

ASCE



BASKETBALL

Pacific Southwest Student Symposium 2023



HOSTED BY:

**California State University, Northridge
March 23-25, 2023**

Basketball

1. Objective

To give students an opportunity to learn teamwork, leadership, and strategy outside of the academic setting, as well as build Chapter pride with friendly competition.

2. Event Description

Inside basketball tournaments where SRC rules are adopted. Teams will be divided by participating Student Chapters. The tournament will consist of 4 on 4, half-court games. Two games will happen simultaneously.

3. Participant Rules

- Each school may only enter one team.
- Each team must consist of at least 4 members.
- Each team member must be a registered participant of PSWS 2023.
- Each team must have at least one underclassman.
- Each team must have at least one identifying female playing at all times.
- Each team must have a designated captain, who will be the only one allowed to discuss in-game events with the referee.
- Failure in meeting these requirements will result in an automatic forfeit.

4. Dress Code

- Closed-toed shoes and athletic shoes must be worn.
- No jewelry, watches, or other accessories must be worn (This includes, but is not limited to, earrings, wedding rings or bands, other rings, necklaces, bracelets, rubber bands, and metal barrettes.) The only exception to this rule is a medic alert bracelet or necklace. In that case, it must be taped down. If you refuse to remove your jewelry you will not be allowed to participate. Any player in the game found wearing illegal jewelry must immediately be replaced by a substitute. The player may not re-enter the game until all jewelry has been removed. If there is no substitute available, the offending player cannot re-enter the game until the first substitution opportunity after the clock has properly started. Continual violation of the jewelry rule can result in a technical foul charged to the player.
- Headgear: Players may wear the following styles of headgear: Bandannas are permitted.
- Players may wear a headband made of non-abrasive, elastic, fiber, soft leather, or rubber.
- Baseball caps or any headgear with a bill or a hard outer surface are not permitted.
- Prescription eye-glasses are highly discouraged, but if they must be worn, the participant must accept full liability for any potential damages.

5. General Rules

1. California State University Northridge does not take responsibility for any injuries that may take place during this event.
2. Team representatives including players, spectators, team managers, and coaches are ALL subject to the SRC Intramural rules and regulations.
3. All interpretation of the rules will be left to the officiating party, and any disputes for rules not explicitly stated will fall into the same jurisdiction.

Structure

4. The Game: A game will consist of two 20-minute halves. Each team will be entitled to two, 60-second time-outs per half. A team that requests a time-out after using all of their allotted time-outs will be charged with a team technical foul. (If a game goes into overtime each team will receive one extra full-length time-out during each overtime period. Timeouts from regulation do not carry over into the overtime period.)
5. Overtime: If the score is tied at the end of any official playing period during regular season play, the game will end in a tie. During postseason play, overtime will begin with the ball put into play with a center jump. The first overtime period shall be three minutes in length, and if necessary, a final "sudden death" overtime period will be played. The first team to score during the second overtime will be the winner.
6. Game Clock: The game clock runs continuously throughout the game, except during the final 2 minutes of the second half when it will be stopped for dead ball situations. Dead ball situations include all fouls, held balls, out of bounds, violations, and time-outs. This includes injuries, conferences with scorekeepers, etc. During overtime periods, the clock will stop in all dead ball situations.
7. Mercy Rule: If a team is ahead by 20 points or more at the 2 minute mark of the 2nd half, the game will be stopped and that will be the final score of the game. If at any time the point difference reaches 20 points within the last two minutes of the 2nd half, the game will also be stopped and that will be the final score of the game.
8. Free Throw and Fouls:
 - 8.1. A. Personal Shooting Fouls – Fouls against a shooter in the act of shooting – two free throws will be attempted if the player's try was not successful, one free throw if the shot was made.
 - 8.2. B. Common Fouls – Ball awarded out of bounds until the 7th team foul.
 - 8.3. C. 1-and-1 Bonus – 1 free throw will be awarded to the offended player on the 7th, 8th, and 9th team foul of each half. If successful, a second free throw will be attempted.
 - 8.4. D. Double Bonus – 2 free throws will be awarded to the offended player on the 10th team foul and all subsequent team fouls of each half.
 - 8.5. E. Free Throw Substitution – During multiple personal foul free throws, substitutions may be made only before the final attempt in the sequence and after the final attempt has been converted. EXCEPTION: When a

player is required by rule to be replaced prior to administering the free throw(s), all other substitutes who have legally reported may then also enter the game.

