

5v5 Basketball Rules

Mission Statement:

Campus Recreation collaborates with the university community to offer exemplary facilities, programs and services that inspire participation and engagement.

Rule 1: Eligibility

1. All participants are subject to the Eligibility guidelines, which are listed in the current Intramural Sports Participant Handbook.
2. Participation is limited to currently enrolled U of A fee paying students, and U of A Faculty/Staff and Affiliates that have a current Department of Campus Recreation membership.
3. All players must sign in with the Supervisor at site prior to game time with a current Catcard.
4. No ID, no play, no exceptions.
5. **If your team forfeits, \$5 will be charged to the Bursar's accounts of any absent team members.**

Rule 2: General Rules

1. Current National Federation of State High School Association rules will be adhered to with the exceptions contained in these rules.
2. The Arizona Intramural Sports Program reserves the right to enforce, apply or act upon any rule, policy or procedure not specifically covered in this document or the current Intramural Sports Participant Handbook.
3. Games shall be played between two teams of 5 players each. Teams must start and end with a minimum of 4 players. There is a maximum of 20 players per team.
4. A game will consist of two 20 minute halves of continuous running time. The clock will stop for time outs. Exception: During the last one minute of the first half, the clock will be stopped for all dead ball situations (e.g., violations, turnovers, time outs, fouls, etc.). Halftime will be 3 minutes.
5. Players of opposing teams must wear contrasting colored jerseys/shirts, numbered on the front or rear. The numbers must be permanent. Taped or pinned on numbers are not allowed. The home team has the choice of color if there is any conflict.
6. In an effort to maintain the safest environment possible please abide by the following:
 - a. All rings, necklaces, studs, watches, bracelets etc. must be removed prior to playing.
 - b. All braces with metal/hard plastic must be wrapped or removed
 - c. Individuals wearing casts are not allowed to play.
 - d. All body piercings must be removed or covered prior to playing.
 - e. Hats are not allowed. Players may only wear headbands.
7. The Supervisor reserves the right to prohibit any apparel that is deemed unsafe or not within the spirit of the game.
8. Each team shall designate to the official a court captain. The captain shall address the official on matters of interpretation or to obtain essential information. The captains' choice of any options shall be irrevocable.
9. Game balls will be provided, but warm up balls must be supplied by participants. The Supervisor does not have any equipment available for check out, however, balls can be checked out at Equipment checkout.
10. Women's regulation ball must be used in all women's division games. Men's regulation ball must be used during all CoRec division games.
11. Facility regulations:

- a. No practicing or playing in hallway lobbies prior to game times.
 - b. No food or drink allowed in the gymnasium.
 - c. Dunking, grabbing, pulling, popping or abusing the rim in any manner is not allowed either before, during halftime or after any game.
12. Teams are not allowed on the court/sidelines prior to their scheduled game time. Teams must wait on the bleachers until the game prior to theirs has finished. Teams may warm up in the North gym if space is available.
 13. Spectators must observe the games from the bleachers. No spectators are allowed along the court sidelines or baselines. Note: Spectators can be issued technical fouls for inappropriate behavior during a game. Technical fouls of this type will count toward the team totals. Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in assessment of a technical foul, ejection or forfeiture of the game.
 14. The officials shall have the power to make decisions on any matters or questions not specifically covered in the rules.
 15. An official's jurisdiction begins 30 minutes before the scheduled game and ends when both teams leave the court. The officials have control of the entire playing facility.
 16. Please do not berate, abuse, harass, swear or curse at, make physical contact with, yell at or try to intimidate the officials.

