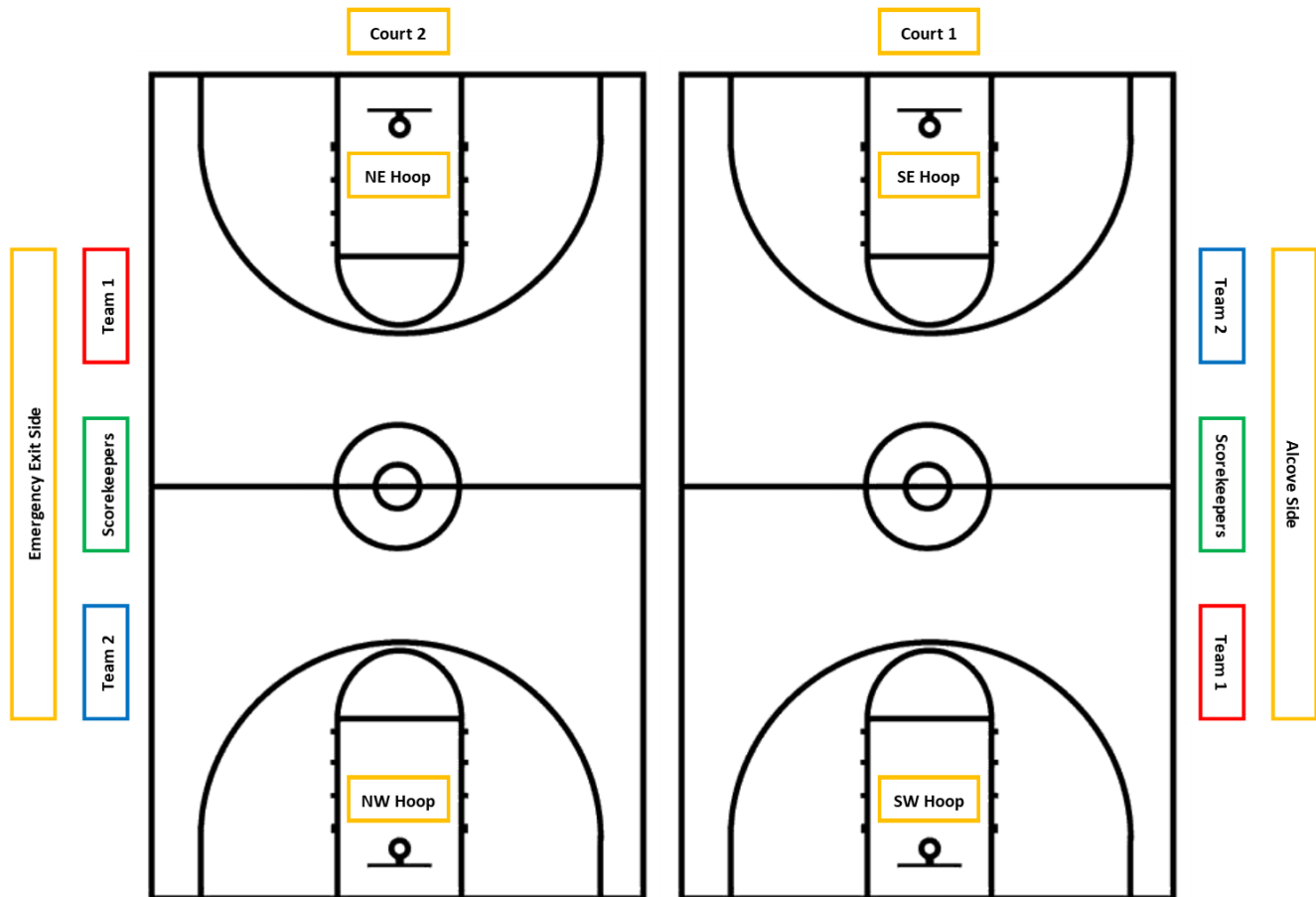


# 5v5 Basketball Rules

## Playing Surface

- All games will be played on Courts 1 and 2 in the gymnasium of the Bast Center
- The size of the court will be 94 feet x 50 feet
- The black lines on the court are the boundaries and regulation lines
- Bench players of each team must remain in their designated areas and cannot enter the court without a proper substitution
- Spectators must remain off the court at all times



## Equipment

- The intramural program will provide reversible pinnies, basketballs, and scoreboards
- All players on the same team must wear matching color pinnies with different numbers
- All players are required to wear non-marking, athletic sneakers (no sandals or bare feet)
- Wearing jewelry (rings, necklaces, earrings, etc.) is prohibited while playing
- It is strongly suggested that players not wear pants or shorts with belt loops or pockets. Denim is not permitted
- Players may not wear headwear that is hard, unyielding, stiff material including billed hats or items containing exposed knots (ex. bandanas, skull caps and baseball hats). Players are permitted to wear sweatbands as long as they are located around the forehead or wrist. Sweatbands around the neck are NOT permitted.
- The official game ball will be provided
  - Men will use a regulation 29.5-inch basketball.
  - Women and Co-Rec will use a regulation 28.5-inch basketball

