Olathe Parks & Recreation
Intramural Basketball League Rules

Coaches and players are responsible for knowing and following the game rules.

PROGRAM OBJECTIVE
To provide the opportunity for 7th-12th graders to play basketball in an organized program designed to emphasize recreation, fair play, and sportsmanship.

MANAGEMENT AND AUTHORITY
1. The Recreation Division will be responsible for scheduling games, providing gymnasium facilities, gym supervisor, officials and league administration.
2. Neither the City of Olathe, nor it’s agents and employees are responsible for any injuries or accidents incurred by players or spectators.
3. The Recreation Division reserves the authority to forfeit any games in which infractions of the rules have been committed.
4. The Recreation Division reserves the right to remove any player from competition for part or the entire season for unsportsmanlike conduct of any nature.
5. All personnel employed by Recreation Division have the authority to evict a player(s) or spectator(s) from the game or facility for unsportsmanlike conduct.

TEAM ROSTERS
1. Each team roster will consist of a minimum of 8 and a maximum of 12 players.
2. Players must be:
   a. A Student in the proper grade.
   b. Properly registered on the team roster.

RULES PROTESTS
Decisions based on the judgement of the official are final and not subject to review. A rule violation protest must be made at the time of the incident in question to the gym supervisor and will be ruled on immediately and the appropriate action taken that is dictated by the NFHSA and the published league rules.

LEAGUE STANDINGS
Standings of teams tied in the won-loss column will be determined by previous head to head competition. If the preceding does not determine a winner, the differences between total points scored and total points allowed will be compared (+/-15 max).

AWARDS
First place winners will receive champion t-shirts.
LEAGUE RULES

1. The National Federation of High School Athletics basketball rules apply except as amended below.
2. 7th & 8th Grade will use a 28.5 ball.
3. 9th-12th grade will use the full size ball of 29.5.
4. Game time is forfeit time. A team must have 5 players to start and 2 players to continue the game.
5. Games will consist of four 10-minute quarters. The clock will not stop except for the last two minutes of the game, injury, and time outs. In the final two minutes of the game if either team is leading by 15 or more points the clock will not stop.
6. If the game is tied at the end of the 4th quarter, a 2 minute overtime period will be played. If the game continues to be tied, additional 2 minute overtime periods will be played as necessary to determine a winner. During overtime periods, the clock will stop on each whistle.
7. Each team is allowed two 30 second time-outs per half and one 30 second time-out per overtime period. Time-outs do not carry over from half to half or overtime to overtime.
8. Team jerseys will be provided.
9. Teams will shoot free throws according to current high school rules.
10. Forfeits. If known ahead of time, all forfeits must be reported to the Recreation office, 971-8563, 24 hours before game time. This is to enable us to notify teams and game personnel in advance.
11. A team is responsible and will be penalized for the actions of players and fans. Abusive profanity and fighting will not be tolerated.
12. Only adult managers, players or coaches will be allowed to sit at the team bench.
13. All technical fouls will be 2 shots and the ball out of bounds. For his 2nd technical foul the player/coach will have to leave the game and be suspended for one game, for his 3rd technical foul the player/coach will be suspended for the remainder of that season. Depending on the severity of the infractions further action may be taken with the approval of the Program Supervisor. If three technicals are issued to a team during the game, the game will be stopped and declared a forfeit.
14. Participation of an ineligible player will result in the forfeit of all basketball games in which the ineligible player participated.
15. NO DUNKING in pregame or in game. Dunking or hanging on the rim will result in a technical foul.