

SOUTHWESTERN INTRAMURAL-RECREATIONAL ACTIVITIES

5-ON-5 BASKETBALL RULES

NOTE: Current NFHS (National Federation of State High School Associations) basketball rules will be adhered to with the following exceptions.

1. A team consists of five players. A team may begin a game with no less than 4 players or a forfeit will be awarded to the other team.
2. **Game time is forfeit time.**
3. The game will be played in two 20-minute halves with a three-minute intermission. The clock will run continuously until the final two minutes of the second half. During the final two minutes the clock will stop for all infractions. At the final two minute mark if a team is down by 21 or more points the clock will be a running clock. If a team has less than 21 points, the clock will be a 2-minute stop clock from that point.
4. Mercy Rule: At any time during the second half of the game, if a team is losing by 40 or more points they have the option of stopping the game for a loss or to continue play. If a team chooses to stop playing the game will not be considered a forfeit and no fee will be assessed.
5. Each team is awarded two one-minute time-outs per half. Time-outs do not carry over halftime. No additional time-outs during an overtime, but time outs may carry over from the second half.
6. There will be no jump balls. A coin toss will determine which team has the ball out of bounds first. The winner of the coin toss has the option of taking the ball out of bounds or deferring until the beginning of the second half. Teams will then alternate possession out of bounds in all subsequent jump ball situations
7. Substitutions may take place only on a dead ball situation, when the official has control of the ball. Penalty: technical foul.
8. During the final 2 minutes of the game (and all overtime periods) at that time, both teams are considered to be in the bonus situation.
9. Any throw-ins normally administered on the baseline of the frontcourt will be moved to the sideline in order to reduce unnecessary physical contact.
10. During the three regular-season games, any game ending in a tie score will be recorded as a tie. In post-season play-offs, overtime periods (when needed) will consist of two minutes with a stop clock.

11. All unsporting like technical fouls will count as personal fouls, also. All technical fouls will automatically result in one point for the offended team and the ball out of bounds. Two unsporting like technical fouls on the same individual will result in an immediate ejection. Three unsporting like technical fouls on one team will result in a forfeit.

12. Players may not participate with equipment that the sport supervisor judges to be dangerous to the participants. Hard casts, metal or plastic braces, headwear and jewelry are examples of illegal equipment.

13. The referee (with consultation from the time keeper) will be the sole judge of the game clock. The referee's decision is final and cannot be protested. If a timing error is made, the referee will remedy the situation in a fair and equitable manner.

14. All participants must wear:

a) Jerseys of a matching color . The jerseys should have a 5" number on the back. The Intramural Department will provide numbered jerseys if needed. Unacceptable jerseys (as determined by the game officials) will result in a technical foul for each player with the unacceptable attire.

b) Tennis shoes. No bare feet, street shoes, dark soled shoes or "just" socks.

c) No jewelry may be worn. Refusal of removal of jewelry will result in not being allowed to participate. Jewelry may not be taped.

SPECIAL POINTS

1) A team deliberately delaying the game in any way will be subject to a delay of game technical foul (one point and possession of the ball for opponents at half court.)

2) All four sides of the backboard are in play in intramural games. The ball is dead if it touches the fixtures that support the backboard.

3) In the event a player is injured the clock will stop (official time-out not assessed to any team) and play will continue with the addition of a substitute as soon as possible. The clock will start immediately after the referee reinstates play.

4) Free Throws will be handled as follows:

a. A player will be disqualified (foul out) when he/she has accumulated 5 fouls (any combination of person or technical).

- b. One free throw will be awarded for a player fouled in the act of shooting and the two or three-point try is successful.
- c. Two free throws will be awarded for a player fouled in the act of shooting whose two-point try is unsuccessful, and three free throws will be awarded for an unsuccessful attempt beyond the three-point line.
- d. Bonus free throw (one-and –one) for each common foul (except player control) will be awarded beginning with the offending teams 7th foul during each half. Two free throws will be awarded for every foul on or after the 10th team foul of each half.
- e. On all one-shot and one-and one free throw attempts or the last free throw in a multiple free throw situation, offensive and defensive players may enter when the ball hits the rim. Two offensive and four defensive players are allowed at the free throw lane.
- f. No free throws will be awarded for the following:
 - A double foul
 - A player control foul
 - A double technical foul

5) There is a ten second backcourt count.

6) Alcoholic beverages are not allowed in recreational facilities. In the judgment of the official, if a player is intoxicated or if any team member is in the possession of alcoholic beverages, they are subject to disqualification, team forfeit, or flagrant technical fouls.

COED RULES

COED rules are the same as men's and women's with the following exceptions:

- 1) Once the ball crosses half court, a woman must touch the ball before a shot is attempted.
- 2) A team will consist of 2 males and 3 females on the court at all times. A team may start the game with 2 males and 2 females. A team CANNOT have 3 males and 1 female.

SOUTHWESTERN INTRAMURAL & RECREATIONAL ACTIVITIES

RULES FOR BLOODY PARTICIPANTS

- 1.) Any player who is bleeding must be substituted for until the bleeding stops. Similarly, any player with blood on his/her clothing must also be substituted for immediately, and they need to change clothing before they will be allowed to re-enter the game.
- 2.) An Intramural Supervisor or Game Official has the authority to remove the player. If by removing the player who is bleeding the team falls below the minimum number necessary to play (this number varies for each sport) the following will apply:

The game clock will stop and a maximum of five (5) minutes will be allowed for the player to be judged acceptable to reenter by an Intramural Supervisor. If the bleeding is not stopped and/or the bloody clothing has not been removed, the team will forfeit the game.

NOTE: THE FIVE-MINUTE TIME ALLOWANCE IS ONLY GIVEN WHEN THE PLAYER REMOVED IS THE LAST ELIGIBLE PARTICIPANT AVAILABLE TO HIS/HER TEAM.