

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. You are expected to be in control of your attitude during and after the games, especially if you lose. If you can't control your attitude and behavior, this league is not for you.
- 2. COMPLETED ROSTER:**
A team cannot add players to their roster after the second game of the season.
- 3. FORFEIT EJECTIONS:**
A team will be ejected from the league upon the team's 3rd forfeit.
- 4. EJECTIONS FROM THE LEAGUE:**
Any player, coach, referee, or spectator on or off the court, **before, during, or after a game**, who in the judgment of IM Sports staff does an "aggressive act" (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 their team may be disqualified from the playoffs or the following season.**
TYPES OF EJECTIONS:
 - Verbally abusive language. For example swearing at someone, telling the referee they suck, or retaliating against this behavior.
 - Flagrant fouls in-game. Flagrant 1 foul = 2 points + ball + ejection. Flagrant 2 = 4 points + ball + ejection.
 - Engaging someone in a combative posture, face to face, attempting to strike someone, or intimidate them.
 - Any other actions perceived by the judgement of the IM Sports Staff as meant to be "overly-aggressive."
- 5. TECHNICAL FOULS:** Result in automatic 2 points + possession of the ball (no FTs unless it's on a shooting foul). After receiving a technical foul, player must sub out and sit until next dead ball. Technical fouls do count against a player's 5 personal foul limit.
 - Technical fouls will be given for behavior not directed towards anyone, like slamming/throwing the ball in frustration, or over-reacting to a referee call.
 - If a player calls "timeout" when they have none left, the result is a warning.
- 6. 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.
- 7. 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
- 8. 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.
- 9. 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. Team benches are for that team's players or coaches only.
- 10. NO ALCOHOL OR DRUGS** on campus. That is something we let Bend Police handle, so don't do that.