

LCIRSA

Basketball Rules

All games will be governed by the National Federation of High Schools (NFHS) Rules Book with the following LCIRSA modifications.

This Rulebook should be utilized in conjunction with the LCIRSA [Tournament Handbook](https://lcirsa.org/tournament-handbook).

For any information regarding Team Registration, Team Fees, Player Eligibility, Team Rosters, Competition Scheduling, or the Appellate / Protest process, Please refer to the [Tournament Handbook.](https://lcirsa.org/tournament-handbook)

**Section 1: Players, Equipment, and Pre-Game**

Disclaimer:

Certain risks of injury are inherent to participation in sports and recreational activities. These types of injuries may be minor or serious and may result from one’s own actions, the actions of others, or a combination of both. In Competitive Sports, injuries to ankles, knees, shoulders and the head are common. Serious injuries, (including death, broken bones, broken ankle, back and neck injuries, head injuries, and paralysis) can occur, but not limited to, contact with other participants (such as colliding), contact with the ground while sliding and/or tripping, severe injuries due to running.

1. Each participant must present a current, **valid student ID** card in order to be eligible to play.
2. Each Men’s and Women’s team shall consist of 5 players. Each team must have minimum of 4 players in order to begin the game.
3. Basketball size regulations:
	1. Men’s: 29.5”
	2. Women’s: 28.5”
4. **Jerseys:** Each team is required to wear **numbered** shirts of one distinguishable color. Numbers must be clearly legible on the back of each jersey. No taped-on numbers will be allowed. Any team not dressed in like-colored shirts may wear colored jerseys provided by Intramural Sports.
5. Jewelry**:** No jewelry or any other item deemed dangerous by the official may be worn during play. Any player wearing exposed permanent jewelry (i.e. body piercing) will not be permitted to play.
	1. Medical alert bracelets, medical alert necklaces, and religious medallions are not considered jewelry, but must be secured to the body with tape. In all cases, the officials may deem any article illegal equipment if they feel it poses a hazard to either the player or his / her opponents.
6. Players may wear soft, pliable pads or braces on the leg, knee, and/or ankle. Braces made of any hard material must be covered with at least one-half inch padding for safety reasons. Under no circumstances will a player wearing a cast or splint be allowed to play.
7. If eyeglasses are worn, they must be unbreakable. Each player is responsible for the safety of his/her glasses.
8. GAME TIME IS FORFEIT TIME. Please be on time!

**Section 2: Game Rules**

1. National Federation of State High School Association (NFHS) rules will be utilized for NIRSA Club Basketball Conference play, with the following modifications:
2. Playing time shall be four ten (10) minute quarters
3. Halftime will be five (5) minutes and 30 seconds between each quarter.
4. Running clock until the last 30 seconds of the first three quarters, and the last 2 minutes of the fourth quarter.
5. Each team will receive 3 60-second timeouts per game.
6. They will receive one additional timeout for each overtime period. All other timeouts do not carry over into overtime.
7. Overtime shall be a three-minute period, with the clock stopping on all whistles in the last minute.
8. Overtime periods will continue until a winner is determined.
9. 5 team fouls per quarter = two bonus free-throws – team fouls reset per quarter
10. Mercy Rule: If a team is up by 20 points or more with two minutes left in the game (4th quarter), the clock continues to run for the remainder of the game (even if the losing team gets under 20-point differential).
11. No shot clock will be utilized.
12. Two-point field goals and three-point field goals will be used.
13. When available, the high school three-point line will be utilized

**Section 3: Court and Facility Policies**

1. LCIRSA will be adopting the NBA’s new zero tolerance rule for arguing with the officials. Any negative discussions with an official will result in a technical foul. Players should keep all comments to themselves.
2. Teams will be accountable for their fans. The team will be given a verbal warning. Second incident will result in a team technical foul. Taunting of opposing teams will not be tolerated.
3. There will be no dunking or grabbing of the rim at any time before, during half time or regulation play. If a player dunks (even during pre-game warm-ups), a technical foul will be assessed. **No points attained during a dunk will be awarded.** There will be no warning regarding this rule before or during the game
4. Slapping the backboard is not a technical in itself, but intentionally hitting the backboard hard enough to alter the flight of the ball will result in a technical.

**Section 4: Protests**

In the case of a misapplication or misinterpretation of a rule by the game officials, teams will have the ability to call a time-out and protest their decision.

If a team wishes to protest because they believe a correctable error has occurred, they will need to do the following:

1. Upon gaining possession or during any dead ball period, the team will call a timeout, alert the game officials that they wish to protest and will state specifically what “correctable error” they think has been made. This must occur no later than during the first dead ball after the clock has been properly started following the error.
2. If the error is indeed correctable, the error will be fixed, and the team will not be charged with a timeout. If the error is not correctable, the team will be charged with and may use a timeout.
3. If no timeout remains, the protesting team will be charged with a technical foul. All decisions made by the Rules Committee will be final.

For protest concerning player eligibility, please refer to the Tournament Handbook.