

**LUKE AIR FORCE BASE**  
**FITNESS CENTER**  
**Intramural Basketball By-Laws**  
**April 2010**

**RULES**

1. NCAA Basketball Rules (2007) will govern play except as amended by these by-laws.
  2. Note: These rules are available on-line at NCAA.com.
  3. All-Sports by-laws will govern player conduct, eligibility, rosters, forfeitures, suspensions, and all other administrative issues.
  4. Teams may have an unlimited number of players on their roster. A team shall have a maximum of five players on the court at one time. See All sports by-laws for player eligibility.
  5. A team must have five (5) players to start a game.
  6. The game will be played with two 20-minute halves with a running clock. The clock will stop the last two minutes of the game on every deadball and foul. Clock will stop on every basket during the last one-minute of the game. The shot clock will not be used.
  7. Each team will be allowed two 30-second and four full (60 second) time outs per game.
  8. Overtime periods will be 5 minutes. The first four minutes will be a running clock, and the last minute the clock will stop on every dead ball.
  9. During extra periods, each team will have one full (60 second) time out. Full time-outs will not be carried over from regulation; however 30 second time outs may be carried over.
  10. A five (5) minute warm-up period will be used between games if games are behind schedule.
- Note: It is each team coach/captain's responsibility to ensure that his/her players receive a copy of these bylaws and the schedule. Please ensure your team members are "in the know" of everything.

**\*\*NOTE TO COACHES: PLEASE INFORM THE SPORTS DIRECTOR OF YOUR ALTERNATE TEAM CAPTAIN WHEN YOU GO ON LEAVE OR TDY.**

11. Coaches are responsible for the conduct of their players.
12. Drinks may be consumed if in a plastic squeeze container. No alcohol or beverages in glass containers will be allowed. Please clean up your team bench after each game.
13. If teams desire to wear their own jerseys, they must be the same color and worn by all players on the team. Under shirts must match team jerseys. Shoes must be non-marking, and carried into the gym. No outside shoes are allowed on the gym floor.
14. No part of the military uniform will be worn on the team bench or floor, unless it is worn by the coaching staff.
15. No cutoffs or shorts with pockets. Under shirts must be the same color as the jersey.

### **PLAYOFFS**

1. The playoffs will be a double elimination tournament. Every team that completes the season is eligible to make the playoffs. The playoffs are scheduled June 8 – 19<sup>th</sup>. All game dates subject to change.
2. If a tie occurs between two or more teams in the final league standings, playoff positions will be determined by a.) The results of head-to-head play during the season b.) Point differential in above games.

### **GAMES/MATCHES**

1. Games/matches will be scheduled by the Sports Department. Games will be scheduled Monday through Thursday at 1800, 1900 and 2000. Teams will be given 24 hours notice for make-up games.

## **COMMANDERS CUP POINTS**

1. Each regular season win is worth 10 Commanders Cups Points. Completing the season will result in 50 Commanders Cup Points. A 1<sup>st</sup> Place finish in the tournament is worth 100 Points, 2<sup>nd</sup> Place is 80 Points, 3<sup>rd</sup> is 60 Points, and 4th is 40 Points.

**The Sports and Fitness Staff reserve the right to amend these by-laws and/or act in the best interest of the program at any time.**

**//signed//**

Pernell Stoney

Fitness Center Director