Colorado School of Mines ~ Intramural Sports

5-on-5 Basketball Rules

I. Eligibility
   1. All participants are subject to Intramural Sports Eligibility Rules, which are available in the Intramural Sports Participant Handbook.
   2. Teams are allowed one ex-varsity basketball player on roster. Current varsity basketball players are not allowed to participate.

II. Game, Players and Equipment
   1. High School Basketball rules will be used, with the following exceptions.
      - Teams consist of five (5) players. Teams may start and continue play with minimum of three (3) players. Ten (10) players MAX on roster.
      - Games shall consist of two 20-minute running clock halves, except for the last 2 minutes of the second half – when the clock will stop on all whistles. Halftime will be 3 minutes.
      - Mercy Rule
         - If a team is ahead by 15 or more points, the last two minutes of the game will use running clock.
         - If a team is ahead by 25 or more points with five minutes or less remaining in the second half, the game shall be stopped and recorded as complete.
         - If a team is ahead by 50 or more points at any time in the second half, the game shall be stopped and recorded as complete.
      - Each team will be allowed two, (1) minute time-outs per half. Timeouts do not carry over from first half to second half, from second half to overtime or between successive overtime periods.
      - Substitutes may only enter the game on a dead ball situation, after checking in with the scorekeeper and when an official beckons them into the game.
• NO Dunking before, after or during halftime of the game!!!
  ▪ Technical Foul will be assessed to player(s) not abiding by this rule. Also, max sportsmanship rating a team can obtain is a 3.0.
• Players who obtain 5 players fouls, will not be allowed to play the remainder of that game, but then are eligible for the next game.
• Players who obtain 2 technical fouls will be considered “ejected” from the game. They must meet with Intramural & Club Sports Coordinator before being allowed to participate again in Intramural Sports.
• If a team obtains 3 technical fouls during a game, the game will be forfeited.
• Overtime
  ▪ Regular Season = NO Overtime.
  ▪ 3 minutes of timed play. The clock will run continuously until the last minute of each overtime period when it will stop on all whistles.
  ▪ Jump ball used to start each new overtime period.
  ▪ Team’s will be allowed one timeout per each overtime period played.
• All regular season games will take place in Lockridge Arena, unless otherwise specified.
• When playing games in Lockridge, the game will be played using the white boundary lines, which includes the white 3-point arc.
• IM staff will provide game balls. But teams may use a ball of their choosing if agreed upon by both teams.
• **The championship games will be played at the Pepsi Center after a Denver Nuggets home game. The championship games are scheduled to be played Sunday, February 26th. The teams competing in the championship games will be awarded tickets to watch the Denver Nuggets game that day.**

III. **Sportsmanship**

1. All players are expected to play with good sportsmanship and uphold the Intramural Sports Spirit of Competition.
2. Teams must obtain a 3.0 or better sportsmanship rating average throughout the regular season in order to be eligible for playoffs.
3. **HAVE FUN!!**