

New Mexico Tech Basketball Rules & Regulations

Revised 06/16

I. **MATCH STRUCTURE:** All games will consist of two 20-minute running halves. The clock will stop in accordance with timing regulations during the last two minutes of second half. If there is a 15 point lead or greater during last 2 minutes of game, the clock will be continuous. Teams must begin with a minimum of 4 players. A team beginning with four eligible players, may finish the game with 3 if necessary. Continuous Play: If the direction of the ball is understood, the ball may be put into play at any time.

II. **ELIGIBILITY:** Each and every player must possess and present upon request, a current, valid Tech ID, Gym, or Intramural Pass. A player may only participate on one team per sport! Each player must appear on their team's roster and on no other. There will be a grace period of two weeks, after the date of the first game per season whereby captains may add or delete players to/from their roster. Teams who play with an illegal player may be subject to forfeiting that game and others in which the illegal player participated.

III. **ELIGIBILITY PROTESTS:** A captain may protest the eligibility of an opponent prior to or during a contest. An illegal player is one who:

1) does not possess a current, valid Tech ID, gym or intramural pass, 2) does not appear on the roster for the team on which he/she is attempting to play or 3) plays on another team/appears on another roster. ONLY a captain with the protest should notify an official or the intramural supervisor immediately upon noticing this discrepancy, and they will file a formal protest. A judgement call by an official is NEVER a grounds for protest and WILL NOT be heard by the Physical Recreation Department. Officials have FULL authority to eject a player from the game with proper justification.

IV. **FORFEITURES:** Forfeitures will occur 5 minutes into game time. Teams must have at least 4 players present at match time. Teams are to report to their designated "sides" upon arrival and sign in on the score sheet. Teams assessing two forfeits will be dropped from the league and will not be considered for the tournament.

V. **EJECTION'S:** Players may be ejected from a game, and subsequently suspended for the season for any of the following offenses:

- Two (2) Technical Fouls
- Use of profane language directed at officials, supervisors or other players
- Endangering any person in any way.
- Fighting
- Use of alcohol.
- Any other form of unsportsmanlike conduct

*All ejected players must leave the playing area immediately. Failure to do so will result in forfeiture of the game for that individual's team. Ejected players must see the Director of Physical Recreation prior to participating again. **EJECTED PLAYERS WILL HAVE A MINIMUM 2 GAME SUSPENSION.**

**** All patrons not affiliated with Tech must possess a current gym membership or pay appropriate intramural fee to participate in New Mexico Tech Intramural leagues. Please see gym staff for fees.**

VI. RULES:

*Halftime will be a maximum of 5 minutes.

*In the case that an overtime period is needed, it will consist of 2-minute running clock. If the teams remain tied at the end of the overtime period, a sudden death period will be in effect, with the first team to score declared the winner.

*The team who has next possession at the end of the first half, will automatically have first ball possession to begin the second half.

*Teams are allowed two 60 second timeouts per game and one additional timeout per overtime period. The clock will stop for 60 seconds ONLY when a timeout is called.

*Any individual receiving two technical fouls in any one game will be ejected from that game. An ejected player must leave the facility IMMEDIATELY; any failure to do so may result in that player's team forfeiting that game. A player may be ejected for his/her first technical if it is deemed by the official(s) to be a serious offense.

*Any foul committed in the last two minutes of the game will result in two free throws. This applies to non-shooting fouls and fouls committed against a shooter who does not make his/her attempt. In the event of overtime, each team receives a "free" foul. After the first foul, the aforementioned two shot rules will apply.

*Substitutes must notify the scorekeeper of their intent to enter the game. The substitute must wait for a dead ball situation and must be mentioned in by the official(s).