## Team Roster

- Games are played 5v5 but teams may play with as few as 4 players. The maximum number of players on a roster is 12
- A player may be added to a team's official roster until the end of the last regular season game
- A player may be on the official roster for only one team in each league
- Current varsity basketball players are ineligible to play
- Club basketball players may only occupy no more than half of the official roster
- All players must check in at the scorer's table before each game by showing their Maroon Card
- The minimum number of 4 players must be on the court and ready to play no later than 10 minutes after the official game time. Teams not ready to play by this time will forfeit the game
- If short on players, teams can add free agents to their official roster or nomads up to the standard number of players in order to avoid a forfeit and play competitively
- Co-Rec Modifications
  - Each team consists of no greater than a man-to-woman ratio of 3:2. At no point can the number of men exceed the number of women by more than one. A team may begin a game with 4 players: 2 men and 2 women.
  - The 28.5-inch regulation ball will be used for the game

## Timing

- The official time will be kept by the scoreboard operator
- Games shall consist of two 20-minute halves with a 3-minute halftime
- Each team is allowed two 30-second timeouts per half. The timeout can only be taken when in possession of the ball. Any additional timeouts will be granted and result in a technical foul. Timeouts do not carry over between halves.
- The clock will run continuously and only stop for timeouts and at the referee's discretion. During the last 2 minutes of each half, however, the clock will also stop for fouls, violations, jump balls, out-of-bounds, made baskets, etc.
- The game will begin and initial possession will be determined by a tip off

## Tip Off

- The first half and each overtime period (if any) will start with a tip off at center court
- Two opposing players jump to attempt to tip the ball to their teammates in order to gain possession
- The jumpers must wait until the ball has reached its highest point before touching it and are not allowed to grab or hold the ball
- Jumpers may touch the ball only twice during the tip off
- All other players can be in the frontcourt or backcourt but must remain outside the jump circle until the ball is tipped. Otherwise it is a violation and the ball is awarded to the other team.
- If the ball is tipped out of bounds, possession is awarded to the other team

## Possession Arrow

- At the start of the game, the possession arrow points in favor of the team that lost the opening tip
- The possession arrow will settle double fouls, held balls, and situations where neither team is entitled to the ball. Whenever such situations occur, possession of the ball is awarded to the team moving in the direction of the possession arrow on offense.
- The arrow then swaps to point in the direction of the other team

## Substitutions

- Substitutions can be made by either team at any out of bounds, foul shot, jump ball, or any other dead ball
- Reserve players must remain at their team's bench, although they may approach the scorers' table in preparation to substitute
- After checking in with the scorers' table, subs can only come in on the officials' whistle or scoreboard buzzer
- During multiple free throws following a personal foul, substitutions may only be made before the final attempt and after the final attempt has been converted, if successful

## Violations

- Out-of-Bounds: the ball is out-of-bounds when it touches a player who is out of bounds, the floor on or beyond the boundary line, or hits the ceiling, backboard supports, or goes over the backboard
- Traveling: a ball handler may not take more than 2 steps without dribbling the ball. When coming to a stop, he or she must establish a pivot foot
- Double Dribble: players cannot start a dribble after their first dribble has ended nor dribble with two hands
- Over-and-Back: a ball handler in the front court cannot cross into the backcourt
- 10-Seconds Backcourt: a team must establish the ball in their front court within 10 seconds
- 5-Seconds Inbounds: an offensive team must inbound the ball within 5 seconds
- Closely Guarded: occurs when a defensive player is actively guarding the ball handler within 6 feet while in the front court. Closely guarded resets when the ball handler dribbles, picks the ball up, passes, or defender backs off
- Lane Violation: an offensive player may not have any part of the body in the key for more than 3 seconds, the count resets when the player moves out of the key or the ball is shot
- Elbowing: a player may not excessively swing arms or elbows and initiate contact
- Kicked Ball: a player may not intentionally kick the ball
- Goaltending: occurs when a shot is in downward flight above the level of the rim with a chance to go in and a defensive player touches the ball. Points are awarded and possession goes to the defense.
- Basket Interference: occurs when a player touches the rim, net, or ball when it is on the rim or in the cylinder.
  - If committed by the defense, award points to the offense and possession to the defense.
  - If committed by the offense, disallow points and award possession to the defense.

## Types of Fouls

- Player-Control Foul: A foul committed by a player in control of the ball. The ball shall be awarded to the offended team at a place out-of-bounds nearest to the spot where the foul occurred. No free throws are awarded.
- Team-Control Foul: Any common foul committed by a player on the team in possession of the ball. The ball shall be awarded to the offended team at a place out-of-bounds nearest to the spot where the foul occurred. No free throws are awarded.
- Shooting Fouls: a foul against a shooter in the act of shooting. Two or three free throws will be awarded if the shot was unsuccessful; one free throw if the shot was made.
- Common Fouls: a foul against a ball handler or player not in possession of the ball. The offended team is awarded the ball out-of-bounds at spot nearest the foul until 7<sup>th</sup> team foul.