- 8.6. F. Player/Team-Control Fouls – The official shall award to the offended team at a place out of bounds nearest to the point where the foul occurred. No free throws are awarded, nor can any points be scored on player-control fouls.
- 8.7. G. Technical Fouls – All technical fouls will result in two free throws for the offended team. The offended team then gets possession of the ball at mid-court after the two free throws. Anyone of the opposing team may shoot the free throws. An official may call a technical foul for any reason in his/her judgment where he/she feels the situation or play merits calling a technical foul. Examples are, but not limited to: unnecessary roughness, dirty play, foul language, abusive language from players, coaches, managers, or crowd, coaches running on court during play, intentional tripping, fighting intentional delay of game other than by regular play, intentionally slapping the backboard, requesting a time-out without a time-out remaining, etc. Any official has the authority to eject, from the game and the gym, a player, players, coach, IM manager, or fan any time in his judgment he deems such action is necessary in order to maintain a wholesome playing situation for the other participants in the game.
- 8.8. H. Substitutions – Players may substitute only during dead balls AND after they have checked in with the scorekeeper. No “on-the-fly” substituting will be allowed. If a player enters the game illegally, a team technical foul will be assessed. The offended team will shoot two free throws and be awarded a throw-in at half-court.

Possession and boundaries

9. Entering the Lane – On a free throw, the shooter, all players lined up along the lane lines, and all players behind the three-point line and free throw line extended shall not enter the lane area until the ball has touched any part of the rim or backboard. (Penalty: Free throw violation.)
10. Lane Space Occupants During Free Throws – Lining up for free throws will
11. consist of a maximum number of 7 people in the lane. The defensive team is required to have 2 players in the second block and an additional 2 players, if they choose, in the blocks on the top of the lane. The offensive team may choose to have 2 players lined up on the middle blocks, as well as the shooter. The remaining players from each team must remain behind the three-point arc until the ball makes contact with the rim.
12. Jump Balls: The game will begin with a jump ball at the center circle. All subsequent jump balls will be awarded on an alternating possession basis. All overtime periods will begin with a jump ball.

13. Out-of-Bounds: If the ball passes over the top plane of the backboard, it is considered out-of-bounds. In a throw-in situation from the baseline, the dotted baseline will be used to account for the overhead of the running track. As soon as the ball is touched in bounds, the line will revert to the original baseline.

Officiating

14. Official Score: The official score will be kept by the intramural assistants.
15. Fouling Out: A player must leave the game after he/she has received five (5) fouls (personal or technical). A second unsportsmanlike technical is considered flagrant and the offender is automatically disqualified. Any ejected player will also be suspended for the next scheduled game. Failure to leave may result in a team forfeit. Before participating in any further intramural activities, the player is expected to meet with the Intramural Coordinator in the intramural sports office.
16. Game Ball: Both teams' captains must agree on a ball to be used in the game. If captains cannot agree, a ball provided by the Student Recreation Center will be used.
17. Team Composition: A minimum of four players must be present to start an official game. If less than four eligible players are present, the game will be declared a forfeit. A team may play with less than four players if they foul out or become injured during the game. However, a team cannot continue the game with less than two players unless the officials believe that team has a legitimate chance to win.
18. Violations and Penalties:
 - 18.1. A. Grabbing and hanging from the rim will be prohibited and penalized with a technical foul. If it happens twice involving the same player, it will result in ejection from the game. Exception: Grasping the rim to prevent injury is not a violation. This call is based on the judgment of the officials.
 - 18.2. B. Swearing and abusive remarks directed toward opponents, officials, or supervisors shall result in the offending player receiving a technical foul and possible ejection from the game.
 - 18.3. C. The third technical foul for misconduct called in one game against one team will cause the game to end with opposing team receiving the win. The team that was forced to forfeit must also meet with the Intramural Coordinator before participating in any other intramural activities.
 - 18.4. D. Fighting directly or indirectly, or abusing opponents, officials, or supervisors in any way is prohibited. Failure to comply with this rule will result in a suspension or complete dismissal from play.