Rule 3: Players and Rosters

1. Players' names must appear on the team roster to be eligible to play in a game. The player must also be legally checked in before playing.
2. A team appearing with at least four players must start the game or a forfeit will result. During the course of a game, if a team drops below 4 players (due to injury, disqualification or ejections) the game will be stopped for lack of enough players to play. This team will receive the loss.
3. When a team has forfeited, the opposing team must have at least four players checked in (names on the score sheet) with the Supervisor to receive a win.
4. A.) Substitutions must be reported to the scorer before entering the game. Substitutes may enter the game only when the official acknowledges them.
Penalty: Technical foul.
- B.) Substitutes may not enter the game without their name and jersey number appearing on the score sheet.
Penalty: Technical foul.
5. All players must wear non marking rubber soled athletic tennis or basketball shoes.
6. Players must wear shorts/athletic type pants. No shorts with snaps, exposed metal, hard plastic or buttons.

Rule 4: The Game and Periods

1. The game will be started with a team putting the ball in play by a midcourt jump ball. The second half starts with the team entitled to possession (based on the possession arrow) given the ball at the division line opposite of the scorer's table.
2. When a team is shooting free throws and a time out is called, the clock will start when the ball is touched after a throw in on a made basket or when the ball is touched in bounds on a missed basket.
3. If a team is leading by 20 points or more in the final 5 minutes of the game, the mercy rule will be put into effect and the game will be over.

4. If a timing error is made, the officials will remedy the situation in a fair and equitable manner. Their decision is final and binding and cannot be protested.

Rule 5: Timeouts

1. Each team will have three 60 second time outs for the entire game.
2. The team may only call timeouts with possession of the ball or during a dead ball situation.
3. Timeouts 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 timeout was excessive.

Rule 6: Throw In Violations

1. The thrower must pass the ball into the court within five seconds of the start of a throw in.
Penalty: Turnover.
2. The thrower may not step on or over any part of the line.
Penalty: Turnover.
3. The opponent of the thrower cannot reach through the throw in boundary plane and touch or dislodge the ball.
Penalty: Technical foul.

Rule 7: Fouls

1. A player shall be allowed 5 fouls per game. On the fifth foul, that player shall be removed from the game.
2. A flagrant foul may be a personal or technical foul of a violent or savage nature, or a technical noncontact foul, which displays unacceptable conduct. If a flagrant foul occurs, the player is ejected from the game.
3. When a player control (charging) foul is committed, no points can be scored.
4. Two technical fouls against a player or coach result in immediate ejection from the game.
5. Hanging from or grabbing the rim is a technical foul. Exception: a player may grab the rim to prevent injury to themselves or others.
6. Dunking is legal during the game only. A player hanging from or popping the rim during a legal dunk can be assessed a technical foul. Dunking, hanging or grabbing on the rim during warm ups or in a dead ball situation will result in a technical foul.
7. A technical foul on a spectator or coach is charged to the team captain.
8. Any two players and/or spectators ejected from a game will result in an automatic forfeit of the game by the offending team.
9. A technical foul is recorded as a personal foul, and also included in the total team fouls.
10. Three technical fouls on one team result in an immediate forfeit.
11. Any team or player that leaves the bench area for any reason to participate in an on court altercation shall receive a minimum automatic suspension/forfeit for the next scheduled league or playoff game.
12. Any act will be considered unsportsmanlike if in the opinion of the official or Supervisor it promotes ill will or detracts from the game. This includes, but is not limited to:
 - a. Unnecessary roughness
 - b. Abusive or insulting language directed toward a player, coach or spectator
 - c. Indicating objections to an official's call
 - d. Touching/striking an official (ejection & life suspension).

13. Team captains will be penalized (technical fouls, ejection) for the unsportsmanlike conduct of their players and/or spectators if a specific player or spectator involved in an incident cannot be identified.

Rule 8: Free Throws

1. A player will receive the 1 and 1 bonus after the offending team has accumulated 7 fouls in one half. This rule applies to all fouls except shooting, player control, technical, intentional or flagrant. On the tenth foul, and every foul thereafter, the opposing team will shoot two free throws for all fouls except player control.
2. An opponent of the free throw shooter must occupy each of the lane spaces adjacent to the end line. No player may occupy the lane spot closest to the free throw line. No player may occupy the block.

