

Intramural Basketball 5v5 Rules and Regulations

These Intramural Basketball rules are based on the rules elaborated by the National Intramural-Recreational Sports Association (NIRSA), with modifications deemed necessary by conditions of intramural competition. Any rules not covered by this supplement shall be governed by NIRSA rules.

All rules listed here are in conjunction with the Intramural Sports Participant Handbook. The Intramural Sports Participant Handbook outlines additional rules and policies not found in this rules supplement.

1. Players, Substitutes, and Equipment

1.1 Each team is required to wear a shirt with the same shade of the same color. Shirts must have a unique, visible, and permanent number on the back. Only one member is allowed to wear number 0 or 00. Each team must bring an alternate white shirt to each game.

1.1.1 Any player is not wearing the appropriate uniform will not be allowed to play. Jersey trading or altering during game play is allowed.

1.2 All players must wear non-marking athletic shoes and athletic-type clothing.

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2.3 Overtime < If necessary, a two 2-minute period shall be played to determine a winner. If the score is still tied, multiple overtimes may be played. The clock will stop on all dead balls.

2.4 Mercy Rule < If a team leads by 35 points or more at any time in the second half or leads by 20 points or more with two minutes or less remaining in the game, the game will end.

3. Time-Outs

3.1 Each team will receive two 2-minute 60-second time-outs per game no limit per half. The clock will stop on all time-outs.

3.2 Time-outs may only be called by the team with possession of the ball or during a dead ball situation. Only players that are in the game are permitted to call time-outs= players who are bench personnel may not call time-outs.

3.3 Time-outs in excess of the allotted number may be requested and shall be granted during regulation playing time or during any overtime period at the expense of a technical foul. The technical foul must be given even if the official was unaware that the time-out was excessive.

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6.6 A technical foul is a foul by a non-player, a noncontact foul by a player, or an intentional or flagrant contact foul while the ball is dead.

6.6.1 Two technical fouls against a player or coach will result in immediate ejection of that person from the game.

6.6.2 Slapping either backboard or hanging on the rim is a technical foul. Exception: a player may hang on the rim to prevent injury. Slapping of the backboard is only penalized as a technical foul if in the official judgment the player slapping the backboard was not making a play on the ball.

6.6.3 A technical foul on a spectator or coach is charged to the team captain.

6.6.4 A technical foul will also be recorded as a personal foul for the offender= also included in the total team fouls.

6.6.5 A technical foul may be given before, during, or after a game. A technical foul given prior to the game will result in the opposing team being awarded two free throws and the ball to start the game= no jump ball will take place to start the game. Technical fouls called after regulation before the lead referee calls the game official+will result in two free throws being awarded to the opposing if the result could impact the outcome of the game.

7. Free Throws

7.1 A player will receive the one-and-one bonus after the offending team has accumulated seven or more fouls each half. This rule applies to all common fouls. Exceptions include: shooting, player control, technical, intentional or flagrant foul. On the tenth or more foul and thereafter the team that was fouled will shoot two free throws for all common fouls. Fouls in the act of shooting will be awarded free throws based on where the shot was taken and if the shot was made or missed.

7.2 When a player-control foul is committed, the basket will not be allowed and free throws will not be awarded.

7.3 Players will be awarded two free throws and possession of the ball for all technical, intentional or flagrant fouls.

7.4 Players will be awarded two free throws when fouled in the act of shooting inside the three-point line and three free throws when fouled in the act of shooting outside the three-point line. If the basket is made, then the basket will count and the player is awarded one free throw.

7.5 Each of the lane spaces adjacent to the end line must be occupied by an opponent of the free thrower unless the resumption of play procedure is in effect.

8. Free Throw Violations

8.1 Players who wish to occupy the marked lane spaces must do so quickly, and must alternate lane spaces with the opponent of the free thrower occupying the spaces nearest the end line. These spaces must be occupied. Once the ball is at the disposal of the free throw shooter, these players may not enter the lane until the ball has been released.

8.2 Any player other than the free throw shooter, who does not occupy a marked lane space, must be behind the free throw line extended and behind the three-point line. These players may not enter the lane until the ball has contacted either the rim or backboard of the free throw has ended.

8.3 The free thrower must not touch the free throw line. If or she cannot fake a try, and must release the ball within ten seconds.

8.3.1 In a one-and-one situation this will result in a turnover.

8.3.2 If this occurs on the first attempt of a two shot foul, the first shot is void and the second will be administered.

8.3.3 If this occurs on the second attempt of a two shot foul, it will result in a turnover.

8.4 Failure to cause the ball to touch the rim will result in a dead ball and turnover according to the examples above.

9. Miscellaneous Regulations

9.1 Limp balls will only be used to begin the game and first overtime period - is occ



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11.5 Default is a game that is not played as a result of one of the teams not being able to field the minimum number of participants required to start the game. The game is recorded as a loss but is not considered a forfeit.

11.6 Default will NOT result in lower sportsmanship.

11.6.1 Teams that default will receive a sportsmanship score of five.

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