General information regarding policies and procedures can be obtained in the Club Sport and Intramural Office, located in the Lombardi Center or online at fordham.edu/info/24488/intramurals.

COVID SAFETY: Although we hope to make a full return to normal activities soon, it is possible that some COVID-19 safety guidelines will continue to exist in our program depending on the conditions that are prevalent at the time our activities are conducted. If necessary, all participants will be expected to follow all COVID-19 safety guidelines set forth by Fordham University, the local Health Department and our program. Any specific COVID-19 safety rules and/or activity modifications will be shared with all participants prior to the start of each activity and will be included in the Intramural Sports COVID-19 rules document that is available on IM Leagues. Rules/modifications may include but are not limited to: a requirement for the use of masks; social distancing/a restriction of contact/close-contact activities; a restriction on group celebrations; any other activity modifications as are deemed necessary.

By registering for any intramural activity, participants agree to familiarize themselves and cooperate with any guidelines that are in place at the time of the activity. Intentional and/or repetitive violations of COVID-19 safety rules will result in removal from intramural activities and a referral of the offending individual to the Dean of Students.

REGISTRATION: Due to limited facility access and time slots, some leagues will have capped team registration. This is done to ensure the Intramural Sports department has enough time slots to give every team one game per week. Organizational meetings will be offered on September 19, September 26, October 3, and October 11 at 4pm through Zoom. Teams who are registered but fail to attend two consecutive organizational meetings will be moved to the waitlist. Teams on the waitlist should plan on attending organizational meetings, as they will be moved to the league from the waitlist should a team drop out during the period when organizational meetings are held. Teams who are still in the waitlist when the organizational meeting period is over will be removed from IM Leagues. To be approved for scheduling, teams must:

1. Have a team registered on IM Leagues.
2. Have at least one member of your team in attendance at an Organizational Meeting for the 5v5 Basketball League. Organizational meetings will be conducted virtually on September 19, September 26, October 3, October 11. All virtual meetings will be conducted in the Intramural and Club Sport Managers Zoom room. The address for the room is:

   https://fordham.zoom.us/my/sdalessandro

   Any listed member of the roster may attend this meeting; although strongly recommended, the official team captain does not have to be the person in attendance. This meeting will last approximately 30 minutes.
3. Complete the Captain's Quiz through IM Leagues by the end of the day Wednesday. Teams who complete the quiz after Wednesday will be approved for the following weeks schedule. Teams must get at least 16 out of 20 questions correct.

4. Have the minimum number of players (5) accepted onto your roster by Wednesday. Teams who do not have the minimum number of players accepted onto their roster will not be moved from the waitlist until they have the minimum number of players on their roster.

The league will begin on Monday, October 11 and conclude on Thursday, November 17. Playoffs will begin of Monday, November 28 and will conclude by Thursday, December 8.

Teams will be held on the waitlist until they attend the Organizational Meeting, pass the Captain’s Quiz and have the minimum number of players accepted onto their roster.

The number of teams in each league and division may be restricted based on facility availability to ensure teams are assigned one game per week. **

ON-SITE CHECK-IN PROCEDURES: All participants are required to check in with the Intramural Sports scorekeeper upon arrival to the facility and before entering the playing area. Participants must show their Fordham ID and jersey number.

LOCATION: All games for this league will be played on the Field House. Check the schedule carefully to see which court your game is scheduled on.

COMPETITION: Competition in this league will be offered in three different divisions: men’s, women’s, and open division. There are no rule modifications or gender rules for the open division compared to the rules for teams that compete in the men’s or women’s division. The men’s division will also have a subsequent competitive division for teams that have highly skilled, highly competitive participants. The league will place emphasis on the competitive aspect of sport for those participants who have competed in the sport in an advanced skill level. Teams with Club Basketball athletes must participate in the competitive division. The Intramural and Club Sport Manager reserves the right to move teams from the recreational division to the competitive division.

ROSTER: A minimum of 5 and a maximum of 10 players will be allowed on the roster. Individuals may participate on one single-gender and one open division team, if desired. Individuals may also participate on more than one team according to the one-night waiver rule (see below). Individuals may not participate on a competitive and a recreational division team. Members of the varsity basketball team are ineligible to participate in this league. The Drop/Add deadline for this league will be the last day of the regular season. Team captains will be notified of the final date for drop/add at least one week in advance of the end of the regular season.

ONE-NIGHT WAIVERS: Team captains can elect to add any eligible Fordham University student, faculty or staff member to their team immediately prior to the start of any league game, regardless of their roster status with the team or any other team in the league. Team captains must work with the individual to complete the waiver request form and the individual must complete the aforementioned on-site check-in procedures before participating. The following restrictions apply:
Only one One-Night Waiver may be used by a team per game.

