

INTRAMURAL 5x5 BASKETBALL RULES



All rules shall be governed by the NCAA Basketball Men's and Women's Rules and Interpretations, except as modified in this supplement.

RULE 1: THE TEAMS

- 1.1 The game shall be played by two teams of five players. A team which does not have **at least four players ready at game time** will forfeit the game.
- 1.2 If at any time during the game a team has fewer than three eligible players, the game is over at that point unless the referee believes there is still a reasonable chance for that team to win.
- 1.3 In Co-Rec games, the number of players on the court must follow the **N+1** Intramural rule. At no time may there be two more women than men, or two more men than women on the court. Only one more member of a gender than the other is allowed on the court. A Co-Rec team which does not have at least two players of each gender ready at game time will forfeit the game.

RULE 2: THE GYM

- 2.1 In order to ensure the safety of intramural participants and staff, teams may be limited on the number of participants they can have in the Blue and Grey Gyms of the Rec Center.
- 2.2 The maximum capacity for each team (including spectators) is 13 people. This means that at any given time teams may not have more than 5 players on the court and 8 players sitting or standing by their team's bench.
- 2.2 ASI Rec Sports Staff reserve the right to stop a game if any team exceeds this capacity. If a team fails to comply with the posted capacity, they will be assessed an unsportsmanlike technical foul
- 2.3 The Maximum capacity in the Blue and Grey Gyms during an intramural basketball game is 30 persons.

RULE 3: UNIFORM

HOME:	WHITE	PLAYERS MUST CHECK THEIR SCHEDULES TO KNOW WHICH COLOR SHIRT TO WEAR. IF THERE IS ANY DOUBT, BRING BOTH COLORS
GUEST:	DARK	

**NO GREY OR YELLOW SHIRTS CAN BE WORN.

- 3.1 All players are required to have a **PERMANENT** number **CLEARLY** visible on their shirt. The number may be written with a marker, ironed-on, printed, screened or otherwise permanently written on the shirt. The shirt cannot have any tape on it. Numbers may be written with permanent marker on the players forearm. It must be written largely and clearly on both forearms and be clearly visible to the official.

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- 3.2 A player with blood anywhere on the uniform will be instructed to leave the game until the uniform has been evaluated by a sports supervisor or facility supervisor or has been changed.**

RULE 4: SCORING AND TIMING

- 4.1** A goal is made when a live ball enters the basket from above and remains in or passes through the basket except on a throw-in.
- 4.2** A goal shall be awarded two points. Three points are awarded if the goal is scored from behind the 19.9' arc. A free throw shall be awarded one point.
- 4.3** Shot clocks are not used in Intramural Basketball.
- 4.4** Playing time shall be two halves of 20 minutes each. Halftime shall be two minutes. Extra periods shall be two minutes each.
- 4.5** If the score is tied at the end of the 2nd half, play shall continue for one or more extra periods with a one-minute intermission before each extra period. If the game is tied after two extra periods, the third extra period will be sudden death, the first team to score wins. **Extra periods will not continue beyond the end of the hour.** All personal and team fouls carry over from the second half to the extra periods.
- 4.6** The clock shall be stopped during the game when an official stops play:
- Because of an injury.
 - To confer with the scorer, timer, or another official.
 - Because of an unusual delay in a dead ball being made live.
 - For any emergency.
 - To grant a charged timeout to a team.
- Timeouts do not advance the ball to half court.**
- 4.7** a. There will be a ten second count in the backcourt for Men's but no count for Women's and Co-Rec.
b. Five second count for Men's, Women's and Co-Rec when closely guarded.

During the last two minutes of the second half and during any extra period, the clock shall also stop when an official signals a foul, held ball or a violation. However, if the difference in score between the two teams ever reaches or exceeds 15 points during this time, the clock will only stop for situations (a)-(e) above for the remainder of the game, even if the score goes below 15 at any point inside of two minutes.

Note: When a player incurs a wound that causes bleeding, the official must stop the game at the earliest possible time and instruct the player to leave the game for treatment by a sports supervisor or facility supervisor.

- 4.8** Each team shall be entitled charged timeouts as follows:
- During a regulation game: Two 60-second timeouts.
 - During each extra period: One 30-second timeout.
- Unused timeouts do not accumulate and may not be carried over to any extra period.

