



## **Intramural 5v5 Basketball**

### Eligibility

- A.** In order to be eligible to participate in intramural activities, players must be current students enrolled in one or more credit hours or a Faculty/Staff member.
- B.** Players must be on the roster before the start of game play.

### Code of conduct

- A.** Understand, appreciate, and abide by the rules of the game and the honor system.
- B.** Respect the integrity and judgment of game officials and staff.
- C.** Respect your opponents and congratulate them in a courteous manner following each match, whether in victory or defeat.
- D.** Be responsible for your actions and maintain self-control.
- E.** Do not taunt or bait opponents.
- F.** Refrain from using foul or abusive language.
- G.** Keep the game fun!

### Equipment

- A.** The Intramural Director will provide a game ball for each contest.
- B.** If teams wish to warm up they must provide their own ball.
- C.** Clothing
  - a.** Athletic attire must be worn, NO pants with belt loops or pockets.
  - b.** Court Shoes are preferred. Shoes must have non-marking soles.
  - c.** All jewelry must be removed before each game.
  - d.** Shirts must be worn the entire game. No shirts and skins.

### Playing Surface

Student Activity Center Gym

### Players

- A.** Each team may have up to 8 players.
- B.** Male, Female, or Co-Ed teams

### Forfeits

- A.** Forfeit time is 5 minutes from the scheduled starting time of the contest. A team must be present and ready to play within 5 minutes to avoid forfeit.
- B.** The game will begin when 5 players of each team are present.
- C.** In order to claim a forfeit, a team must have the correct number of players present and be ready to play.
- D.** If neither team is able to field a team, a double forfeit will be declared.
- E.** A second forfeit, within the same sport, may result in a team being dropped from league play.

### Start of the Game

A jump ball starts the game.

### Game

- A. Game shall consist of two 20 minute halves with running clock.
  - a. Clock stops only the last 2 minutes of the second half.
- B. There will be a 5 minute halftime.
- C. Each team is allowed 4, 45 second time-outs.
- D. Subs check in at scorer's table or half line and must wait for referee to call them in.
- E. If a team gets ahead by 25 points, the game will be called.
- F. In the case of a tie, an additional 10 minute period will be played starting with a jump ball. After one overtime, if the game is still tied the result is a tie game.

### Scoring

- A. Same as regular basketball game.
- B. Shots inside 3 point line= 2 pts
- C. Shots outside 3 point line=3 pts
- D. Free throws= 1 pt

### Fouls

- A. Individual Fouls
  - a. 5 fouls- Player must leave court
- B. Team Fouls
  - a. All fouls count towards team fouls
  - b. After 7 team fouls= 1-1 shots
  - c. After 10 team fouls= 2 foul shots
- C. Technical Fouls
  - a. 1<sup>st</sup> Technical- 1 free throw and possession of ball
  - b. 2<sup>nd</sup> Technical- Ejection from game with NO return plus free throw and possession of ball
  - c. If, after 2 technical fouls, your team still cannot behave and follow the rules, your team will be dismissed from the league.

### Unsportsmanlike Conduct

- A. Any unsportsmanlike conduct (including but not limited to: verbal abuse to officials or players, taunting, arguing with official, fighting, etc) will result in:
  - a. 1<sup>st</sup> incident      Technical Foul
  - b. 2<sup>nd</sup> incident      2<sup>nd</sup> Technical Foul=Ejection (player may NOT return)
  - c. 3<sup>rd</sup> incident      Forfeit of game
- B. Any player who is ejected from a game will be ineligible for further participation in Intramural activities until the incident is resolved by:
  - a. Meeting with the Intramural Director after first major incident. Any fines or suspensions will be at the Intramural Director's discretion.
  - b. Meeting with the Vice President of Student Affairs to determine if he/she will be eligible for further participation in any Intramural activities for the remainder of the school year and any other actions he/she deems necessary.
  - c. There will be no 3<sup>rd</sup> incident.
- C. Any player that is ejected must leave the playing area.
- D. Any team with a player who has been ejected from the league will not be allowed to replace the player on the roster.