Each individual may only participate on one additional team per night of competition. For example, an individual may not be a One-Night Waiver for two separate basketball teams on the same night.

One-Night waivers do not affect the roster status of the individual. Captains who wish to make changes to their rosters must still do so using the regular drop/add procedure.

A One-Night Waiver may only be utilized if it does not cause the team to exceed the maximum roster size present at the game. For example, if a basketball team has 10 players on their roster but only 8 attend, they can use a One-Night Waiver. However, if that same team has all 10 players attend their game, they cannot use the One-Night Waiver.

All One-Night Waiver forms must be completed prior to the start of the game.

Once a game has started, all late players may only sign in if the maximum number of players allowed on the roster has not been reached. For example, if a team has 10 players on their roster but only 9 show up, they use a One-Night Waiver to give them 10 total players for the game. If the 10th player on the roster shows up late, after the One-Night Waiver has been completed, they cannot sign in.

All One-Night Waivers must be in compliance with all existing eligibility restrictions.

Teams may only use a One-Night Waiver during the designated add/drop period. Once that period has concluded, teams are no longer eligible to use One-Night Waivers and will be locked into whomever is on the IM Leagues roster.

**EQUIPMENT:** All equipment will be provided by the Intramural Sports department. Participants are responsible for personal equipment.

**AWARDS:** Championship T-shirts will be provided for the overall winners of each division within the league.

**UNIFORMS:** All players are also required to wear a jersey that meets the following standards:

- Numbers must be on the front OR back of the jersey, approximately 4 inches in height or larger and they must be clearly and easily visible
- Teams may not have team members with the same number on their jersey
- The color of the jerseys must all be the same or similar color
- Teammates may not share the same jersey during the course of the game
- Numbers may not be taped on to avoid numbers falling off during the game

Teams who do not have the minimum number of players attend the game with the correct uniform policy will be issued a forfeit for the game. Any players who do not have the correct uniform policy will not be allowed to participate.

**SCHEDULES:** Games in this league will only be played Sunday through Thursday evenings. The schedule will consist of approximately 5-6 weeks of round-robin play, followed by a single-elimination tournament for qualifying teams. Teams will only be officially scheduled to play in one game per week. If teams wish to participate in additional games, there will be an email sent out to all captains whenever there is an open game on the schedule.

Schedules are posted on Fridays by 2:00 p.m. on the IM Leagues website. IM Leagues also offers all participants the opportunity to receive push notification reminders for all upcoming games. Preferences for reminders can be adjusted in IM Leagues settings. In the event of
technical difficulties or system breakdowns, it is still solely the responsibility of the participants to find out when they are scheduled to compete.

**AVAILABILITY:** Captains must make their teams available for a minimum of 9 out of the 18 times that games are played each week. Captains may manage and update their team's availability each week through IM Leagues. All changes to team availability done by Wednesday at 11:59 p.m. will be honored in the next weekly schedule. Changes made after that time will not be accommodated until the following week’s schedule is released.

**PLAYOFFS:** Standings are determined by total points, then total point differential, then sportsmanship rating, then head-to-head results. 3 points are earned for a win, 3 points are earned for a forfeit win, 1 point is awarded to both teams for a tie and teams are deducted 3 points for a forfeit loss. Additionally, teams must maintain at least a 2.5 overall sportsmanship rating average during the regular season (see below) in order to be eligible for playoffs. Specifics regarding playoff qualification will be discussed at the organizational meeting, are subject to change, and are at the discretion of the Intramural and Club Sport Manager.

**INJURIES/ASSUMPTION OF RISK:** Inherent risks are associated with every recreational activity. Participants assume these risks when they agree to participate. All participants are strongly advised to secure health insurance coverage and to visit their physician for a physical examination prior to registration or participation.

Individuals who are suspected of sustaining a head injury/concussion will be removed from the contest and may not return to participation in any intramural sports activity until cleared by Student Health Services or a physician.

**COVID-19 AND PARTICIPATION IN INTRAMURAL SPORTS:** Serious cardiovascular complications may result from a return to physical activity following a positive diagnosis of COVID-19. Health care professionals have recommended that anyone who has either tested positive for COVID-19 in the past 6 months or who tests positive and intends to return to physical activity within the next 6 months gets evaluated for potential cardiac complications by an approved medical provider before returning to physical activity. Intramural Sports strongly advises that all participants adhere to this recommendation prior to returning to any physical activity, including intramural sports participation.

**SPORTSMANSHIP RATING SYSTEM:** At the conclusion of each contest, the intramural sports staff will assign a score to each team based on the behavior, actions, and attitudes exhibited during the course of play. In all cases, Intramural Sports Managers and the Intramural Sports staff may provide input which could raise or lower an assigned rating. Teams may also view their sportsmanship ratings in the league standings on IM Leagues.

