

## Minnetonka High School Intramural and Girls Rec 9-12 Rules

"Minnesota High School Basketball rules apply unless specifically abridged by the following rules."

### 1. Playing Time Requirements:

- This is an equal play league. An equal play score sheet must be marked and will be enforced to ensure equal play for team players. The official score sheet can be found at the scorer's table.
- Only registered players can play in your team's games unless a substitute is approved by the league director.
- No association travel players, high school players, or players from other schools may play in this league in the same season as they are registered with their association or school team.
- A player that has officially dropped from their association or school team may be added to an Intramural league team at the discretion of the Intramural Director on a case-by-case basis.
- Any players added to the team must have approval from the League Director.

Play Time Requirements	
6 Players = 2/6 times, 4/7 times	9 Players = 5/4 times, 4/5 times
7 Players = 2/5 times, 5/6 times	10 Players = 10/4 times
8 Players = 8/5 times	

With the intention of providing all participants similar playing time, each game is divided into 8 "segments" as substitutions occur at the 15:00, 10:00, and 5:00 minute mark of each half.

### 2. Rosters:

- Players must be registered in order to play.
- Any roster additions must have league director approval. No additions are allowed during end of season tournament play.

### 3. Uniforms:

- Players are required to wear the jersey provided to them at the beginning of the season.

### 4. Forfeit:

- If any team fails to have four (4) players or a registered coach available within five minutes after the scheduled starting time, the referee will declare the game forfeited.

### 4. Coaches/Officials Meeting:

- If any team fails to have four (4) players or a registered coach available within five minutes after the scheduled starting time, the referee will declare the game forfeited.

### 5. Game Length:

- A minimum of 2 minutes will be put on the clock for a pre-game warm-up unless more time permits.
- Games are 2 **Twenty-minute** running time halves with stop time for final minute of each half.
- 2 minutes are put on the clock for half-time.

### 6. Overtime:

- If any regulation game ends in a tie, there will be a one minute rest period. An overtime period is two-minutes in length. All playing time requirements are off in overtime.
- If, at the end of overtime, the game is still tied, a sudden death overtime will be played and the first team that scores will be declared the winner.
- A jump ball will start the overtime periods. The time limit is waived for tournament games, and two-minute periods will continually be used if necessary.
- Ejected or fouled out players are not eligible to return for play in overtime.

### 7. Substitution:

- Substitutions occur approximately at the 15, 10, and 5 minute mark of each half at a stoppage or slow point in play. The clock should stop briefly for substitutions, but this should not be used as a timeout.

- ***Substitutions other than above times are allowed only for:***
  - ***An injury, a player fouls out with five fouls, or is ejected from the game.***
  - ***If a player gets three fouls in the first half this player can be substituted from the game (substitution must occur immediately upon the occurrence of the foul).***
  - ***A player receives a technical foul (substitution must occur immediately upon the occurrence of the foul and lasts until the next equal play substitution at the quarter/half quarter or overtime period).***
  - ***Overtime (no substitutions are allowed during first overtime except as noted above; may substitute different players during sudden death overtime provided the players have not fouled out).***
  - ***The player rotation count towards the player who is being substituted for in the above cases.***

#### 8. Jump Balls:

- After the initial jump ball at the start of the game, all jump ball situations will be resolved using the alternate possession rule. A jump ball will start overtime.

#### 9. Time-Outs:

- Two thirty second time-outs per half, per team.
- No carry-over to another half or overtime is allowed.
- Each team is awarded one time-out per team during the entire overtime period.

#### 10. Defense:

- All defenses are allowed.
- **No pressing in Girls Rec except for final 2 minutes of each half.**
- Pressing: All full court presses are allowed until a 20-point difference is recorded.
- Referees are encouraged to give a warning before enforcing a technical foul for repeated infractions of not falling back to half court with a 20 or more-point lead.
- Once the score difference falls below 20 points, teams are allowed to press again.

#### 11. Foul Rules: The Minnesota State High School Basketball apply except as noted.

- **Bonus:** Teams will shoot 1-and-1 when the opposing team has committed its seventh team foul of the half.
- **Double bonus:** Two shots at the tenth team foul of the half.
- Players foul out of the game after committing their fifth foul. If a team is short of five remaining players, the last player fouling out stays in the game. Every future foul by this player results in a technical foul. Players on the bench who fouled out earlier in the game may not re-enter the game.
- **Technical Fouls:** Technical fouls are also personal fouls. ***All technical fouls will be non-shooting fouls. Two points and the ball at half-court are awarded for a technical.***
- A flagrant foul leads to an automatic player ejection.
- Any player who receives 2 technical fouls in a game must leave the building immediately following the second foul. That player is suspended for the next game. ***Any player who gets a total of 4 confirmed technical fouls during the season is removed from the league.*** They must leave the building and may not play for the rest of the season. Technical fouls are reported to the League Director by date/court/team/player on the games equal play scoresheet.
- **Any team with 3 conduct-related technical fouls in one game** immediately forfeits the game and must leave the building immediately. The opposing team may use the remaining game time for practice.
- **Fighting:** There is a zero-tolerance policy for fighting. Any player who throws a punch at another player will result in a technical foul, an immediate ejection of that player from the game, and a potential suspension.

#### Tournament Seeding Tie-Breakers

Tie Breakers will be determined the following ways for tournament seeding.

- Win percentage
- Head-to-Head play
- Points Against