Bylaws of Hastings Intramural Basketball
Date: June 29, 2012

Article I. Name of Organization:
The name of this organization is:
Hastings Intramural Basketball League (“The League”)

Article II. Purpose:

§1 The League seeks to create and administer an intramural basketball program for the enjoyment, social development, and physical health of the UC Hastings student body and community.

Article III. Membership:

§1 The League is open to all UC Hastings students who register with the league manager. The League does not discriminate and adheres to the UC Hastings Nondiscrimination Compliance Code.

Article IV. Officers:

§1 The League will have a board, called the Board of Commissioners, which will be responsible for all administrative functions for the league. The Board will be responsible for enforcing the rules of the league and may appoint others for administrative functions on an as needed basis. The Board may discontinue the service of others at will.

Article V. Officer’s Responsibilities:

§1 Duties will include:
- Scheduling of informal pickup games
- Effectively communicate with members
- Hosting academic panels related to sports law
- Conducting a general body meeting to promote the league
- Administration of the league and its games
- Promote student activity

Article VI. Administration of Intramural League

League Rules:

§1 Team Captains must agree to read the bylaws and put best efforts to abide by the rules set forth by the Board of Commissioners. Captains will conference before the game to review the rules and then lead teams into introductions before the game starts. At the game’s conclusion, Captains will line up teams for handshakes. Further duties include
promoting an enjoyable and safe playing environment, communicating with their team and fellow team captains to avoid or work out disputes as they arise.

§2 If available, a student referee will be provided by the League. Game monitors have final say on ALL calls (which include 8-second violations, fouls, turnovers, technical fouls, and ejections, and other basketball calls). Only the team representative designated at the start of the game may discuss a call with the referee. In the event there is no referee provided, teams will call their own fouls.

§2 Players that exhibit an excessive fouling behavior can be ejected from the game. This decision will be made by any Commissioners if present, by game monitors appointed to do so, or after a conference between team captains where a unanimous agreement is reached that the player should be removed. A team captain may issue a complaint to the Commissioners regarding a team captain’s failure to compose his/her team.

§3 If necessary, team Captains will quickly resolve any disputes that stop play after a brief meeting. The clock will be stopped in situations where disputes have stopped play.

§5 Any attempt to deliberately hurt or injure another player will carry the same penalty as a technical foul except the player committing the foul will be suspended for at least one league game and a maximum of the entire season.

§6 Any violence, intimidation threats of violence, and inappropriate language will result in suspension from the entire season. Slurs or derogatory remarks of any kind will not be tolerated.

Team Rules

§1 Players must be registered on a team consisting of at least 4 players. Teams are recommended to carry 8 players. A roster limit may be placed.

§2 Registered team players may play for only one team. [This rule has changed to allow player movement to facilitate games running]

§3 Teams should consist of only Hastings students, Alumni, and those with strong connections to the Hastings community. Any non-Hastings student or alumni should be noted and teams should seek a special waiver from the League. In adding a non-Hastings player, the League will look into the reasons for adding the player, the list of available free agents, and the overall benefit to the League.

§4 Certain restrictions may apply and non-Hastings student players who fundamentally alter the composition of games may be excused from play as determined by the League based on player’s pro status, destructive demeanor, height advantages and mismatches, and other similar criteria related to the safe and fun environment. Team Captains may request a meeting to discuss addition of non-Hastings affiliated players.

§5 Players not on a team may register as "free agents" and play for and try out on a registered team. Free agents may also fill in the event an intramural team cannot field its
own team a certain day. However, rosters are finalized at playoffs and free agents must be registered to play, and may play on only one team.

Scheduling

§1 Team Captains must confirm their games are on track 48 hours before teams are scheduled to play. Failure to do so will result in unfavorable treatment for any rescheduling needs.

§2 Failure to show up to a scheduled game without notice game will result in forfeit and may preclude a team from the playoffs at the discretion of the League.

Game Rules

§1 Games will be played on a full court with four players per team, you must have at least three players to start a game; if a team cannot field a team, that team forfeits.

§2 Each game will consist of two, 20-minute running timed halves;

§3 The halftime break will be 5 minutes.

§4 A two and three point system will be used in all intramural games.

§5 Players call their own fouls - Offensive player gets preference on disputed calls; But, a team captain can challenge or dispute a particular call if repeated. In the absence of a referee, the captains will confer and quickly come to a final agreement. Particular problems or rule disputes can be forwarded to HIBL for a conclusive clarification.

