted, so no bonus FT's. **LATE-GAME FOULS: If the score is within 5 points, in the last minute of 2nd half only, players can intentionally foul (or hug) to put the other team at the FT line for a 1-&-1 Free Throw.** Technical fouls DO count against a player's 5 personal foul limit. Technical fouls result in 2 points plus possession of the ball. On Free Throws, players along lane-line may enter the lane on the release. If a technical foul occurs for calling "timeout" when you have no timeouts the other team will get 2 FT's and get possession of the ball. Players must sub out and sit after receiving a technical foul. Teams may advance the inbound position to half court after calling a timeout.

Overtime: 3 minute stopped clock. Saved time-outs will NOT carry over to OT. 1 Timeout per OT.

PRE-GAME: The team captain must check in all players before match. Teams must have 4 players to start a contest or they forfeit. (Upon forfeit, a game can still be played but will not count towards standings.) All teams are required to wear pinnies (supplied by IM Staff) or jerseys that are the same color with numbers. Only one non-student is allowed per team. Students cannot belong to two teams.