



Office of Student Life

INTRAMURAL SPORTS PROGRAM BASKETBALL POLICIES AND PROCEDURES

A. Eligibility

Any officially enrolled Meharry student, faculty or staff, with a valid Meharry identification card, is eligible to pursue participation in the Intramural Basketball League.

Students participating (player or coach) in intramural softball must be in good academic standing as determined by the Academic Affairs Office of their respective school. The Office of Student Life will confirm the student's eligibility to participate.

B. Team Roster and Waiver Form

1. One Team Roster per team must be completed by the deadline communicated by the Office of Student Life. The form can be found [HERE](#). Each team member's first and last name, school/program and Meharry email address must be included on the form.
2. Team rosters must have a minimum of six (6) players and a maximum of fifteen (15) players.
3. Any player transferring to another team can do so providing he or she hasn't played more than one game in the Meharry Intramural League on another team.
4. Team Rosters should be finalized **one week before the first game** of the season. No players can be added to a team after the season begins.
5. **All players must submit an electronically signed WAIVER FORM before they are allowed to play.** The waiver form can be completed online and can be found [HERE](#).

C. Game Schedule, Location and Forfeit

*Changes to the league schedule must be requested in writing no later than a week prior to the start of the season. *Game changes due to emergencies or academic reasons are considered. Please see the next section for details.*

1. All scheduled games will be played in the Meharry Medical College Ross Fitness Center Gymnasium.
2. Games are scheduled for **Monday** and **Thursday** evenings at 6:00 pm, 7:00 pm and 8:00 pm. and **Saturday** morning at 10:00 am, 11:00 am and Noon.
3. All games will start on time unless special arrangements have been pre-approved by both teams. The game will be forfeited if a team does not have the minimum number of players present by ten (10) minutes after the scheduled start time.
4. **Forfeit** is defined as a two (2) to zero (0) **loss**.
5. The teams seeding for tournament play will be determined by win/loss record and head-to-head competition.
6. All games will be played with a one (1) hour time limit.

D. Changing a Game Date/Time After the Start of the Season

1. Communication Chain

The **captain** is the official spokesman for the team. Any **player** wishing to communicate with the **administration** of the Intramural Sports Program, about an official matter, should convey the message to his/her team captain who, after consideration, can bring it to the administration.

2. **Change**

Games can only be changed (**time and/or day**) for **academic or emergency reasons**. If a team cannot play a game and the game cannot be moved the team must take a forfeit.

3. **Approval**

It is preferred that before a captain makes a request to change a game he must acquire the **approval of the captain of the opposing team or teams affected**. A written request to the Office of Student Life staff, including the other team captain(s) is acceptable as well.

4. **Notice**

Notice to change a game must be given to the administration of the Intramural Sports Program at least **twenty four hours** before the scheduled start of the game. **Notice can only be given after the affected team or teams have given their approval to change the game.**

5. **Sanction**

The administration of the Intramural Sports Program finds that all criteria, necessary to change the game day and/or time, have been met and the change is possible. The change is made and communicated to all teams in the league.

6. **Contact**

Office of Student Life – studentservices@mmc.edu; 615.327.6792.

E. Uniforms and Equipment

1. All teams must wear the same (color, style) tops (jersey or T-shirts) with numbers. No duplicate numbers allowed.
2. The Office of Student Life will provide pennies (jerseys) for teams that do not have matching tops.
3. All balls will be provided by the Office of Student Life Intramural Sports League.

F. Forfeitures

1. Any team that forfeits a game will lose that game by 2-0.
2. A game will be forfeited if a team does not have five (5) players to start a game.
3. A double forfeit will occur when both teams have an insufficient number of players to start the game.
4. A game will be forfeited if a team does not have at least two (2) students, out of five players, to start a game.
5. A team with three (3) forfeits is automatically disqualified for the Play-Off Tournament.

G. Sportsmanship Conduct

1. The Intramural Sports Program will have **Zero Tolerance** for the following:
 - A. **Physical Contact**, bumping, shoving or attacking
 - B. **Verbal Abuse**, cursing, profanity
2. Each player is responsible for his/her behavior.
3. Each team's coach and/or captain should manage the team's behavior.
4. A rule violation protest arising during a game must be presented immediately, before the next pitch, to the plate umpire.
5. All protests of player eligibility must be reported as follows:
 - a) To the referees before and/or during the game.
 - b) To the administration of the Intramural Sports Program at any other time.
6. Unsportsmanlike conduct such as cursing, rowdiness or continuous harassment of official(s) before, during or after a game shall be cause for disciplinary action as outlined in the Non-Academic Disciplinary Action policy in the current year's [Academic Catalog](#), up to and including suspension.

H. Rules

Rules are based on TSSAA Rule for High Schools

1. Each game will consist of two (2) sixteen (16) minute halves totaling 32 minute game, with a five-minute intermission. The clock runs continuously except for the last two (2) minutes of each half. The last two minutes of the 1st and 2nd half the clock stops for all infractions.
2. Each team must begin with five (5) players and can continue until there is only one (1) player. The team will forfeit the game unless the official(s) believes that the team has an opportunity to win.
3. Each team must have at least **two (2) students** on the floor at all times.
4. Each team will have **two (2) time-outs per half**. All remaining time outs are carried over to overtime. In the event of overtime, the 2nd half will be extended by two (2) minutes with one (1) time out. The clock will run continuously for the first minute, the second minute the clock will stop for all infractions, this procedure will continue until one team wins.
5. The team captain shall be the designated spokesman for the team while on the court.
6. Any player can call time out.
7. All substitutes must stop at the scorer's table first and **wait until the official signals him/her into the game**.
8. Coach(es) must remain seated on the bench at all times while the clock is running or stopped except to:
 - a) Confer with bench personnel within the confines of the bench area
 - b) Rise and stand in front of their seat to signal players to call time-out
 - c) Confer with the scorer's table to request a time out
 - d) Attend an injured player when asked to do so by the official
9. Coach(es) may rise from their seats to spontaneously react to an outstanding play by his/her team, but must immediately return to his/her seat.
10. Dunking is permitted.
11. Two (2) technical fouls on any player or coach will call for disqualification and banishment from the bench and possible banishment from the gymnasium.
12. If two (2) technical fouls are committed, two shots and the ball is awarded to the other team.
13. If a foul on a three point attempt is committed, the shooter will take three (3) foul shots.
14. Any player that causes an **intentional** flagrant act will be **ejected** from the game.
15. A swing of the elbows is an automatic technical foul. Any excessive swinging of the elbows will result in a technical foul and possible **ejection** from the game.
16. During free throws, all players must remain in the block until the ball hits the rim.
17. **The officials will have the final word in all interpretation of the rules.**