

Albany Law School Intramural Basketball Club

By-Laws

Article I – Club Decisions

Section 1

The current Board shall confer on decisions regarding the Albany Law Intramural Basketball Club.

Section 2

The Commissioner in an exercise of his/her discretion shall make all final decisions, including the settlement of ties among the Board members.

Article II – Election of Board

Section 1

The outgoing Board at the close of the academic year shall elect the new Board for the upcoming year. The incumbent Board will conduct the election via a vote.

Section 2

In the result of a tie in the voting of the incoming Board, the Commissioner shall make the final decision on the composition of the incoming Board.

Article III – Group Members

Section 1

Any member of the Albany Law School community can become an active member of the organization by expressing their interest in joining to any member of the

Board and attending the introductory meeting held by the Board. Membership remains active with the organization by attending a majority of weekly scheduled games.

Section 2

Any member can be become eligible for election to the Board by being an active member of the organization for the academic year immediately preceding the election.

Section 3 – Removal

Any member can be removed from the organization by vote of the Board.

Section 3a – Grounds for Removal

A member can be removed for:

1. Fighting during a game (or for any assault on another player),
2. Repeated and excessive abusive, unsportsmanlike, aggressive or dangerous behavior towards any referee, player, spectator or other individual during any organization activity, or
3. Any other conduct that is dangerous, severely disruptive or against the spirit of the game as determined by the Commissioner or the Board.

Section 4 – Removal of Officers

Any officer can be removed from the organization by majority vote of the active members of the organization. A member of the Board must initiate such a vote, and full disclosure as to the reasons for the proposed removal must be disclosed to all members prior to the vote.

Section 4a – Grounds for Removal of an Officer

An officer can be removed for conduct detrimental to the organization.

Conduct detrimental to the organization shall be limited to:

1. Stealing of organizational funds,
2. Fighting during a game, or
3. Repeated and excessive abusive, unsportsmanlike, aggressive or dangerous behavior towards any referee, player, spectator or other individual during any organization activity.

Article IV – Games

Section 1 – Rules of Gameplay

- a) Games will be 5-on-5 player format.
- b) Games shall consist of two 20-minute halves. The game clock will run continuously, except:
 1. During a time-out,
 2. In the last 2 minutes of the 2nd half during a team timeout or a dead ball,
AND
 3. During an injury or official referee time-out.
- c) Each team receives two 1-minute timeouts per half. Timeouts do not carry over.
- d) In the event of a tie, a 5-minute overtime period will be played. Successive 5-minute overtime periods will be played until there is no longer a tie at the completion of the overtime period.
- e) Each game will be officiated by a member of the organization (the referee) assigned by the Commissioner.

- f) The Referee will officiate the game pursuant to NCAA rules. The Referee will call all fouls in his/her sole discretion. A player cannot foul out.
- g) Team fouls will be recorded. At 7 team fouls, the opposing team enters the bonus, and will shoot one-and-one free throws. Upon committing 10 team fouls, the opposing team will be awarded two free throws. Team fouls will reset at the end of each half.
- h) Any player who fights will be immediately ejected from the game and the gym, and can be removed from the organization.
- i) Any abuse of referees will not be tolerated, and will result first in a technical foul, in which the opposing team will be awarded two free throws. The second instance of abuse of a referee will result in ejection from the game and the gym, and can be grounds for removal from the organization.
- j) A technical foul can also be called for any excessive language, unsportsmanlike, aggressive, abusive, or dangerous behavior, or any other action that severely disrupts the ability to play a fair game and will be in the sole discretion of the referee. Two technical fouls will result in the immediate ejection from the game and the gym.
- k) Two ejections in two separate games will result in a suspension from participating in games for the remainder of the semester. The Commissioner will determine reinstatement for the subsequent semester.
- l) Flagrant fouls will be called where a foul, in the opinion of the referee, was overly aggressive or dangerous. The aggrieved player will shoot two free throws with all

other players standing outside the three-point arc and behind the foul line.

Flagrant fouls can result in an ejection if deemed appropriate by the referee.

- m) During a normal free throw, all players will line up on either side of the painted area, alternating positions, with no more than 5 players on the paint. Players on the paint can attempt to rebound the ball upon the release of the ball by the shooter. The shooter and any player outside the three-point line (and behind the foul line) must wait until the ball hits the rim before attempting a rebound.
- n) There will be no backcourt violation.
- o) Out-of-bounds will be called when the ball or the player holding/touching the ball touches the carpet, any wall, or the stage in the gym.

Section 2 – Attendance at Games

- a) The schedule of games will be released at the start of each semester. Teams will know in advance on what days and times they are schedule for games.
- b) While attendance at games is not mandatory, it is mandated that teams who cannot field a team, and will miss their scheduled game, must give NO LESS than 3 hours notice prior to the start of their scheduled game.
- c) Failure to give notice to the Commissioner (a “no-call, no-show”) will only be allowed once.
- d) Upon the second failure of a team to give notice to the Commissioner of an inability to attend a scheduled game will result in a suspension for the remainder of the semester.
- e) Reinstatement into the schedule for the following semester will be at the discretion of the Board.

- f) A team MUST have at least 4 players present no later than 5 minutes after the scheduled start of their game or the team will forfeit.
- g) If a team only has 4 players, and the other team has 5 or more players present, the team with more players MAY choose to play 4-on-4 or to play 5-on-4.
- h) The Home team will wear WHITE T-shirts and the Away team will wear DARK T-shirts.

Section 3 – Playoffs

- a) Playoffs will commence in April of the spring semester.
- b) 6 teams will make the Playoffs if there are 8-10 teams in the league. 8 teams will make the playoffs where 11 or more teams are in the league.
- c) A 6-team playoff will have the top two seeds receiving first round byes, and the remaining four teams playing a first round game. An 8-team playoff, all teams will play a first round game.
- d) Playoffs will be seeded based on regular season record during the academic year.
- e) Playoff seeding tie breakers will be determined first by:
 - 1. Head-to-Head record, then
 - 2. Overall Points Scored, then
 - 3. Overall Points Against.
- f) The Championship game shall be officiated by two referees.