

**OCONEE COUNTY PARKS AND RECREATION DEPARTMENT
INTRAMURAL BASKETBALL RULES
2025-2026**

I. GOVERNING BODY

The governing body consists of the Oconee County Parks & Recreation Department.

II. REGISTRATION

- A. Registration fee:
 - 1. In County Fee: \$148.5 per player.
 - 2. Out of County Fee: \$297 per player.
- B. **Team Entry Form and Team Roster are due on or by October 22, 2025.**
- C. **Individual player registration will take place online between September 29 and November 5**
- D. Individuals must be on a roster and declare the team's name of which they will be playing.

III. ORGANIZATIONAL MEETING

- A. Thursday, October 23, 2025 at 6:00 pm at the Oconee Veterans Park Community Center.
- B. **All team captains must attend.**

IV. UNIFORMS

- A. Jerseys will be provided by Oconee County Parks and Recreation Department.
- B. Participants must wear provided jersey to all games in order to participate in the game.

NO JERSEY = NO PLAY

- C. Jerseys may not be altered in any way. Altered jerseys will be considered illegal.
- D. Players will not be allowed to swap jerseys after a game begins.

V. PLAYER ELIGIBILITY

- A. All players must be 14 -18 years old and must be in high school to participate.
- B. Players are only allowed to play on one (1) intramural team during the season.
- C. **All players must either reside in or attend school in Oconee County (proof may be required).**
- D. All players must be checked in by staff at each game before game begins.
- E. **Players must bring a photo I.D. to every game. Photo I.D. must be either a driver's license, school I.D. or Infinite Campus form with a picture. Failure to do so will result in ineligibility to play in games.**
- F. **Any person playing for a school sponsored basketball team in the current school year is ineligible to play.**
 - a. If a team plays an ineligible player, the game will be forfeited, and the team manager will be suspended for one (1) game.

VI. TEAM ROSTERS AND PLAYER CONTRACTS

- A. Each player must register by completing the **Registration** online before he/she is eligible to play *and* each team must complete a **Team Roster Form** to participate in the league.
- B. Team Rosters must be turned in to the Program Coordinator to cement the team's place in the league. The Team Entry Deadline is **Wednesday, October 22 at 6:00 pm.** However, the league is first come, first serve.
NOTE: Team Names – OCPRD reserves the right to refuse a name provided by a team and require the team to provide a more appropriate team name for usage in the program.
- C. Team rosters must have a **minimum of 7 players and a maximum of 12 players.**
- D. No names may be added to team roster until a player's registration is completed, signed by all parties, and turned in to the Program Coordinator.
- E. The last day to add players to the team roster will be by 5:00pm on the first game day in January: Wednesday, January 7.
- F. Any player removed from a team roster may not be added to another team's roster.
- G. Any illegal player will be removed from the program, the adult sponsor/team captain can be suspended for one game or more, and the game will be recorded as a loss.

VII. PLAYER CONDUCT

The Oconee County Parks & Recreation Department Code of Conduct presides over the program. No food or beverage, except water, is permitted in the gym. Profane language or display of unsporting conduct will not be tolerated in the program. Any player not complying with this policy will be awarded an unsporting Technical foul. The officials in charge of the game will determine the unsporting conduct; however, gym supervisors witnessing inappropriate behavior or language may intervene and/or eject the player and/or spectator. The following additional provisions shall apply:

- A. A player or captain/manager receiving two (2) unsporting technical fouls during the course of a game will be automatically ejected from the game and suspended for the next scheduled game.
- B. Any player or captain/manager who receives one (1) flagrant foul in a game will be ejected from the game and suspended from the next scheduled game. Upon investigation by the governing body, the suspension may be longer or permanent.
- C. Any player, manager and/or spectator involved in a fight in any aspect will automatically receive a flagrant foul and will be ejected from the game and be suspended for the next two (2) scheduled games. Upon investigation by the governing body, the suspension may be longer or permanent.
- D. Any player receiving four (4) unsporting technical fouls and/or two (2) flagrant fouls during the course of the season will be suspended for the remainder of the season, including tournament (if applicable).
- E. Any team that receives a combined total of three (3) unsporting and/or flagrant technical fouls in a single game will forfeit that game on the third foul.
- F. Any team with six (6) unsporting technical fouls and/or four (4) flagrant fouls during the course of the season will be ineligible to continue play for the remainder of the season and all fees will be forfeited.
- G. If a player or captain/manager receives a suspension for the next game on the last game of the season, the suspension will be in effect in the first game scheduled the following season.
- H. Technical fouls will be given for dunking during warm-ups and half time. The official and/or gym supervisor in charge will determine whether a player dunked the ball. In addition, technical fouls will be given for players hanging onto the basketball rim unless to prevent injury.
- I. Any player, captain/manager and/or spectator who does or attempts to do bodily harm to an official will be immediately ejected from the game and facility and could possibly have criminal charges filed against him/her. In addition, the person will be removed from the program and banned from the Parks & Recreation Department facilities and programs for an indefinite period of time to be determined by the governing body.
- J. The gym supervisor has control over the gymnasium, games, participants and spectators. The gym supervisor is responsible for seeing that spectators conduct themselves with a good sporting attitude and in a courteous manner. The gym supervisor also has the authority to ask anyone (player, captain/manager and/or spectator) in violation of the rules to leave the premises.

