

5x5 Intramural Basketball Rules

I. GENERAL RULES

A. Alcohol and Tobacco

- Players under the influence of alcohol will not be tolerated during any Recreational Sports department events.
- Tobacco products of any kind are not allowed at any Department of University Recreation events.

B. Eligibility

- All full-time undergraduate and graduate students, as well as part-time students, faculty or staff are eligible to participate in Intramural events.
- Each player must present a valid and current SAGU ID card and have signed in prior to the start of each game or match to be deemed eligible to participate. **NO EXCEPTIONS!**
- **NO current VARSITY BASKETBALL PLAYERS** may participate on any Intramural Basketball Team. If a team is caught using a current Varsity player, their game will be declared **an automatic forfeit and possible removal** from the Intramural league.

C. Forfeits

- **GAME TIME IS FORFEIT TIME.** Therefore, for a team to claim a win by forfeit, they must be "Ready to Play".
 - ☞ "Ready to play" means that a team must be on the playing area, ready to play, with the minimum number of players as listed in the sport rules. The line-up must be recorded on the official scorecard. The team must be able to respond immediately to the begin play order of the official.
- All forfeited contests WILL NOT be rescheduled.

D. Jewelry

- Players must remove ALL jewelry prior to participating. This includes, but not limited to: rings, bracelets, necklaces and earrings. Baseball caps, hats with a bill and bandanas with a knot are also not permitted. Medical bracelets or necklaces are allowed; however, they must be taped down prior to entering the game.

E. Rosters

- There will be a **roster limit of ten (10) players** for all divisions of Intramural basketball.
- However, captains are responsible for checking their rosters prior to playoffs for accuracy. **NO** new players will be added during playoffs; therefore, all rosters must be finalized prior to the start of each team's final game of the regular season. From that point on the roster's will be locked and can only be changed with the special exception by Director of Intramurals and will be evaluated on an individual basis.

F. Tie-breaker provisions

- In case of a regular season tie, seeding will be set by the following criteria in this order;
 1. Head to Head Match Up (if applicable)
 2. Winning Percentage
 3. Point Differential
 4. Coin Flip
- All teams must maintain a minimum 3.0 sportsmanship rating throughout the regular season to be eligible for the playoffs and 2.0 rating in the playoffs.

G. Ejections

- Any player, coach, or spectator may be ejected from the game/match for any actions occurring before, during or after that event.
- Participants **will not** be told at the time of their ejection as to the length of their suspension. Any and all decisions regarding suspensions will be handed down from the Director of Intramurals.

II. GAME, COURT, & PLAYER'S EQUIPMENT

A. Game

- A minimum of two (4) players are required at the start of the game to avoid a forfeit.

B. Court

- All players shall remain in their designated team areas at all times. Spectators shall remain in the seating area at all times.
- Any player or spectator in violation of this rule can receive a technical foul or be removed from court.
- **ANY PLAYER OR SPECTATOR ENTERING THE COURT DURING GAME PLAY FOR ANY REASON OTHER THAN PLAYING IN THE GAME, TIMEOUTS, OR INJURIES WILL RECEIVE AN AUTOMATIC TECHNICAL FOUL AND MAY BE SUBJECT TO IMMEDIATE EJECTION.**
- Areas between the courts must be kept clear and free from congestion.
- Supervisors and officials reserve the right to remove spectators from all areas.

- Team captains are directly responsible for the conduct of their fans.
- Interference with the scorekeeper is prohibited. All questions or concerns regarding the scorer's tables should be directed through the officials or court supervisor.

C. Substitutions

- Substitutions are allowed **only** in dead ball situations.
- All substitutes must enter at the designated scorer's table.
- Please note: that the horn is simply to indicate that substitute would like to enter the game; however, the official(s) will gesture for substitutes to enter the court at the appropriate time.

D. Equipment

- Players of opposing teams must wear contrasting colored jerseys; with numbers (**tape numbers are allowed**). Teams are allowed to have numbers 0 and 00 but **NOT** both.
- Athletic/ basketball shoes must be worn at all times during Intramural Basketball competition.

Illegal Equipment

- All protective medical materials (tape, pads, etc.) must be approved by the game officials prior to the start of the game.
- Any headwear such as ski caps or bandanna's containing any exposed knots is illegal. All types of hats with bills are illegal to wear during play.
- All equipment deemed unsafe by the game officials may not be worn. Failure to remove equipment deemed unsafe will prevent the individual from participation.
- Shirts must be worn at all times. Cut-off shirts and sleeveless shirts may be allowed but must be cutoff directly at the shoulder with a maximum of four (4) inches under the armpit.
- If a Recreational Sports jersey is worn, **a shirt must be worn underneath**.
- The ball will be provided by the Recreational Sports department and may be used unless both teams agree on the use of another ball. That alternative ball must be approved by the game officials. Any team using their own ball shall be responsible for bringing it on to the court and maintaining responsibility for their own equipment.