Behavior before, during, and after an intramural contest will be factored into each team’s rating. It is the responsibility of the team captain to inform his/her teammates and spectators about the rating system. Ratings will be given in whole numbers on a scale of 0-4. **Teams must maintain a minimum 2.5 rating in order to qualify for post-season competition.** Teams must also maintain this rating during playoffs in order to advance. Teams will be provided more information on sportsmanship ratings during the Organizational Meeting and the information can be found in the Intramural handbook on IM Leagues.
FORFEITS AND CANCELLATIONS: Cancellations and forfeits are each assigned negative point values – cancellations count as -1 and forfeits count as -2. Any combination of forfeits/cancellations that amounts to a score of -3 will result in that teams’ removal from all future game schedules. Please note: teams that reach a score of -3 will not be assigned any new games, but they are still expected to play any remaining scheduled games unless they specifically request to cancel those games.

Rescheduling is not allowed. If teams wish to cancel a scheduled game, they must email the Intramural and Club Sport Manager by 5pm the day before their scheduled game. For Sunday games, the email must be sent by 5pm on Thursday. The cancellation will be counted as -1 against the team and no fine will be issued. Forfeits count as wins/losses in the official league standings. However, games in which one team is issued a forfeit but a replacement team is scheduled to avoid a total cancellation of the contest will not result in an automatic extra win being given to the opponent of the forfeiting team.

JEWELRY: Across all Intramural Sports, jewelry is completely prohibited. This includes, but is not limited to, earrings, bracelets, watches, wearable fitness trackers, necklaces, billed hats, and rings. Wearing jewelry while participating in Intramural Sports is a safety concern, as participants may get caught in other participants jewelry or worse. The Intramural Sports staff will kindly ask for all jewelry to be removed, including any jewelry with religious or sentimental purposes. Medical jewelry is allowed, but must be taped down and the Intramural Sports staff will not provide tape.

LATE-ARRIVALS: Participants are respectfully asked to make every effort to attend scheduled games, and to show up to the facility at least 5 minutes prior to the scheduled game time. The Intramural Sports staff on duty will have discretion on whether to allow/disallow teams who show up late from playing the match. Games will not be started late if more than 5 minutes has passed since the originally scheduled game time, or if, in the opinion of the event manager, the late start would cause a delay in the start of the next game/would exceed the end time of the facility reservation.

Forfeited/canceled games will NOT be rescheduled, and forfeited games will count as wins/losses in the standings in accordance with the aforementioned rules regarding forfeits. Game clocks may be started at the discretion of the event manager on duty and time will not be added to the clock. Additionally, if the minimum number of players required to begin a game are present, the game is required to start. Teams may not elect to further delay the start of a game in order to wait for additional players.
Fordham University Intramural Sports 5 On 5 Basketball Rules

Rule 1 - The Game

a) The game shall be played by 2 teams of 5 players each.
b) Each team must have a minimum of 4 players to start for the game to be official.

Rule 2 - Scoring and Timing

a) Playing time shall be 2, 15-minute halves. The clock shall stop during a charged time out, during shooting fouls, and for all dead balls only during the last 2 minutes of the game. The rest of the game will be “running time.”
b) Each team shall be permitted 2, 1-minute time outs per game.
c) The game shall start with a jump ball. In every subsequent jump ball situation, the alternating possession rule will be in effect.
d) NOTE: Airborne players in possession of the ball may NOT call a time-out while going out of bounds. The player must have sole possession of the ball, both feet must be firmly established in bounds, and a time-out should be requested before the player makes contact with the out of bounds area.
e) There shall be a 2-minute intermission between halves.
f) If the score is tied at the end of the 4th quarter during the regular season, the game shall end in a tie. During the playoffs, play shall continue without change of baskets for one 5-minute extra period. Team fouls do not reset and shall be administered as if during a regulation period. This process will be repeated until a winner is determined.
g) During playoffs, each team will be awarded one additional timeout at the beginning of the first overtime period to be used at any point in the overtime session(s). Leftover timeouts will carry over from regulation time. Additional timeouts will not be awarded for subsequent overtime periods.
h) In all games (men’s and women’s), the regulation college three-point line (20’9”) will be used.