Rule 9: Free Throw Violations

1. Players who wish to occupy the marked lane spaces must do so quickly, and must alternate lane spaces if their opponents wish to occupy the space nearest them. These individuals may enter the lane as soon as the free throw shooter releases the ball for a shot.
2. Any player including the free thrower, who does not occupy a marked lane space, must be above the free throw line extended and behind the 3 point line. These players may not enter the three point arc until the ball has touched the rim.
3. The free thrower must not touch the free throw line. He or she cannot fake a try, and must release the ball within ten seconds.
 - a. In a one and one situation this will result in a turnover.
 - b. If this occurs on the first attempt of a two shot foul, the first shot is void and the second will be administered.
 - c. If this occurs on the second attempt of a two shot foul, it will result in a turnover.
4. Failure to cause the ball to touch the rim will result in a dead ball.
 - a. In a one and one situation this will result in a turnover.
 - b. If this occurs on the first attempt of a two shot foul, the first shot is void and the second will be administered.
 - c. If this occurs on the second attempt of a two shot foul, it will result in a turnover.

Rule 10: Overtime

1. Overtime: If necessary, a 2 minute period shall be played to determine a winner. The clock will stop on all dead ball situations (e.g., violations, turnovers, time outs, fouls, etc.).
2. One 60 second timeout for each overtime period is allowed. Timeouts from regulation play or overtime play do not carry over into the overtime.
3. If the game is still tied at the end of the first overtime, the next point scored wins the game.

Rule 8: Forfeits

1. If a team does not have the minimum number of players to start a contest at the scheduled time, they will be given 10 minutes to secure the correct number of players before the game is declared a forfeit.
2. A team that does not have the minimum number of players at the end of the 10-minute grace period shall forfeit the game. Example: Game time is at 6:00 pm; the game will be declared a forfeit at 6:10 pm. In all cases the game must remain within the time period allotted, this means that the game clock will start at the time the game is scheduled to be played so that the 10 minutes will be deducted from normal playing time.
3. The supervisor will declare a forfeit and award a win to the team that is ready to play with the correct number of players.
4. If neither team is ready to play with the minimum number of players after the 10-minute grace period, then both teams will receive a forfeit.
5. A team must start and continue the game with the minimum number of players as stated in the rules for that sport or a forfeit will be declared.
6. A team may receive a forfeit due to improper team attire. (INTRAMURAL SPORTS PARTICIPANT HANDBOOK Page 10 of 27)
7. Teams found to have ineligible players in the game or on the game roster will forfeit that game, depending upon time of discovery and the player's effect on the game's outcome.
8. Any Intramural Sports staff may assess forfeits for the use of an ineligible player or for player/spectator misconduct.
9. Forfeited games will not be rescheduled.
10. If a team forfeits once, the team may continue to play by paying all fees that are applied to absent team members Bursar's accounts.
11. If a team forfeits or defaults twice, they are dropped from the league.
12. Teams that are on the waitlist, or have stated that they want to be contacted in case other teams forfeit, will take the place of the teams that have forfeited out of the league.
13. A contest completed prior to a team being dropped from the league is official. A contest not played is recorded as a win for the opposing team.
14. A team will receive a forfeit if a game cannot be continued due to misconduct.
15. **FORFEIT PENALTIES:** If a team does not have the minimum number of participants dressed and ready to play by game time, the grace period will begin with the following penalty:
 - a. The opposing team is awarded 2 points for each minute into the grace period. (10 minutes equals 20 points)

CoRec Modifications

1. Each team shall consist of five players, of which a minimum of two females and two males must be on the court at all times.
2. The game ball shall be a men's regulation ball.



3. Scoring: Men's field points are worth 2 points each and women are worth 3 points. Men's 3 point shots are worth 3 points while women's are worth 4 points. During the bonus women will shpot 1 and 1 as normal.

**ADDITIONAL INFORMATION ON RULES CAN BE FOUND IN OUR
CURRENT INTRAMURAL SPORTS PARTICIPANT HANDBOOK.**