**Bonus**

- Bonus: If the 7<sup>th</sup>, 8<sup>th</sup>, or 9<sup>th</sup> team fouls of a half are common fouls, one free throw will be awarded to the offended player. If successful, a second free throw will be awarded.
- Double Bonus: For the tenth team foul and all subsequent team fouls of a half, two free throws will be awarded to the offended player.
- Fouling Out: A player must leave the game after he/she has received five fouls.

**Specific Fouls**

- Illegal use of hand: illegal contact with the ball handler
- Push: illegal contact by extending arms which influences the movement of an opponent
- Hold: illegal contact that impedes the lateral or vertical movement of an opponent
- Hand Check: illegal contact by a defensive player which impedes the forward movement of the ball handler
- Elbowing: swinging elbows in an excessive and dangerous manner
- Block: illegal contact which impedes the progress of an opponent
- Charge: illegal contact by an offensive player while the defender is in a legal guarding position
- Double Foul: simultaneous personal fouls committed by players of each team
- Intentional Foul: foul committed with no attempt to play the ball
- Technical Foul: examples include unnecessary roughness, bad language, and unsportsmanlike conduct by a player, coach, or spectator
- Flagrant Foul: a technical foul that is physically violent and savage in nature

**Penalties Following Fouls**

- Missed 2-pointer = 2 free throws awarded
- Made 2-pointer = 1 free throw awarded
- Missed 3-pointer = 3 free throw awarded
- Made 3-pointer = 1 free throw awarded
- Before 7<sup>th</sup> common team foul = award possession of ball at nearest spot
- On 7<sup>th</sup>, 8<sup>th</sup>, or 9<sup>th</sup> common team foul = bonus: 1-and-1 free throws
- On or after 10<sup>th</sup> common team foul = double bonus: 2 free throws
- Intentional fouls = 2 free throws then possession at nearest spot out-of-bounds
- Technical fouls<sup>1</sup> = 2 free throws then possession at midcourt; mandatory substitution (or ejection) of offending player
- Flagrant fouls<sup>2</sup> = 2 free throws then possession at nearest spot out-of-bounds; ejection of offending player

<sup>1</sup> If three (3) or more Technical Fouls are given to one team, the game will be considered a forfeit. The team captain is then required to meet with the Director of Campus Recreation before their next game.

<sup>2</sup> If a player receives a Flagrant Foul they are automatically ejected from the game. The player is placed on a minimum 1-game suspension and will lose intramural privileges until they meet with the Director of Campus Recreation. Game suspensions are served by signing into the scorers' table at the team's next game and then sitting the bench for its entirety.

## Free Throws

- Lane Space Occupants During Free Throws
  - The first two lane spaces adjacent to the end line may not be occupied. The spaces above the blocks must be occupied by opponents of the shooter.
  - If the offense desires the third spaces on either side, they may have them. If the defense desires the fourth spaces on either side, they may have them.
  - If a player entitled to the third or fourth spaces does not occupy that space, an opponent may be in the space within number limitations (four defense, two offense).
  - Exception: lane spaces will be unoccupied during free throws resulting from intentional, technical, or flagrant fouls.
- Administering Free Throws
  - A referee shall put the ball in play by passing the ball to the free throw shooter.
  - The shooter then has 10 seconds to take the shot and the ball must hit the rim.
- Entering the Lane
  - Players occupying any of the legal marked lane spaces on each side of the lane may enter the lane once the free throw shooter has released the ball.
  - The shooter cannot step over the free throw line until the ball touches the rim or backboard.
  - Players occupying marked lane spaces may not cross over into the area reserved for the free throw shooter until the ball touches the rim or until the free throw ends.
  - On a free throw, players not in a legal marked lane space shall remain behind the three-point arc AND behind the free throw line extended until the ball strikes the hoop or backboard, or until the free throw ends.
  - The defense entering the lane prematurely will result in an additional free throw attempt unless the shot is made. The offense entering prematurely will nullify the free throw.

## Scoring

- The official score will be kept by the scorekeeper
- A basket made from within the arc counts as 2 points while a shot made from beyond the arc counts as 3 points
- A made free throw counts as 1 point
- Mercy Rule:
  - 30 points with 5 minutes remaining
  - 20 points with 2 minutes remaining

## Ties and Overtime

- Regular season games can end in a tie
- For playoff games, the following overtime protocol will be in effect:
  - A 5-minute overtime period will be played with possession determined by a tip off at center court. Like regulation, the clock will stop for all dead balls under 2 minutes.
  - Overtime periods will continue until a winner has been determined
  - Teams are allowed one 30-second timeout per overtime period