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RULE 5: SUBSTITUTIONS

- 5.1** Substitutes who desire to enter the game must report to the scorer's table. **The substitute must wait for the official to beckon the substitute into the game.**

RULE 6: FOULS AND PENALTIES

6.1 Technical Fouls

- a. A team shall not have more than five squad members participating simultaneously.
- b. A substitute shall not enter the court without reporting to the scorer or without being beckoned onto the court by an official (unless between halves or after a charged timeout).
- c. A player shall not:
 - 1-Participate while disqualified.
 - 2-Grasp either basket. **Exception:** A player may grasp the basket if, in the judgment of an official, the player is trying to prevent an obvious injury to him/herself or another player.
 - 3-Dunk or attempt to dunk a dead ball before or during the game or during any intermission.
- d. A player shall not wear any jewelry during play. Jewelry that cannot be removed must be taped. **Rec Sports is not required to provide tape.**

6.2 Unsportsmanlike Conduct Technical Fouls

The following shall result in an unsportsmanlike conduct technical foul:

- a. Disrespectfully addressing or contacting an official.
- b. Using profanity or vulgarity.
- c. Taunting, baiting or ridiculing another player; or pointing a finger at or making obscene gestures toward another player.

6.3 Flagrant Technical Fouls

A flagrant technical foul is a foul that involves extreme, sometimes persistent, vulgar, abusive conduct. All flagrant technical fouls are unsportsmanlike conduct technical fouls.

6.4 Penalties for Unsportsmanlike Technical Fouls

- a. The offended team shall receive two free throws and possession of the ball at half-court.
- b. Unsportsmanlike conduct and flagrant technical fouls count toward a player's five fouls for disqualification and the team foul total; the fouls described in section 5.1 do not.
- c. A player who commits a flagrant technical foul shall be disqualified and shall leave the gym for the remainder of the game.
- d. A player who commits an unsportsmanlike technical foul shall be disqualified for 10 minutes.
- e. A player who commits two unsportsmanlike conduct technical fouls or a combination of any three technical fouls is disqualified for the remainder of the game. That person must also sit out the team's next game.

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f. A team which commits three unsportsmanlike conduct technical fouls in a game shall forfeit that game.

6.5 Penalties for Non-Unsportsmanlike Technical Fouls

a. The offended team shall receive **one free throw and possession does not change.**

6.6 Flagrant Personal Fouls

An intentional foul is a foul that, on the observation of the act, is not a legitimate attempt to directly play the ball or a player. A foul shall also be ruled flagrant, if while playing the ball, a player causes excessive contact with an opponent.

6.7 Penalties for Personal Fouls

a. One, two or three free throws for a foul against a player in the act of shooting.

b. Ball out-of-bounds at the spot nearest the foul for:

1- Player-control fouls.

2- Fouls against a non-shooter with 6 or less team fouls in the half.

c. Bonus (1-and-1) for a foul against a non-shooter with 7-9 team fouls in the half.

d. Two free throws for a foul against a non-shooter with 10 or more team fouls in the half.

e. Two free throws (Or three if in the act of shooting a 3-pt shot) plus the ball out-of-bounds at the nearest spot for a flagrant personal foul.

6.8 Out-of-bounds:

Top of backboard and supports are out-of-bounds while the sides and bottom are in play.

6.9 Travelling

a. When a player is on the ground, every part of the body that is touching is considered a pivot and if one of them lifts off the ground, it is a travel.

b. Travelling will be called when a player moves while inbounding the ball unless the inbounding play comes after a made basket by the opposing team.

6.10 Free Throws

a. Lowest block will be kept clear as following the NCAA rules

b. Bottom player may stand in/on the block.

c. Three players from each team allowed inside the 3-point line, including the shooter

d. Players on blocks play the release, while players at the free throw line and beyond play rim.

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TECHNICAL FOUL SUMMARY:

Type of Foul	Non-Unsportsmanlike Technical Foul	Unsportsmanlike Technical Foul	Flagrant Technical Foul
Free Throws	1	2	2
Possession	No Change	Change	Change
Team Fouls	None	1	1
Player Sits Out	No	Ten Minutes for 1 st	
Player Disqualification		2 nd results in Disqualification	Immediate Disqualification
	Combination of 3 DQs player		
Team Forfeiture	No	No	After 2 nd

PERSONAL FOUL SUMMARY:

TYPE OF FOUL	Penalty
Personal Foul	Against a player in the act of shooting: 1, 2, or 3 shots Against any other player: Less than 7 team fouls: Ball out of bounds 7-9 team fouls: Bonus (1-and-1) 10 or more team fouls: Two shots
Player-Control Foul	No shots regardless of team fouls. Counts as a team foul. Ball out-of-bounds
Flagrant Personal	Two Shots (or 3 if in the act of shooting a 3-point shot) plus ball out-of-bounds at nearest spot.
All personal fouls count towards a player's five and the team total for bonus	