**KETTERING-LARGO-MITCHELLVILLE BOYS AND GIRLS CLUB**

**Intramural Basketball 2019**

**RULES OF PLAY and CONDUCT (UPDATED 2/23/19)**

1.  **THE GOAL IS EQUAL PLAYING TIME FOR ALL PLAYERS. AS A MINIMUM, EACH PLAYER MUST PLAY THE EQUIVALENT OF ONE QUARTER!**

2. **Substitutions**:

A. Freely substitute as needed.

B. We will closely monitor playing time.

3.  **Pressing**:

A. Pee Wee and Junior Division Teams will NOT engage in full court press defense.

B. A team that has a lead of 20 Points or more is NOT allowed engage in full court press defense.

3a. **Defensive Rule (PeeWee/Juniors)**

* Players must remain behind the white volleyball line that extends across the entire width of the court. Teams will not be allowed to hold the ball as a strategy to win the game. Players must make and must engage in basketball fundamentals (passing, dribbling, and shooting). Teams do not have to shoot the ball; however, players must engage the defense by either passing, dribbling, and /or shooting the basketball. For example, if passing, teams may pass the ball to a teammate below the white volleyball line that extends across the entire width of the court and pass back out to reset.

3b. **Foul Shooting (PeeWee/Junior Divisions Only)**

* Foul lines for each division shall be established prior to the game.

4. **Fouls**

A. A player fouls out of the game on the 6th individual foul.

B. One-and-one foul shooting takes effect on the seventh (7th) team foul in each half, two shots on the tenth (10th) foul.

C. Technical Fouls

(1). Slamming or throwing the ball

(2). Dunking the ball or hanging on the rim.

(3). Player wearing jewelry during the game.

(4). Improper uniform wear (sagging pants, etc.)

6. **Game Clock**

A. **THE CLOCK RUNS CONTINUOUSLY EXCEPT:**

 (1) Dead balls during the **LAST 2 MINUTES OF THE GAME** unless there is a lead of 20 points **(Junior/Senior Divisions Only)**

(2) Shooting Fouls

 (3) Time Outs

 (4) Injuries

 (5) End of the Quarter and Half Time.

B. 5-minute quarters for Pee Wee Division. 7-minute quarters for Junior Division; 8-minute quarters for Senior Division. The quarter break is 30 seconds. Half time is 3 minutes

C. Each team has five (5) 30-second time outs per game. One additional 30-second timeout during overtime **(Juniors/Seniors)**

7. **Overtime during the regular season (Junior/Senior Divisions only)**

 A. 3-minute overtime during the season.

7a. **Regular Season and Overtime (Pee Wee Division)**

 A. Each team will have three (3) opportunities to score per possession.

 B. Possession changes after either of the following:

 (1) A made basket

 (2) The third attempt to score a basket

C. At the end of regulation, each team will select three (3) players who will each take one (1) shot. The team that makes the most baskets out of there (3) wins the game. If the shoot off ends in a tie, the game ends in a tie.

8. **Uniforms: Only players wearing the issued uniform will be allowed to participate in games**

**9. CONDUCT**

A. **ABSOLUTELY NO YELLING OR ABUSIVE LANGUAGE DIRECTED AT OFFICIALS, PLAYERS, COACHES, OR SPECTATORS.**

(1) Coaches and Players: Technical Foul for the 1st incidence, ejection from the game for the next incidence.

(2) Spectators: Warning for the 1st incidence, ejection from the gym for the next incidence

(3) The referee will impose these penalties.

B. Fighting or Blatant attempts to injure another player will warrant immediate ejection from the game.

NEW RULE FOR 2005!