A. ELIGIBILITY
Holy Cross graduate students, faculty, and staff are eligible for participation. To play in all Intramural sports, participants must have a valid Holy Cross ID. CoRec: Holy Cross undergraduate students, graduate students, faculty, and staff are eligible for participation. Also any members of the Holy Cross varsity sport teams are ineligible to participate in the same or related intramural sport. If you are an outgoing senior you are still consider a varsity player.

B. LOCATION: All games will be played in Mckenna Arena.

C. FORFEITS/RESCHEDULES: If a team does not have the minimum amount of players at game time, that team will forfeit. No reschedules will be permitted in this sport. If a team cannot make a game, they may call Brian Pearison, Intramural Director 574-361-9590 before 3:00pm the day of the game or 12:00pm on the day of game for weekend events and request a default. A default results in a loss, but is not considered a forfeit. Defaults and forfeits result in a 20-0 win for your opponent.

D. SCHEDULE: All schedules are posted online and it is the captain’s responsibility to check for updates/changes.

E. ROSTER ADDITIONS: Players may be added to the roster at any point during the regular season. Players may not be added during playoffs. ** All additions must have a properly filled out Roster Addition Form that includes a Director signature.**

F. INSURANCE WAIVERS: All players must fill out an insurance waiver before playing intramural sports. Waivers will be handed out at captains meetings and will also be available at the game site.

G. CHECK-IN: It is the responsibility of each player to find the supervisor working and checkin with them before playing in any intramural activity. Failure to check in with the supervisor
and playing in any intramural activity may result in suspension from future intramural activity. 

H. SPORTSMANSHIP: Participants and fans must respect players and intramural staff and follow instructions given to them by the staff. Foul language, taunting, or any other unsportsmanlike behavior will not be tolerated. Any participant or fan yelling, gesturing, or any other act in a negative manner toward opposing teams, players, fans, or Rec Sports staff will receive a penalty. These penalties will be assessed to the fan or participants team. These penalties can include a technical foul, yellow card, unsportsmanlike conduct, or sport specific penalty. If committed by a fan the captain of that team will be assessed the penalty. Any participant who receives a conduct penalty of this nature, must leave the field of play to fill out an Incident Report with Rec Sports staff. Basketball Penalty: Technical foul.

Player must leave court and cannot re-enter game until supervisor has filled out an incident form.

I. ALCOHOL, TOBACCO & DRUGS: Holy Cross Intramural Sports has a zero tolerance policy for alcohol, tobacco, or any other drug at intramural events on or off campus. Furthermore, Rec Sports staff reserves the right to remove participants or fans suspected to be under the influence of drugs or alcohol. The removal process may involve the assistance of authorities such as Holy Cross security or member of The South Bend Police Department.

Updated 3/1/13

SPORT RULES: Situations not specifically covered or implied by these rules shall be governed by current National Federation Basketball Rules and Interpretations. Certain intramural modifications follow:

A. SCORING AND TIMING

1. GAME TIME IS FORFEIT TIME!

2. Two twenty-minute running halves will constitute a game. The clock shall run during fouls and free throws. A maximum of two minutes will be allowed for half time. Teams shall be allowed one (1 minute) timeouts per half.

3. The clock will stop in the last two-minutes of each half for all dead ball situations except when:
i. If a team is up by 20 or more points the clock will not stop in the last two minutes of the first half.

ii. If a team is up by 15 or more points, the clock will not stop in the last two minutes of the game.

iii. If a team is up by 20 or more points at any point during the last 2-minutes of the game, the game will end.

iv. If a team is up by 50 or more points at any point in the second half, the game will end.

4. Playoffs only: A three-minute overtime period will be played in the case of a tie. If the overtime period ends in a tie score, then another three minute extra period is played, until a winner is decided. Each team shall be allowed one time-out (non-cumulative from regulation play) in the overtime period.

B. PLAYERS:

1. All injuries must be reported to the supervisor on duty.

2. Teams must begin the game with at least four (4) players. Failure of a team to have four players present at game time shall result in a forfeit.

3. Players may substitute on dead balls only.

4. Team captains are the only players allowed to talk to the officials during the game.

5. No jewelry is permitted.

C. COREC VARIATIONS

1. Women’s baskets are scored as: 2 pts = 3 pts and 3 pts = 4 pts.

D. FOULS

1. Common Fouls: Ball is taken out-of-bounds until the 7th team foul.

2. Bonus: One and One situation is in effect during the 7th, 8th, and 9th team fouls of each half.

3. Double Bonus: Two free throws are awarded for any foul after the 9th.

4. Shooting Fouls: One, Two or Three free throws are awarded on fouls committed in the act of shooting.

5. Players are allowed four fouls. On the fifth personal foul, the player is disqualified from the
game.

6. Technical fouls will count toward a player’s fouls.

E. 3 POINT ATTEMPTS AND DUNKING

1. A successful try from the field beyond the three-point line counts three points.

2. For a successful three-point goal, the player must have one or both feet on the floor and beyond the three-point line when the shot is attempted. After the release of the ball, the shooter may land on the line or in any part of the two-point area.

3. Dunking or hanging/snapping the rim is not permitted before, during and after the game and will result in a technical.

F. PROTESTS

1. Misinterpretation of Rules: Stop the game immediately and summon the supervisor over to the court.

2. The supervisor will try to handle the problem as quickly as possible and make a judgment at that time. If needed, the supervisor will determine if more time should be put on the game clock.

3. Note: judgment calls may not be protested.