

5v5 Basketball

Play is governed by NFHS Basketball rules with the following modifications:

A. PLAYERS & SUBSTITUTIONS

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. The maximum number of players any team roster may have is 12.
- d. All teams & players must be defined to the designated bench area as outlined in IM Policies
- e. 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

Player Equipment

- a. 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.
- b. 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.
- c. 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. There are no shirts/jerseys available for check out.
4. Player Numbers
 1. 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.
 2. Numbers must be permanent on the shirt in a non-fading medium such as marker or paint. Taped on numbers are not allowed.
 3. Teammates will not share the same shirt/jersey number.
 4. 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.)
- d. Only non-marking athletic shoes are permitted on the gym floor. Black soled and any other shoes that leave markings will not be allowed.
- e. 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, but a "warm-up" ball will not be provided.

C. TIMING

1. Delay Time - Once at the scheduled game time:
 - a. If a team does not have any players present at game time, the game will be declared a forfeit without the Delay Time procedure.
 - b. 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.
 - c. 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.
 - d. 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 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.
 - e. 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
 - a. Two twenty-minute halves running continuously excluding the last two minutes of the first half.
 - b. There will be a three-minute halftime.
 - c. The last two minutes of the second half will continue under a stopped-clock for all dead-ball situations.
 - d. 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:
 - a. Each team has three time-outs per **game**. All time-outs are 60 seconds.
 - b. 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.)
 - c. **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

1. All made goals will earn traditional point values.
 - a. ****NCAA Rule Change: All three point lines will be of Men's NCAA regulation distance of 20 feet 9 inches. ****
2. Co-Rec Scoring
 - a. Standard scoring applies to all male players.
 - b. Scoring for females will be one plus the standard point value (3 point shot = 4 points)
 - c. Any successful free throw will be scored as one point, regardless of player gender. Females will be awarded one extra free throw for the corresponding shot location (2 point field goal attempt= 3 free throws, 3 point field goal attempt= 4 free throws).
3. FREE THROWS will be administered according NFHS rules with the following modifications:
 - a. The position between the end line and the block (first position) will not be occupied.
 - b. The second position, on both sides, must be occupied by a defender; all others are optional.
 - c. Players must not stand on any line around the free-throw area.
 - d. 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.
4. Mercy Rule: The game will be ended in the Second Half if a team has:
 - a. A 40-point lead at the 5-minute mark or any time thereafter.
 - b. A 30-point lead at the 5-minute mark or any time thereafter,
 - c. A 20-point lead at the 2-minute mark or any time thereafter,

E. START AND RESTART OF PLAY

1. Jump Ball

- a. A jump ball will be used at the beginning of the game and at the start of each overtime period.
- b. 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.

F. VIOLATIONS & FOULS

1. Foul Definitions:

- a. Personal Foul: This is any common foul. This is to include common and technical fouls.
- b. Team Fouls: Any personal foul or technical foul.
- c. Intentional Foul: A foul with excessive contact on or away from the ball or a foul intended to stop play. This is a personal and team foul.
- d. 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
- e. Flagrant Foul: Any foul resulting in violent contact or conduct. This is a team and personal foul.

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:

- a. A player may be ejected for:
 1. Receiving two (2) Technical Fouls during one game
 2. Receiving one (1) Flagrant Foul during one game
- b. Once a player is ejected, he/she must leave the facility immediately.

4. Game Forfeit

- a. 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.
- b. The game will be forfeited if:
 1. Any team has an ejected 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
- c. The game will be ended and a score of 20-0 will be recorded if a player is disqualified and it leaves the team with less than 4 players.