

IM Sports - 5 on 5 BASKETBALL RULES - Summer

NCAA Basketball rules with these IM modifications & the IM General Rules will govern play.

The GAME will consist of two 16-minute halves, with up to 5 minutes rest between halves. Gametime is forfeit time. No grace period. Teams must have at least three (3) players on the court to start and continue a game.

TEAM SHIRTS are highly recommended. Shirts should be the same color, with a clearly visible number (1 or 2 digits) on the back. Teams not having shirts may be asked to wear pinnies.

The CLOCK will NOT be stopped for foul shots, held-balls, out-of-bounds, etc. However, DURING THE LAST 30 SECONDS OF THE SECOND HALF AND OF OVERTIMES THE TIMER WILL STOP THE WATCH EACH TIME THE BALL IS OUT-OF-PLAY (exception: the clock will continue after successful field goals). Throughout the game, teams must line up promptly for foul shots. Officials will penalize teams that attempt to consume time by using obvious stalling tactics in these situations. The official may stop the clock and charge the offending team with a technical foul for such tactics.

TIMEOUTS: Each team may call one (1) timeout each half and in each overtime. Additional timeouts will not be granted. Only players in the game and on the team in possession of the ball may call timeouts, not coaches or substitutes on the sidelines. During a dead-ball any offensive or defensive player in the game may call a timeout.

TIE GAMES: An extra period of two minutes will be played. If the game remains tied, two-minute overtimes will continue to be played until there is a winner. Timing procedure for the last 30 seconds of the overtime period will be the same as the end of the second half.

FOUL SHOTS: Will be taken when the foul is committed against a player in the act of shooting or on a technical foul. For all other fouls, the ball will be taken out-of-bounds and the player committing the foul will be charged with a personal. **EXCEPTION:** In the last 2 minutes of the second half and in subsequent overtime periods, ALL FOULS excluding player control fouls will be shot. During these times all non-shooting fouls are to be one and one.

SUBSTITUTIONS: May be made anytime the ball is out-of-play. Substitutes must wait for the official to call them into the game with the two official system. Substitutes must get an official's attention and wait for a dead ball to be called in. A technical foul will be charged to the team for failure to abide by this rule.

JUMP BALL: Will be used to start each game and overtime. In all held-ball situations teams will alternate taking the ball out of bounds at the spot nearest to where the situation occurs.

THREE POINT RULE: will be in effect wherever and whenever possible. If through whatever circumstance, games are played on courts without the 3 point arc, traditional scoring will govern play.

CLOSELY GUARDED: A five second count will be in effect when an offensive player is closely guarded (defender(s) within 6 feet) in the front court whether he/she is dribbling or holding the ball.

DUNKING: Is permitted in intramural basketball. HOWEVER, STUDENTS WILL NOT BE PERMITTED TO DUNK, ATTEMPT TO DUNK, HANG ON THE NET, ETC. BEFORE OR AFTER INTRAMURAL CONTESTS. VIOLATORS WILL BE ASSESSED TECHNICALS, SERVED WITH (RED) CONDUCT CARDS, AND/OR ASKED TO VACATE THE FACILITY.

HEADGEAR: Wear an elastic headband !!! NO Hats and/or Bandanas are allowed. NO JEWELRY. Exceptions: for religious or medical reasons (with doctors note and prior staff approval). Even so, it may not pose a hazard to anyone on the court.

A PLAYER MAY COMPETE WITH ONLY ONE TEAM. Once a player has played with a team, he/she may not play for any other team, regardless of division. Violation can result in suspension of the player and forfeiture of the game(s) in question.

NEW PLAYERS: Eligible players may be added to team rosters anytime during the regular season. No new players may be added once playoffs begin. Only players who have played with a team in at least one regular-season game may compete in playoffs.

ELIGIBILITY : Varsity Basketball players are ineligible for Intramural Basketball. Former varsity letter winners of any collegiate program may not participate in the same sport until one full year after receiving the letter. Anyone who has been declared a professional in a sport may not compete in Intramurals in that sport.

Any of the policies or rules above are, at the discretion of the intramural staff, subject to change.

PLEASE READ CAREFULLY....

The intramural participant is encouraged to consider his/her personal health and physical condition prior to participation in intramural activities. Such participation involves physical exertion, fundamental skills for that sport or activity, and may involve contact. The participant, being aware of any conditions predisposing him/her to injury or illness, and in consideration of the inherent physical exertion and possible contact involved in intramural participation, may wish to seek the advice of a physician prior to participation.

Last Modified 7/8/2009