III. TIME FACTORS, PLAYERS, AND GAMEPLAY

A. Time Factors

- A game shall consist of two 20-minute running halves.
- The clock will run continuously for the first eighteen (18) minutes of both halves and the clock will stop during the last two (2) minutes of each half on every whistle.
 - NOTE:** If a team is ahead by 10 points or more during the final two (2) minutes, the clock will not stop but continue to run. If the lead falls back under 10 points the clock, then the clock will be stopped as listed above.
- Each team is allowed two-30 second time-outs per half, use or lose.
- Halftime shall be no longer than three (3) minutes in length.
- **Tie Games:** A maximum of one (1) overtime period of two (2) minutes will be played. The clock shall stop on all whistles during overtime. If at the end of overtime the game is still tied, the game shall end in a tie. **In playoffs, extra overtime periods will be used to determine a winner.** Teams will each receive one (1) timeout per overtime period and timeouts will NOT carry over from regulation to overtime or from overtime to overtime.

B. Players

- An injured or apparently injured player who is discovered by an official while the ball is dead must be removed from the game and will only be eligible to return following the next dead ball.
- A player who is bleeding, or has an open wound, or is deemed to have an excessive amount of blood on their uniform shall be considered an injured player. All bodily fluids must be removed from the player and/or uniform prior to returning to play.

C. Game play

- Jump Ball: All games and overtime periods will begin with a jump ball. The team losing the jump ball will gain the possession arrow. Therefore, on all other jump-ball situations, the alternating possession will be used.
- **Protests:** Only protests of rule interpretations or player eligibility will be permitted. Protests concerning the judgment of an official will not be allowed.
 - A **non-charged timeout** must be called in order to file a protest.
 - If the protest is not able to be resolved the scorekeeper must make a note on the score sheet of when and where the game was stopped. If the protest is upheld the game can continue from that point. The team filing the protest will still be charged a timeout.

IV. FREE THROWS AND FOULS

A. Free throws

- Free throws shall be awarded for fouls called while in the act of shooting or in bonus situations.

- ☞ If the field goal is successful, then one (1) free throw will be awarded.
- ☞ If the field goal is unsuccessful, then two (2) or three (3) free throws will be awarded.
- ☞ Only six (6) players (excluding the shooter) shall be allowed in the lane on free throws.
- ☞ All non-shooting fouls shall result in ball possession to the offended team, unless in the bonus.

- **NO PLAYER** shall enter the lane or leave a marked lane space until the ball **TOUCHES the rim or backboard**.
- **Bonus Free Throws:** Upon a team's seventh (7th) foul in each half, a bonus free throw is awarded if the first free throw is successful. This is typically referred as a one plus one (1-and-1). Upon a team's tenth (10th) foul in each half, the bonus free throw is awarded whether or not the first free throw is successful. This is typically referred as the double bonus.

B. Fouls

Technical fouls - When a technical foul is administered;

- ☞ The offended team will receive two (2) points and the possession of the ball at mid-court.
- ☞ The technical foul will be counted as personal foul.
- ☞ **Should a team receive three (3) technical fouls during the course of a game, then the game will be declared over and the win shall be awarded to the opposing team. The offending team must meet with the Assistant Director of Intramurals prior to their next scheduled game.**
- ☞ If a player is given a technical foul for abusive language towards an official or another player, then he/she must leave the game until the next dead ball situation.
- ☞ Any player receiving two (2) technical fouls during the course of the game will be ejected from the game and subject to further disciplinary action.

Intentional Fouls

- ☞ Non-Flagrant - Two (2) points and ball possession awarded to offended team.
- ☞ Flagrant - Penalized as technical foul and automatic ejection.

Unsportsmanlike Behavior - The following behaviors are examples of actions considered unsportsmanlike behavior and can result in a technical foul and/or immediate ejection from a contest. Items are not limited to the actions mentioned on this list:

- Foul language directed at the officials, supervisors, or opposing players.
- Insulting/ threatening the officials, supervisors, or opposing players.
- Participating in a fight (Automatic Ejection).

C. Foul Limit

- All players will be allowed the maximum of five (5) personal fouls during the course of the game.

V. SCORING

A. Point Values

- Free Throw = 1 point
- Field Goal (inside the arc) = 2 points
- Field Goal (outside the arc) = 3 points

B. Mercy Rule

- Once a team has a lead of thirty (30) or more points in the second half, the game is ended (**All divisions of play**).

C. Forfeit Score

- The score of a forfeited game shall be recorded as 1-0. However, if the offended team is ahead at the time of the forfeit, then score will stand as is.