

5V5 BASKETBALL RULES

A. PLAYERS & SUBSTITUTIONS

A. The Players

- a. Each team will play with no more than five (5) players on the court at once.
- b. Teams must start and end the game with at least four (4) players.
 1. A team with four players or more must play or the forfeit procedure will go into effect.
 2. During the course of the game, if a team drops below four players that team will receive the loss according to team misconduct scoring rules.
 3. If an injury results in a team dropping below four players, play will stop and a standard loss will be recorded.
 4. These rules will be applied regardless of game score at the time of incident.
- c. All teams & players must be confined to the designated bench area as outlined in IM Policies.
- d. Co-Rec Additions:
 1. The five players will be two (2) men and two (2) women with the fifth player the team's choice.
 2. A team with only four (4) players must play with two (2) men and two (2) women.

SUBSTITUTION: All substitutes must report to the scorer's table before entering the game. Each violation will be a technical foul.

B. EQUIPMENT

B. Player Equipment

- e. Players may not participate with equipment that the Intramural Staff deems to be dangerous to other participants. Hard cast, metal or plastic braces, hats, and jewelry of any type are examples of illegal equipment. ALL visible body piercing must be removed or covered using a player's own equipment or bandages. Braces being worn must be approved by the Graduate Assistant or Intramural Coordinator.
- f. Players must wear athletic type shorts/pants. These shorts/pants must not have pockets, pouches, loops, belts, zips, zippers, clips, buckles, buttons, or snaps. Torn shorts/pants may not be worn during play, and shorts may not be worn inside out. Denim material will not be allowed.
- g. Jerseys/Shirts:
 1. In order to play, teams must wear shirts of identical color and shade/tone.
 2. In the event two teams arrive wearing the same color and are unable to switch to a different color, jerseys will be made available.
 3. Same color jerseys with numbers can be provided by the Intramural staff if needed.
 4. Player Numbers
 - a. All shirts/jerseys must have legible numbers on at least one side (back or front of shirt) and must be legible from a distance of 6 feet.
 - b. Numbers must be permanent on the shirt in a non-fading medium such as marker or paint. Taped on numbers are not allowed.
 - c. Teammates will not share the same shirt/jersey number.
 - d. If a player is #0 then that number must appear on the jersey. There can only be one version of #0 per team (i.e. #0, #00, #000, etc.).
- h. Only non-marking athletic shoes are permitted on the gym floor. Black soled and any other shoes that leave markings will not be allowed.
- i. Players may wear a knit or stocking cap (with or without ball/knot at top), headband, and hair bands. Hats with bills are prohibited.

GAME EQUIPMENT: Intramural Sports will provide the ball to be used during play and warm-ups.

C. TIMING

1. Delay Time – Once at the scheduled game time:

- j. If a team does not have any players present at game time, the game will be declared a forfeit without the Delay Time procedure.
- k. If a team does not have four (4) players signed in at game time, that team will be given 10-minutes to have four players sign in before the game is declared a forfeit.
- l. If neither team has four (4) players signed in, both teams shall have 10-minutes to have the minimum number of players sign in before the game is declared a double forfeit.
- m. Time used to wait for the minimum number of players will be off the game clock and delaying teams will receive a Sportsmanship Deduction for delaying the start of the game. The first team ready to play will receive two (2) points for every minute (rounded up) that the game is delayed (up to the end of the Delay Time period).
 - 1. One team ready to play: Team A has enough players at game time and Team B's fourth player signs in with 12:18 remaining on the clock. As the wait was over seven minutes, Team A will start the game with a 16-0 lead and 12:18 remaining in the first half.
 - 2. Neither team is ready to play: Team A's fourth player signs in with 17:00 on the clock, and Team B's fourth signs in with 12:00 left on the clock. Team A will start the game 10-0 with 12:00 remaining in the first half.
- n. The clock will not stop to have players sign in, and game play must begin before the 10-minute period has been completed. Once all teams are ready, the ball will be put into play in accordance with the Start of Game rules.

2. Game Timing

- o. Four ten-minute quarters running continuously excluding the last two minutes of the fourth quarter.
- p. There will be a three-minute halftime.
- q. The last two minutes of the fourth quarter will continue under a stopped-clock for all dead-ball situations.
- r. Overtime:
 - 1. Regular season games will not have an overtime period. Games finishing in a tie will be recorded as a tie.
 - 2. Overtime periods in tournament games will be 3 minutes. Regular timing rules will be applied.

3. Time-Outs

- s. Each team has three time-outs per game. All time-outs are 60 seconds.
- t. All time-outs carry over to overtime periods. Each team will receive one additional time-out per odd numbered overtime (+1 for first and third overtime, +0 for second overtime, etc.).
- u. Only players on the floor may call a timeout. There are no recognized bench coaches for the purposes of calling a time out.

D. SCORING

- v. All made goals will earn traditional point values.
- w. **FREE THROWS will be administered according to NFHS rules with the following modifications:**
 - 1. The position between the end line and the block (first position) will not be occupied.
 - 2. The second position, on both sides, must be occupied by a defender; all others are optional.
 - 3. Players must not stand on any line around the free-throw area.
 - 4. Rebounding lane players may enter the lane after the ball leaves the shooter's hand (i.e. playing the shot, not the rim). The shooter and all players outside the three-point arc are restrained to when the ball touches the rim.
- x. Mercy Rule: The game will be ended if a team has:
 - 1. A 40-point lead at halftime or any time thereafter.
 - 2. A 30-point lead at the 10-minute mark or any time thereafter.
 - 3. A 20-point lead at the 2-minute mark or any time thereafter.