Sportsmanship Rating System

Good Sportsmanship is vital to the conduct of each intramural sport. All participants and spectators are expected to behave in a mature, sportsmanlike manner, regardless of the heat of competition. A team is responsible for the actions of all individual members and spectators directly related to the team. Teams and individuals are equally responsible for insuring proper conduct before, during and after the contest.

Unsportsmanlike Conduct is defined as improper behavior that includes but is not limited to verbal abuse, physical abuse, obscene gestures/actions, vulgar language, fighting and/or striking an official, supervisor or opponent and other acts of poor sportsmanship. Actions that are dangerous or conduct detrimental to the enjoyment and safety of other participants are not tolerated and are grounds for suspension from further intramural participation.

Officials and/or supervisors will assess sportsmanship with a ratings system after a team game is played. The rating system is based on a five-point scale. In order to remain in intramural competition, an average of three points must be maintained. An average of three points is also necessary to advance to post-season play. In the occurrence of a team receiving three points or lower, an explanation should be indicated on the game sheet or supervisor report. Any ratings lower than two will result in a meeting between the team captain and the intramural coordinator / graduate assistant before play can be continued.

All teams must maintain a three during playoffs. In the event of the team receiving lower than a 3, the opposing team with advance to the next round.

Sportsmanship ratings are based on the following guidelines:

0 — Behavior meriting removal from competition.

1 — Unsatisfactory Sportsmanship. Examples include: fighting, abusive language toward officials or players.

2 — Sportsmanship below acceptable limits. Examples include: swearing, lack of respect toward officials and opponents.

3 — Sportsmanship within acceptable limits.

4 — Above Average Sportsmanship, including congeniality between players, opponents, and officials.

5 — Respect and civility shown toward opponents, officials, supervisors and teammates before, during, and after the competition.

Individual sportsmanship will also be monitored by the intramural game staff. Any participant displaying unsportsmanlike conduct will be issued either a conduct warning or ejection by the

intramural officials or intramural supervisors. These conduct warnings or ejections are classified differently in each sport. The following are examples:

- Soccer
 - One conduct yellow card — Conduct Warning
 - Two conduct yellow cards or one red card — Ejection
- Basketball
 - One technical foul — Conduct Warning
 - Two technical fouls or one flagrant foul — Ejection
- Flag Football
 - One unsportsmanlike conduct penalty — Conduct Warning
 - Two unsportsmanlike conduct penalties — Ejection

The intramural sports program reserves the right to apply any suspension deemed appropriate for each incident that occurs.

Player Ejection

If a player is ejected from an Intramural contest, they will be suspended from at least one game within that same league. (i.e. 2 slide tackles in one game, 2 non flagrant technical fouls, etc.).

However, if a player is ejected for abusive language, flagrant foul, unsportsmanlike conduct, etc. The player must:

1. Schedule a meeting with the intramural coordinator/graduate assistant prior to their next game.
2. Will be suspended from at least one intramural game.
3. Depending on the severity of the offense, the player might be subjected to a more intense punishment.

Alcohol, Drugs and Tobacco

No alcohol, drugs or tobacco products are allowed in university buildings or at intramural fields before, during, or after intramural sports competition. The intramural staff reserves the right to restrict play or eject anyone suspected of being under the influence of drugs or alcohol. Intramural spectators are also obligated to abide by these same rules and the intramural staff reserves the right to remove these individuals from the sidelines.