



5 on 5 Intramural Basketball Rules 2006

Edited January 2006:

Any rule not mentioned in the following will be governed by the Coordinator of Intramural and Club Sports or the National Federation of State High School Association rules.

The officials are in absolute control of the game and all calls are final. Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in a technical foul, ejection or forfeiture of the game. The officials shall have the power to make decisions on any matters or questions not specifically covered in the rules. The scoreboard—not the stat sheets, etc.—reflects the final score and cannot be contested.

1. Players and Substitutes

1.1 A team consists of five players, but may start with four players. A team must have four players on the court at all times. Exception: Three players are allowed if an individual cannot continue due to an injury or he/she has fouled out of the game.

1.2 When a team has forfeited, the opposing team must have at least four players checked in to receive a win.

1.3 After two forfeits, a team will be disqualified from league play.

1.4 Substitutions must be reported to the official before entering the game. Substitutes may enter the game only when the official acknowledges them. Penalty: Technical foul.

1.5 Teams must wear shirts with the same shade of color, and each shirt must have a different number (numbers greater than 2-digits are not allowed). The size of each number must be at least three inches. Numbers must be written or painted. Numbers MAY NOT be taped onto the shirt.

1.6 All players must wear non-marking rubber-soled athletic shoes.

1.7 Jewelry of any kind (watches, chains, rubber bands, rings or earrings) may not be worn. Penalty: Technical foul.

1.8 Casts (plaster, metal or other hard substances in their final form) or any other item judged to be dangerous by the supervisor, official or athletic trainer may not be worn during the game. Knee braces made of hard, unyielding substances covered on both sides with all edges overlapped and any other hard substances covered with at least 1/2 inch of slow recovery rubber or similar material will be allowed

2. Length of Game and Timing

2.1 There will be two fourteen minute halves of continuous running time. Clock stops for time outs or official time outs (e.g. for injuries). Clock is not stopped for violations. **Exception:** During the last two minutes of the second half, the clock will be stopped for all dead ball situations (e.g., violations, turnovers, time outs, fouls, etc.)

2.2 When a team is shooting free throws and a time out is called, the clock will start when the ball is touched after a throw-in on a made basket or when the ball is touched in bounds on a missed basket. The clock continues to run on technical fouls unless a time out has been called.

2.3 There will be a three-minute half time.

2.4 Overtime: If necessary, a 2-minute period shall be played to determine a winner. Clock stops on all dead ball situations. During the regular season only two-overtime periods will be played. In the playoffs, there will be a one-minute break between overtime periods. The

overtime period will be repeated until a winner is declared.

2.5 If a team is leading by 20 points or more in the final two minutes of the game, the mercy rule will be put into effect and the game will be over.

3. Time-Outs

3.1 Each team will have three (one-minute) time outs per game (no limit per half).

3.2 Time-outs may only be called by the team with possession of the ball or during a dead ball situation. Only players that are in the game may call a time-out. Bench personnel and coaches may not call a time-out.

3.3 One (40-second) time-out per overtime period is allowed. Time outs from regulation play do not carry over into the overtime.

4. Violations

4.1 Three Seconds: An offensive player cannot be inside of or in contact with the free throw lane (known as the key) for more than three seconds while the ball is in his/her team's possession. Penalty: Turnover.

4.2 Five Seconds: If a player is closely guarded (within six feet) and holds the ball for more than five seconds, or dribbles the ball for more than five seconds then a violation will be called. Penalty: Turnover.

4.3 Kicking: Kicking the ball is a violation only when it is an intentional act; accidentally striking the ball with the foot or leg is not a violation.

5. Throw-In Violations

5.1 The thrower shall not leave the designated throw-in spot until the ball has crossed the plane of the boundary. Penalty: Turnover.

5.2 The thrower must pass the ball into the court within five seconds of the start of a throw-in. Penalty: Turnover.

5.3 The thrower may step on but not over the sideline.

5.4 The opponent of the thrower cannot reach through the throw-in boundary plane and foul the thrower. Penalty: Intentional foul.

5.5 The opponent of the thrower cannot reach through the throw-in boundary plane and touch or dislodge the ball. Penalty: Technical foul.

5.6 The opponent of the thrower cannot cross the end line or its imaginary plane. This is a delay of game. The team should be warned on the first offense and then penalized with a technical foul on each subsequent offense.

6. Fouls

6.1 A player shall be allowed 5 personal fouls per game. On the fifth personal, that player shall be removed from the game. A personal foul is a player foul that involves illegal contact with an opponent while the ball is live, which hinders an opponent from performing normal defensive and offensive movements.

6.2 A double foul is a situation in which two opponents commit personal fouls against each other at approximately the same time. In the case of a double foul, fouls are recorded, no free throws are awarded, and possession is awarded based on the alternating possession arrow.

6.3 An intentional foul is a personal or technical foul designed to stop or keep the clock from starting, to neutralize an opponent's obvious advantageous position, and contact away from the ball or when not playing the ball.

6.4 A flagrant foul may be a personal or technical foul of a violent or savage nature or a technical non-contact foul, which displays unacceptable conduct. If a flagrant foul occurs, the player is ejected from the game.