Rule 3 - Fouls and Penalties

a) After the 6th foul of each half, the opposing team will be in a 1-and-1 bonus situation. The team will remain in the 1-and-1 bonus situation for the 7th through 9th team fouls. However, offensive fouls that occur while a team is in the bonus situation (1-and-1 and double-bonus situations) shall not result in free throws being awarded; the foul still counts toward the total team fouls.
b) Once a team reaches 10 fouls, the opposing team will be awarded two foul shots for the 10th and all subsequent fouls for that half.
c) Technical Fouls - A player shall not:
   a. Participate after having been disqualified. (Technical fouls also count toward an individuals’ personal foul total)
   b. Hang on either basket.
   c. Cause the opponent’s backboard to vibrate while the ball is in flight during a shot, or is touching the backboard, or is on or in the basket or in the cylinder above the basket.
d) Unsportsmanlike Tactics – A player shall not use unsportsmanlike tactics, such as:
   a. Disrespectfully addressing or contacting an Intramural Sports employee.
   b. Using profanity.
c. Baiting an opponent or obstructing his vision by waving hands near his eyes.
d. Climbing on a teammate to secure greater height to handle the ball.
e. Knowingly attempting a free throw to which s/he is not entitled.

e) Personal Fouls -
a. A player shall not hold, push, charge, trip, nor impede the progress of an opponent by extending an arm, shoulder, hip, or knee or by bending the body into other than a normal position; nor use any rough tactics.
b. PENALTY - Offender is charged with one foul and if it is his/her 5th personal foul, or if it is flagrant, s/he is disqualified. The offended player is awarded free throws as outlined in Rule 4.
c. When present, the Restricted Area arc will be utilized. Players may not draw a charge while any part of their body is in contact with any portion of the semi-circle.
d. Following a 5th personal foul, players will “foul out” and be removed from the game. Players are not ejected and will not have to schedule a meeting with the Intramural and Club Sport Manager for fouling out.

Rule 4 - Free Throw

a) Personal Fouls shall be charged against the offending player and his/her team.
b) Personal fouls shall be taken out-of-bounds by the offended team at the nearest out-of-bounds spot except under the following conditions:
   a. Against a player in the act of shooting (1, 2 or 3 throws).
   b. Technical foul (2 throws) and the offended team retains possession. The inbound spot will be the spot closest to half court opposite the scorer’s table.
   c. Intentional foul (2 throws) and the offended team retains possession. The inbound spot will be the spot closest to half court opposite the scorer’s table.
   d. Flagrant foul (2 throws) and immediate ejection of the offending player from the game and the facility. The offended team retains possession. The inbound spot will be the spot closest to half court opposite the scorer’s table.
   d. Team Penalty (one-and-one situation: fouls 7-9; 2 shots, 10+ fouls).
c) During the administration of a free throw, both of the spaces closest to the baseline shall remain vacant. The defense must have players in the next lowest blocks. The offense has the right to occupy or not occupy the next open blocks. The defense also has the opportunity to occupy or not occupy the highest blocks.

Rule 5 – Incomplete Roster

a) Other than injury, a team may not continue with less than 4 players for any reason, and only then shall they continue if the officials judge that the team still has a reasonable chance of winning. Complete details on the forfeit policy can be found in the Participant’s Handbook, which can be viewed on IM Leagues.

SPECIAL NOTE:
Excessive arguing and/or complaining to officials will not be tolerated. Only the team captain/coach may confer with the officials. The captain/coach is totally responsible for the behavior of his/her teammates and fans.

MISCELLANEOUS:
1. Two technical fouls on any player results in immediate ejection from the game and the gym for the remainder of the evening. Furthermore, participants who are ejected may not participate in any other intramural contests/events until a meeting has been conducted with the Intramural and Club Sport Manager. Intramural Sports reserves the right to impose further sanctions against all ejected participants, including but not limited to suspension from future intramural contests/events. It is solely the responsibility of the participant to arrange a time for this meeting.

2. Three technical fouls on the same team results in immediate forfeiture of the game.

3. **MERCY RULE and MAX POINT DIFFERENTIAL**
   1. Automatic: Team is trailing by 25+ points w/ <2' left in the 2nd half
   2. Elective: Team is trailing by 35+ points at any point in the 2nd half
   3. Regardless of the outcome of the game, the max point differential that will be recorded for any game is +/-25.

4. Hanging on the rim is not allowed.
   1. Participants who hang on the net/rim will be issued an immediate technical foul and will automatically be suspended from the team’s next game.
   2. Violations that occur during pre-game/halftime will result in the technical foul shots being taken prior to the opening tip/in-bound play to begin the 2nd half.
   3. Violations that occur following the conclusion of the game will result in a sportsmanship rating one point lower than whatever rating was initially given.
   4. If the team/player does not have another game, he/she will be suspended from the next scheduled intramural league game that the person is registered for.
   5. Points scored off of plays where the rim is hanged on shall not be counted.
   6. Intramural Sports reserves the right to eject any player who damages equipment or who, in the opinion of the staff, hangs on the rim maliciously or with intent to damage equipment.
   7. If a team receives 3 technical fouls in one game related to rim violations, the game shall be ended, a forfeit shall be issued to the offending team (including the accompanying mandatory fine), and a final score of 15-0 shall be recorded regardless of the actual score.