

Department of Recreational Sports | Intramural Sports 2024-25

5v5 Basketball Information Sheet

Rules of the Game

1. Player & Substitutes
 - a. A team consists of 5 players on the court.
 - b. There must be at least 4 players to start a game.
 - i. If ejections or injuries cause one team to drop below 4 players, the game may continue as long as it remains competitive.
 - c. All jewelry must be completely covered and secured. Safety is still our top priority. Any jewelry that remains a risk to any participant (even if covered) will not be permitted.
 - d. For CoRec games, the following gender restrictions apply:
 - i. 5 players → gender max 3
 - ii. 4 players → gender max 3
 - e. Only two Sport Club or Registered Student Organization team members may be on a team roster in their sport or allied sport.
 - f. For administrative purposes, all players participating in any 5v5 Basketball contest must have a number on their shirts, and numbers for all teammates must be distinct.
 - i. Taped numbers are allowed, however, the intramural sports staff reserves the right to remove anyone from the game if they do not have a number on their shirt/jersey, or if their number is no longer visible.
 - g. Players can substitute during any dead ball including during timeouts or at halftime.
 - h. Players wishing to substitute must be beckoned onto the court by an official.
2. The Game
 - a. Play may be stopped at the discretion of the intramural staff at any time.
 - b. Games consist of two 20-minute halves and a 5-minute half time. The clock will stop on all whistles in the last 30 seconds of the first half and last 2 minutes of the second half.
 - c. Each team will be allowed one 30-second time-out per half.
 - d. All games will begin with a jump ball and then alternate possession the rest of the game.
3. Grace Period
 - a. If a team does not have the required minimum number of players checked in at the scheduled game time, a 10-minute grace period is given.
 - i. If a team (or teams) doesn't have the required number of players by the end of the 10-minute grace period, the game is recorded as a forfeit.
 - ii. If one team is present at the start of the grace period (scheduled game time), that team has the option to start up by the mercy rule (19 points) when their opponent arrives during the grace period. However, the present team may also elect to decline the penalty and start the game with a score of 0-0.
 - iii. The time of the first half may be reduced if a team is not ready at game time.
4. Fouls
 - a. All common and personal fouls shall be counted against a team's total. On and after the 7th team foul, a single bonus shall be awarded for the remainder of the game (there is no double bonus).
 - b. The following are automatic fouls:
 - i. 2 hands touching the ball handler/dribbler
 - ii. Extended arm bar on ball handler/dribbler
 - iii. 1 hand in constant contact with ball handler/dribbler
 - iv. Multiple touches on ball handler/dribbler
 - c. Prior to the 7th foul:
 - i. A team control or common foul results in loss of possession for the offending team.
 - ii. A player control foul results in disallowing a converted basket and loss of possession.
 - iii. A shooting foul with a converted basket results in the basket being awarded and 1 free throw.
 - iv. A shooting foul without a converted basket results in either 2 or three 3 throws being awarded.
 - d. On and after the 7th team foul:

- i. A common foul results in a single bonus free throw (there is no double bonus).
 - ii. A player control foul results in disallowing a converted basket and loss of possession.
 - iii. A team control foul results in a loss of possession.
 - iv. A shooting foul with a converted basket results in the basket being awarded along with 1 free throw.
 - v. A shooting foul with a missed basket results in either 2 or three 3 throws being awarded.
- e. A free throw must be attempted within 10 seconds from the time the ball is at the disposal of the shooter.
- f. Lane line restrictions:
 - i. Players along the lane may move once the ball is released.
 - ii. Free throw restrictions apply for the shooter and those lined up behind the three point line until the ball hits the rim.
 - iii. Players occupying marked free-throw lane line spaces may not enter the free-throw semicircle until the ball touches the ring or until the free throw ends.
 - iv. Only 2 offensive players may line up along the lane line for a free throw.
 - v. 2 defensive players must occupy the spot above the block. The offensive team then has priority to occupy the next two spots above those defensive players on either side of the lane. The remaining spots may be occupied by any team but with priority given to the defensive team.
 - vi. The spots below the block on either side must remain unoccupied.
 - vii. A maximum of 2 offensive and 4 defensive players are allowed on the lane lines.
- g. An intentional foul results in 2 points and possession of the ball at the spot of the foul. If the foul is ruled flagrant (e.g., pushing a player from the back on a lay-up with intent to injure) an ejection of the player committing the foul is the result and the ball is put in play at the spot of the foul.
- h. Officials may call a technical foul for anything that, in the judgment of that official, is thought to be a delay of the game or unsportsmanlike behavior on the part of an individual/team (including fans).
- i. All technical fouls result in awarding the opposing team 2 points and possession of the ball at half court.
 - i. Technical fouls count as personal fouls.
- j. A technical foul on a fan of a team will constitute a technical foul on the captain of the team.
- k. Any player receiving 2 technical fouls in one game will be ejected from the game.
- l. Any player who makes intentional contact with an official will be ejected from that game and immediately suspended from Intramural Sports.
- m. Intramural Staff reserves the right to impose disciplinary action on players, teams, or fans if warranted.
- 5. Overtime Procedure (Playoffs Only)
 - a. If a game is tied at the end of regulation, a 3-minute overtime period will be played.
 - b. The clock will stop in the last 30 seconds of overtime on all whistles.
 - c. Possession will be determined by a jump ball.
- 6. Mercy Rule
 - a. If a team is 19 or more points ahead with two minutes to play, the game is over.
 - b. If a team scores during the last 2 minutes of the game and that score creates a 19 or more point difference, the game is over.

*****Rules not outlined in this sheet will follow the National Federation of State High School Association (NFHS) Rules*****