6.5 When a player control (charging) foul is committed, no points can be scored.

6.6 A technical foul is a foul by a non-player, a non-contact foul by a player; an intentional or flagrant contact foul while the ball is dead.

6.6.1 Two technical fouls against a player or coach in one game will result in immediate ejection of that person from that game and a one game suspension. Four technical fouls during a season will result in expulsion from the league.

6.6.2 Slapping either backboard or grabbing the rim is a technical foul. Exception: a player may grab the rim to prevent injury.

6.6.3 Dunking is legal during the game only. Dunking during warm-ups or in a dead ball situation will result in a technical foul.

6.6.4 A technical foul on a spectator or coach is charged to the team captain. Any two players and/or coaches and/or spectators ejected from a game will result in an automatic forfeiture of the game by the offending team. A technical foul will also be recorded as a personal foul of the offender; also included in the total team fouls.

6.6.5 Three technical fouls on a team in a game will result in a forfeit and six technical fouls in a season will result in expulsion from the league.

6.6.6 The coordinator of intramurals and club sports may at any time for any reason suspend or expel a player or team.

7. Free Throws

7.1 A player will receive the one-and-one bonus after the offending team has accumulated 5 fouls each half with the exception of shooting, technical, and flagrant fouls. On the eighth foul and thereafter the opposing team will shoot two free throws for all fouls except player control.

7.2 Players will be allowed two free throws and possession of the ball for all technical, intentional or flagrant fouls.

7.3 Players will be allowed two free throws when fouled in the act of shooting. If the basket is made, then it counts and the player is allowed one free throw.

7.4 Any shooting foul committed behind the three-point line, on a missed shot, will merit three free throws. If a player is fouled, in the act of shooting, behind the three-point line, and makes the shot, one shot will be awarded.

7.5 Each of the lane spaces adjacent to the end line must be occupied by an opponent of the free thrower unless the resuming of play procedure is in effect.

8. Free Throw Violations

8.1 Players who wish to occupy the marked lane spaces must do so quickly, and must alternate lane spaces if their opponents wish to occupy the space nearest them. These players may not enter this area until the ball has touched the rim.

8.2 Any player other than the free thrower, who does not occupy a marked lane space, must be behind the free throw line extended and behind the three-point line. These players may not enter this area until the ball has touched the rim.

8.3 The free thrower must not touch the free throw line. He or she cannot fake a try, and must release the ball within 5 seconds. **a.** In a one and one situation this will result in a turnover. **b.** If this occurs on the first attempt of a two shot foul, the first shot is void and the second will be administered. **c.** If this occurs on the second attempt of a two shot foul, it will result in a turnover.

8.4 Failure to cause the ball to touch the rim will result in a dead ball. **a.** In a one and one

situation this will result in a turnover. **b.** If this occurs on the first attempt of a two shot foul, the first shot is void and the second will be administered. **c.** If this occurs on the second attempt of a two shot foul, it will result in a turnover.

9. Multiple League Participation

9.1 A player may only be the captain or co-captain of ONE team.

9.2 Players are not allowed to play for more than one team per league.

9.3 There may only be TWO players of an upper division league per team, however, these players may NOT be from the same upper division team. *Example: B League team may have two players from A League, as long as the two players do not play for the SAME A League team.*

9.4 Campus Recreation is not responsible for scheduling conflicts and game schedules will not be changed due to inter-league play. If there is a schedule conflict, the player is responsible for choosing which team he or she will play with before the game(s) begins.

10. C-League Modified Rules

C-League will be played according to the above stated rules, with the following exceptions and/or modifications:

10.1 In order to begin the game a team must have at least two female players on the court. The team may continue play one player short if a female player is injured, ejected or for any other reason cannot continue playing. Penalty: Forfeit.

10.2 With the exception of the rules stated above (10.1), there will be no further gender specific rules.

11. Player Eligibility

All current students, faculty and staff are eligible to participate in the intramural sport programs. Participants must complete an Acknowledgement and Release form and be listed on the team roster. Each participant is responsible for his/her own eligibility status but the team captain should confirm the eligibility of the players. The intramural staff has the authority to rule on a player's eligibility status whenever it becomes aware of an alleged infraction. The Intramural Sport Advisory Committee will hear individual cases regarding eligibility.

11.1 Participants must complete an Acknowledgement and Release form and be listed on their team roster.

11.2 Each participant is responsible for his/her own eligibility status but the team captain should confirm the eligibility of their players.

11.3 The Campus Recreation staff has the authority to rule on a player's eligibility status whenever it becomes aware of an alleged infraction.

11.4 Questions of eligibility raised before a game will be brought to the supervising staff member. If eligibility status cannot be determined at the game site or if a team becomes aware of an eligibility infraction after the game in which the player in question competed, an official protest regarding that player's eligibility status must be filed in the Campus Recreation office. If the eligibility of a player cannot be determined before the game, the game must still be played as scheduled. If the player in question participates in the game and is later ruled to be ineligible, the game will be declared a forfeit, regardless of the outcome. During play-offs, protests regarding a player's eligibility must be made to the Event Supervisor before leaving the game site and an official protest must be submitted by 10am the next business day in the Campus Recreation office. Protests made after this time will be invalid.