Note: A player, captain/manager and/or spectator ejected or suspended from a game must leave the premises, if possible. If person is unable to leave premises, the person must be “out of sight, out of sound” (NFHS Rules).

OCPRD Sportsmanship Rating System

- A. After each contest, the officials, gym supervisor, and scorekeeper will award a score to each team based on the behavior, actions, and attitudes exhibited during play.
- B. The Program Coordinator or OCPRD Administration may provide input which could raise or lower an assigned rating. Behavior before, during, and after contests will be a factor for each team's rating. It is the responsibility of the league coordinator and coaches to inform players and parents about the rating system. Ratings will be given based on a scale of 1-5. A below average score will be subject to league discipline.

SPECIAL NOTES:

- A. A team that forfeits any game will receive a 2.0 rating while the opposing team automatically receives a 5.0 rating UNLESS the forfeiting team has notified the Program Coordinator 36 hours prior to game time. If the Program Coordinator is notified of the forfeit at least 36 hours in advance, the forfeiting team will receive a 3.0 rating.
- B. Teams that average below a 2.5 rating in the regular season will be ineligible for postseason play.
- C. Teams that receive a Sportsmanship Rating of 1.0 may require a Sportsmanship Action Meeting with the team's coaching staff and OCPRD staff.
- D. Administrative technical fouls will not count against a team's sportsmanship rating.

VIII. LOCAL RULES

All games will be played under National Federation of State High School Associations (NFHS) rules except where local rules supersede:

- A. Length of Game - Two-20-minute halves with a running clock except for the last two (2) minutes of the game at which time on the clock will be stopped on the official's whistle. Exceptions will be serious injuries, unusual delays, free throws and timeouts. There will be a 5-minute break for half-time.

****During the final minute of the second half or the final minute of overtime, the game clock will stop following all successful field goals unless a team is up by 20 or more points. When the lead is reduced to 15 points, clock operator will resume normal clock procedures. (Unless the running clock rule is in progress. Rule VIII. C.)**
****After a successful field goal in the final minute of the second half or the final minute of overtime, the team in possession of the ball may call a timeout to advance the ball to midcourt.**
- B. Full court pressure may be used until a team is up by 20 points, at which time full court pressure is not allowed. Once the lead is cut to 15 points, teams will be allowed to apply full court pressure.
- C. If a team is up by 30 or more points at any time the game will be played with a running clock including during foul shots, including the final two (2) minutes. When the lead is reduced to 15 points, clock operator will resume normal clock procedures.
- D. There will be a five (5) minute grace period before the first game of the day only. For all other games scheduled, game time is forfeit time. If a game runs over its time limit, teams that are scheduled to play the following game will be allotted five (5) minutes to warm-up before starting the next game. A team must forfeit if it cannot field four (4) players by the start time of the game. The gym supervisor is responsible for the official time.

- E. Any team forfeiting two (2) games in a row or three (3) games during the season will be removed from the league for the remainder of the season without refund.
- F. Each team will be allowed two (2) one-minute timeouts per half. Unused timeouts do not accumulate from the first half into the second half. In the event of overtime each team will be given one (1) 60-second timeout for the overtime period. Timeouts may not be carried over from regulation play to the overtime period.
- G. One overtime period 2–minutes in length with the clock stopping on the official’s whistle will be played in the event a game is tied at the end of regulation play. If game is tied at the end of the 2-minute overtime, the game will end in a tie.
- H. Teams will be allowed to have players and two non-player team managers on the bench during games. No other persons will be allowed in the bench area of the court.
- I. When a team has a 30-point lead, gym supervisors reserve the right to end the game based on player conduct.

League Standings & Tournament Details

Standings are calculated based on a point system applied to regular season games. Tournament brackets will be seeded based on each team’s end of season total points. The top 8 teams in the league will advance to the playoffs. There will be four (4) quarterfinal games, two (2) semifinal games and one (1) final.

Win= 3 points

Tie= 1 points

Unsporting Technical = 1 point deduction

Forfeit = Recorded as a 20-0.

Team Tie Breaker Criteria (In Order):

- 1) Head-to-Head Record
- 2) Wins
- 3) Point Differential – All Play (total points scored minus total points allowed)
- 4) Coin Toss

Tournament Overtime:

Overtime periods 2–minutes in length will be played with the clock stopping on the official’s whistle in the event a game is tied at the end of regulation play. Additional periods will be played until there is a winner concluding the end of an overtime period. Each team will have one time-out per overtime period.