

COCC INTRAMURAL BASKETBALL

LEAGUE RULES

- 1. THE SMILE RULE:** You can talk trash, as long as you are smiling, AND your opponent is also still smiling. This league is competitive AND fun. It's not for people who can't do both. You are expected to be in control of your attitude during and after the games, especially if you lose.
- 2. EJECTIONS FROM THE LEAGUE:**

Any player, coach, referee, or spectator on or off the court who, in the judgment of IM Sports staff does one of the following "aggressive acts" before, during, or after a game (even if it is not seen but reported to the staff) will be ejected from the league for a minimum of the rest of the term AND the team may be disqualified from the playoffs or the following season.

 - Verbally abusive language after a contest, especially after a loss. For example swearing at someone, telling the referee they suck, or retaliating against this behavior.
 - Engaging someone in a combative posture, or face to face to "square off."
 - Attempting to strike someone, or holding an object with intent to intimidate.
 - Any other actions perceived by the judgement of the IM Sports Staff as meant to be aggressive.
- 3. NO ALCOHOL OR DRUGS** on campus. That is something we let Bend Police handle, so don't do that.
- 4. TECHNICAL FOULS:** Results in automatic 2 points plus possession of the ball (no FTs). Players must sub out and sit after receiving a technical foul. Technical fouls do count against a player's 5 personal foul limit.
 - Verbal Technical: Any language like "You suck, Ref" or swearing at someone during a game. We will keep adding points to the other team for this behavior.
 - Non-aggressive act ejections: 2 Technical Fouls (behavior not directed towards anyone) 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.
 - If a player calls "timeout" when they have none left, the result is a warning.
- 5. TIME, FOULS & TIMEOUTS:** 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.) 5 Personal Foul Limit. No team fouls are counted, so no bonus FT's. Three 30-second timeouts per regulation game. Free Throws: players may enter the lane on the release.
- 6. LATE-GAME SITUATIONS:**
 - If the score is within 5 points, in the last 1 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.
 - 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
- 7. PRE-GAME:**
 - 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.
 - The team captain must check in all players at scorer's table 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. Students must be registered by the start of games, unless communicated to the IM Sports Office in writing beforehand (rseaton3@cocc.edu & jmotenko@cocc.edu), and players cannot belong to multiple teams.