E. START AND RESTART OF PLAY

1. Jump Ball

- y. A jump ball will be used at the beginning of the game and at the start of each overtime period.
- z. All other jump ball situations and halftime possession will be decided by the alternating jump ball possession arrow. This will be kept at the scoring table.

2. Inbound Plays

- aa. Any play that is blown dead in the frontcourt that does not result in free-throws, a turnover, or a made basket that involves the offensive team retaining possession will result in an inbound play.
 - 1. These will either be sideline out-of-bounds or baseline out-of-bounds plays, the designated spot will be indicated by the official and will also be marked via a line on the court.
- bb. On all made baskets, including free throws, the ball will be put in-bounds from the baseline in the backcourt.
- cc. At halftime, the team with the possession arrow will receive the ball at the half-court median.

3. Free Throws

- dd. No player shall enter the lane or leave their marked lane space until the ball **touches** the rim or backboard.
- ee. During attempts that feature multiple free throws, substitutions may enter the game only before the final attempt of the sequence.
 - 1. The free throw shooter can also be subbed out after the final attempt as long as:
 - a. The scorer's table is notified before the final attempt.
 - b. The attempt is a made free throw.

F. VIOLATIONS & FOULS

1. Foul Definitions:

- ff. **Personal Foul:** A personal foul is a player foul which involves illegal contact with an opponent while the ball is live, which hinders an opponent from performing normal defensive and offensive movements. A personal foul also includes contact by or on an airborne shooter when the ball is dead.
- gg. **Team Fouls:** Any personal foul or technical foul.
- hh. **Intentional Foul:** A personal foul, which, in the judgment of the official, appears to be designed or premeditated and/or is not a legitimate attempt to directly play the ball or player. It is not based on the severity of the act. Holding or pushing in order to stop play or pushing a player in the back to prevent a score when there is no possibility of getting into position to guard are examples of intentional fouls.
- ii. **Technical Foul:** Any foul that does not support or promote fair play. Technical Fouls are:
 - 1. Counted as a personal foul if committed by a single player in the court of play
 - 2. A team foul
 - 3. Assessed to the team's Technical Foul total
 - 4. May result in ejection based on the severity of the foul
- jj. **Flagrant Foul:** A flagrant foul may be a personal or technical foul of a violent or savage nature, or a technical noncontact foul which displays unacceptable conduct. It may or may not be intentional. If personal, it involves, but is not limited to violent contact such as: striking, kicking and kneeing. If technical, it involves dead-ball contact or noncontact at any time which is extreme or persistent, vulgar or abusive conduct. Fighting is a flagrant act.
- kk. A team will be in the "bonus" on the opposing team's seventh (7) team foul in each half, resulting in a one and one situation. A team will be in the "double bonus" on the opposing team's tenth (10) team foul in each half, resulting in 2 bonus free throws.

2. Player Disqualification: A player will be disqualified after their fifth foul. This is not a player ejection, but the player may not re-enter the game.

3. Player Ejection:

- ll. A player will be ejected for:
 - 1. Receiving two (2) Technical Fouls during one game
 - 2. Receiving one (1) Flagrant Foul during one game

mm. Once a player is ejected, he/she must leave the facility immediately.

4. Game Forfeit

nn. Any game forfeited will result in a score of 20 points, or the current point total if higher, and 0 points for the losing team.

oo. The game will be forfeited if:

1. Any team has an ejected or injured player that leaves them with less than 4 players.
2. Any team has two or more player ejections.
3. Any team receives a total of three Technical Fouls for unsportsmanlike conduct.

G. FOUL QUALITIES

1. Technical Foul Qualities:

pp. A player may receive a technical foul when:

1. A participant uses any vulgar language directed toward an official and/or a participant in any context.
2. A participant celebrates in a way that indicates violence, puts another participant in harms way, or brandishes a weapon.
3. A participant uses the ball or any other object to harm or disrespect an opponent.
4. A participant hangs on the rim for longer than needed after a dunk, to be determined by the official.
5. Any procedural issue:
 - a. Delay of Game
 - b. Illegal Substitutions
 - c. Excessive Timeouts

2. Flagrant Foul Qualities:

qq. A player may receive a flagrant foul when:

1. They use any slur or derogatory language towards an official, another participant, or in any other context.
2. They participate in or leave the bench to fight.
 - a. Any on-court fight will result in a double-loss for both teams regardless of score.
3. They use a "non-basketball" move to obtain possession or jockey for position, this includes but is not limited to: elbowing, reckless closeouts, blows to the head or neck, hard take fouls, intentional tripping or kicking.
4. They participate in excessive dead-ball contact including shoving, fighting, or throwing an opponent to the ground.

On the Floor vs. Shooting Fouls / Block vs. Charge:

rr. Blocking is illegal personal contact which impedes the progress of an opponent with or without the ball.

ss. Charging is illegal personal contact by pushing or moving into an opponent's torso.

G. CAPTAIN RESPONSIBILITIES

1. Captain's Meeting

tt. All captains are highly encouraged to attend a 30-minute Zoom meeting on the Thursday before the season begins where the Intramural Coordinator and Graduate Assistant will review the rules and captains will be able to ask any questions.

2. In-Game Responsibilities

uu. All captains are required to participate in each pre-game captain's meeting. In this meeting, expectations are set for both the rules of the game and participant conduct, the captain's duty is to inform their team of the rules and regulations of the game before it begins.

vv. All captains are held accountable for their team's conduct on the bench. Team captains are also responsible for the actions of their fans.

1. **Fans must stay on the bleachers and may not enter the court during the game. A technical foul can be administered to team based on the conduct of their fans.**