



# University of Delaware

## Intramural 5v5 Basketball Rules

---

### League Format

This is an officiated sport that may consist of coed, men's, women's, and graduate-open leagues. The leagues may also range from competitive to recreational skill levels. Teams will play in a 3-4 week regular season with the top teams advancing to playoffs. All games are played in Gym 2 in the Carpenter Sports Building (Lil Bob). Every player must be a member of the team roster, with an active IMLeagues account, active building membership, and have their Student ID.

### Forfeits/Defaults

- UD Intramural office must be notified by 12pm the day of the game to be considered a default/loss rather than a forfeit.
- A 5-minute grace period will be given to all teams to meet the 3 player minimum & gender requirements before declaring a forfeit.
- 2 defaults count as 1 forfeit, 1 forfeit knocks your team out of playoff contention unless you pay the optional buy-back-in fee, 2 forfeits results in your team being removed from the league for the remainder of the season.

### Equipment

- NO JEWELRY OR HATS ALLOWED, NO EXCEPTIONS!
- All players of the team must be wearing the same color shirts with numbers on the back.
- Sneakers are required. Sneakers may not have soles that will mark the courts.
- Numbered pinnies are provided by Campus Recreation, each Student ID must be left at the check-in table to borrow one. You must wear a shirt under a borrowed pinnie.
- Basketballs are provided by Campus Recreation.

### Roster Requirements

- A minimum of 3 participants are required to start a game.
- Men's leagues require all males, women's leagues require all females.
- Coed leagues require a max of 3 participants of either gender, and a minimum of 1 female in play at all times.
- Graduate-Open leagues have no gender requirements.

### Game Rules

- The game consists of two 20-minute halves (running time). There will be a three 3-minute half-time interval.



- The clock will run continuously except: during the last 2 minutes of the second half of regulation play, and the last minute of overtime periods, the clock will stop at every dead ball.
- Teams will get 3 time-outs per game, and an additional time-out for each additional overtime period. Time-outs are 30 seconds in length.
- A game during the regular season that is tied at the end of regulation will be recorded as a tie.
- During playoffs, in case of a tie game, there shall be a 2 minute overtime period. Teams will receive one time out and team fouls will carry over into overtime. The clock will be stopped during dead balls in the last minute of overtime.
- Overtime begins with a jump-ball. If the game remains tied at the end of a first overtime, the ball will be jumped at center court and sudden death will be in effect.

## Substitutions

- All players must report to the scorer's table as well as the referee before entering the game.
- Players may not enter the game until the referee has given the O.K.
- Substitutions are permitted during the following situations:
  - At the referee's whistle permitting entry
  - When the ball is dead
  - Free throw situation
  - Throw-in

## Fouls

- A player shall not hold, push, trip, nor impede the progress of the opponent by extended arm, shoulder, hip, or knee or by bending the body into other than a normal position, nor use any rough tactics.
- A player who is dribbling the ball shall not charge into nor contact an opponent in his/her path.
- One and one free throws awarded at the seventh team foul of each half.
- Two shots will be awarded at the tenth team foul of each half.
- Personal Foul – A personal foul involves illegal contact with an opponent while the ball is alive. A foul committed by or on a shooter when the ball is dead - This counts as a personal and team foul.
- Intentional Foul – A personal foul designated to stop or keep the clock from starting, or to neutralize an opponent's obvious advantageous position. Grabbing a player on a fast break to prevent a score is an example of an intentional foul. Two free throws and possession of the ball is awarded to non-violating team. This counts as a personal foul and team foul.
- Technical Foul – Technical fouls can be flagrant or non-flagrant in nature. Abusive behavior towards the referees or supervisors, disregarding the rules, or any unsportsmanlike conduct. Two shots and the ball are awarded to the non-violating team. This counts as a personal foul and a team foul. In the case of double technical fouls, no shots will be awarded. Possession of the ball will be determined by the possession arrow.



- **Flagrant Foul** – A personal and technical foul of a violent or savage nature, which displays unacceptable conduct. It may or may not be intentional. It involves violent contact such as striking, kicking, kneeling, etc. and also involves dead ball contact or non-contact at any time, which is extreme or persistent, vulgar, or abusive conduct. Fighting is a flagrant act. All flagrant fouls count as a personal and technical foul (which will amount to 2 personal fouls and 2 team fouls). 2 foul shots and the ball are awarded to the non-violating team.
- A player must leave the game upon their fifth foul.
- Two technical fouls on any player will be an immediate disqualification.
- Once a team receives their third technical foul, the game is ruled as a forfeit win for the other team.

## Free Throws

- One free throw for:
  - A foul against an offensive player while shooting the ball whose shot is successful.
- Two free throws for:
  - A foul against an offensive player while shooting the ball whose shot is not successful.
  - An intentional foul (plus possession of the ball).
  - Any single flagrant foul (plus possession of the ball).
  - Any technical foul (plus possession of the ball).
  - Upon the tenth team foul.
- Three free throws for:
  - A foul against an offensive player while shooting the ball whose three point try was not successful.
- Bonus free throws (one & one) for:
  - Each common foul upon the seventh team foul during any half, or any overtime period; provided the first attempt is successful, a second free throw will be awarded.

## Jump Balls

- A jump ball will be administered in the center-restraining circle between any two opponents under the following situations: at the beginning of the first half and at the beginning of any overtime period.
- The ball shall be awarded out of bounds under the following situation: at start of play at the beginning of the second half, possessions will alternate between teams.

## Violations

- When a team does not cross center court within 10 seconds.
- When a player who is throwing the ball in-bounds, touches the ball before someone else on his/her team has touched the ball. The also has only 5 seconds to inbound the ball.
- Traveling with the ball-there is no limit as to the height of the dribble-the ball may be dribbled over the player's head without any violation occurring.
- Using an illegal dribble or double dribble.
- When the free throw shooter steps on or over the free throw line during an attempted shot and before the ball hits the rim, backboard or enters the basket.



- A 3 second violation will be called on any player in the paint area for longer than 3 seconds.

## Out of Bounds

- A ball striking any edge of the backboard shall be in play. A ball striking the basket supports shall be out of bounds.
- A ball that goes over the backboard shall be out of bounds, even if it does not touch the basket supports.
- The ball must be thrown in-bounds within five seconds.

## Goaltending

- Goaltending occurs when a player touches the ball during a field goal try or tap while:
  - The ball is in downward flight.
  - The entire ball is above the level of the basket ring.
  - The ball has a possibility of entering the basket in flight.
  - The situation will be handled as if the offensive team made the basket.

## Dunking Rule

- Dunking is allowed during intramural play; under the following rules:
  - Players may not dunk the ball prior to the start of the game (on the courts specified for Intramural contests), or during any dead ball situation.
  - Players may not hang from the rim at any time. Violation of this rule will result in that player receiving a technical foul and possible ejection from the game.
  - Defensive players may not grab the rim in any way.

## Mercy Rule

- If at any point during the second half a game team leads by 40 points, the game will be declared over.
- If a team leads by 30 points or more with ten-minutes left in the second half, the game will be declared over.
- If a team leads by 20 points or more with two-minutes left in the second half, the game will be declared over.

## Ejections

- In the case of an ejection, the game can not resume until the the ejected player leaves Gym 2.

**Team captains will be held responsible for the information outlined in this rule packet. University of Delaware Intramural Staff reserve the right to evaluate and change any rule based on changing circumstances.**

**If you have any questions regarding these rules, please contact the Intramural Office at [intramurals@udel.edu](mailto:intramurals@udel.edu).**