§6 Only players on the court may make a foul, out-of-bounds, or rule call of any kind. Disputed calls must be worked out by players that are in active play on the court. This rule excludes Captains/Team Representative who are expected to resolve conflicts.

§7 Substitutions will take place during dead ball situations ONLY. A dead ball situation is after a foul or when the ball goes out of bounds.

§8 Teams will keep score with the scoreboard; each team will keep their own score if the scoreboard is not functioning. The scoreboard remote can be requested at the front desk in exchange for an ID card.

§9 The clock shall be stopped when the ball is not in play during the last minute of the game.

§10 The teams will switch sides after halftime.

§11 Teams receive two 30-second timeouts a half. [The clock will stop.]

§12 Aggressive behavior, fighting, or any other ungentlemanly or unladylike conduct may result in a warning or expulsion from the league. The Commissioner has complete discretion in such cases.
Special Game Rules

§1 Intentional fouls, resulting in 1-and-1 free throws, will be allowed ON THE BALL in the last minute of the game; the defensive team is responsible for calling intentional fouls. The intent of the rule is to keep play going and prevent teams from protecting a late-game lead by holding the ball.

§2 In terms of free throw rebounding, all players can move on the shot release except for the free throw shooter who must wait for ball contact off of the rim.

Regular Season Overtime Games

§1 In the event that regulation play ends in a tie, there will be a 5-minute (clock stops last minute) overtime period. If the game is still tied the teams will enter sudden death, with the team that did not last have possession and the end of OT starting.

§2 Overtime period will begin with the team that did not have possession on the final play of regulation.

§3 Only one 30-second timeout may be called in each overtime.

Playoffs with Referees

Side/Ball: Team Captains will decide to either start with the ball or pick the side to start. You can rock-paper-scissors, shoot for side/ball, whatever.

Game Length and Clock Stoppage: Each game will consist of two, 20-minute running timed halves; the clock shall be stopped when the ball is not in play during the last TWO minutes of the game, if a time out is called, or if injury stops play. Clock stops on free throws.

The halftime break will be 5 minutes. The teams will switch sides after halftime.

Scoring: A two and three point system will be used in all intramural games.

The referee will call all fouls (including technical & flagrant), violations, and calls like three in the lane, 8 seconds, out of bounds, traveling, etc. The team captain may politely ask for clarification, but may not disrupt the flow of the game. TREAT THE REFEREE’S WITH RESPECT AND DEFERENCE!

Free-Throws: Referees will call shooting fouls for free throws (And 1/2 shot/3 shot). Each team is expected to keep track of team fouls (non-shooting and shooting fouls) using the white board. The penalty begins with the seventh team foul in a half. However, the fouled player must make the first free throw in order to get the second. This is called a "one and one" or "one and the bonus" situation. On the tenth team foul, the "double bonus" situation comes into play, meaning that every subsequent team foul results in two free throws for the opposing team. It should be
noted that no free throws are shot at either level for a player control foul, which is an offensive foul (usually a charge).

On a free throw attempt, you may rebound on the shot release, except for the shooter who must wait for the ball to hit the rim. Clock will stop on free throws.

**Subs:** Substitutions will ONLY take place during dead ball situations. A dead ball situation is after a foul, when the ball goes out of bounds, or when a time out is called.

**Time-outs:** Each team is allotted two 30-second time outs a half. One time out will be awarded during each overtime period, and time outs do not carry over.

**Scorekeeping:** Teams will keep score with the scoreboard; each team will keep their own score if the scoreboard is not functioning. The scoreboard remote can be requested at the front desk in exchange for an ID card.

**Behavior:** Aggressive behavior, fighting, or any other ungentlemanly or unladylike conduct may result in ejection from the game and expulsion from the league. The Commissioner(s) has complete discretion in such cases.

**Overtime:** In the event that regulation play ends in a tie, there will be a 5-minute (clock stops last minute) overtime period. The second and any other overtime periods will be 2-minutes (running time) until a winner is determined.

**OT Possession:** Overtime period will begin with the team that did not have possession on the final play of regulation. Alternating possessions will be used after subsequently.

**At the conclusion of the game, line-up and shake hands with the opposing players and be sure to thank the referees.**

**Article VII.** Amendments of Bylaws:

The amendment of these bylaws may be made at any time at the Board of Commissioner's discretion in order to increase the value of the league to the registered players.

**Article VIII.** Signature

[Signature]

Commissioner(s) [6/28/12] Date