

Intramural 5 v 5 Basketball Rules
Salisbury University
Campus Recreation Department
146 Maggs Gym
410-548-3266

The rules governing this intramural sport activity are derived from rules used by the National Intramural-Recreational Sports Association (NIRSA) and rules unique to the SU Intramural Sports Program. This rules sheet is not meant to be all-inclusive; rather it is a summary of the more common rules, policies, and procedures used by the Intramural Sports Program. All important policy information can be found in the Intramural Sports Guidelines, which are available on our website. All team managers and players are responsible for reading this document and understanding the rules, policies, and procedures prior to participating in this activity.

General/Eligibility: See the IMS Guidelines for complete listing of eligibility.

****Please Note:** A team cannot have any varsity basketball players.

Intramural Team Participation: Individuals may only play on one (1) team per basketball season.

Identification: All players **MUST present a GULL Card** to the IMS Supervisor prior to each game.

Team Rosters: The official team roster consists only of those individuals who are eligible and who have signed the official roster/waiver. Individuals must be listed on the official roster by the end of regular season play in order to be eligible to participate in playoffs. Confirming that all players are listed on the official roster is the responsibility of the Team Manager.

Games:

- 1st game starts at 6:00 pm
- Last game starts at 10:00 pm

Players: A team shall consist of five (5) players with a maximum of twelve (12). A team may start with no less than four (4) players. In the event a team is playing with the minimum number (4) of players and a player becomes injured or has to leave (other than an ejection) the game will continue until it is deemed a farce as determined by the officials and supervisor.

All players must sign in with the scorekeeper or supervisor prior to playing. Late players may be added to the score sheet at anytime; although, a new player will have to wait for a dead ball situation to enter the game. Any player who enters the game without checking in with the scorekeeper will be assessed a technical foul.

Substitutions: Subs have to wait until a dead ball situation and may enter the game **ONLY** after the official “beckons” them in. **NO** substitutions may be made “on the fly,” if a player substitutes into the game “on the fly” a technical foul shall be called. Substitutions must be reported to the scorer’s table before entering the game.

Communication with IMS Staff: Team managers are the only individuals permitted to speak with the officials regarding calls or questions. Team managers must give verbal confirmation that they would like to protest only rule interpretations or player eligibility (not judgment calls). If you lose a protest, you lose one (1) timeout.

Jerseys: Participants are required to wear shirts/jerseys with numbers on the back. Teams are encouraged to wear their own jerseys; however the Intramural Sports Program will have a limited number of jerseys with numbers on them for use by teams. Players must wear a t-shirt under a borrowed intramural sports jersey. Shirts must be tucked in at all times.

Footwear: All players must wear basketball or tennis shoes and gym clothes. Boots, open-toed shoes, and shoes that mark the floor are strictly prohibited. **Participants must carry in gym shoes to be worn during play. Snow, mud, and salt carried in on shoes can cause unnecessary floor damage.** Players wearing any kind of gym shoe causing marking problems including salt scratches, slush, water, etc., will be asked to leave the facility.

Casts: If judged to be dangerous by the supervisor, official, or athletic trainer; may not be worn during the game. Knee braces made of hard, unyielding substances covered on both sides with all edges overlapped and any other hard substances covered with at least 1/2 inch of slow recovery rubber or similar material will be allowed.

Jewelry: All jewelry must be removed or taped. This includes, but is not limited to, necklaces, headgear, newly pierced earrings, facial piercings, bracelets and watches. Tape will not be provided.

Duration of Game

Game Length: Games will consist of two (2) 20 minute halves (the clock will only stop for time-outs, protests, and injuries). During the last two (2) minutes of the second half, the clock will stop on all dead ball situations.

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. The clock continues to run on technical fouls unless a time out has been called.

Game Time is Forfeit Time! All intramural events are tightly scheduled based on facility availability to allow for maximum participation, so keeping the games on schedule is very important. Please have your team at the field checked-in and ready to play at least ten (10) minutes before your scheduled game time. If one (1) team is late/is not present, the team's manager that is present and has the minimum number of participants required ready to play will be given two (2) options (once a decision is made it cannot be changed):

- Take the forfeit immediately.
- Give the team five (5) minutes to show.
- If the team shows, the game must be played with only the remaining amount of time left. If the team still does not show, it will be a forfeit.

Reserve Clause: the IM Staff reserves the right to make time adjustments to accommodate scheduling conflicts.

Half Time: Half time will not exceed three (3) minutes.

Time-outs:

Each team will have two (one-minute) time outs per game (no limit per half).

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 may call a time-out. Bench personnel and coaches may not call time-out. After a time-out the ball will be in-bounded closest to the spot where the ball was when the timeout was called. If a team has no time outs and calls for one, a technical foul will be assessed, plus possession of the ball to the non-offending team at the division line (you “buy” a time out with a technical).

Mercy Rule: If a team is leading by **twenty (20) points or more in the final two (2) minutes** of the game, the mercy rule will be put into effect and the game will be over. Also, if a team is **leading by fifty (50) at halftime or any point thereafter** the game will be ended by the mercy rule.

Overtime (Playoffs Only): If a game ends in a tie, then overtime periods will be played. A new jump ball will take place. Overtime periods will be five (5) minutes in length, running time. The clock will stop in the last two (2) minutes on all whistles, as well as time-outs, injuries, and protests. Overtime periods shall be repeated until a winner is determined. Each team will be given one additional time-out per overtime period. Time-outs do not “carry over” from one overtime period to another.

Playing Rules

Scorekeeping: The scorekeeper’s record is the official record.

Dunking: There is **NO dunking before or after competition.**

□ If a player dunks before the game (during warm-ups or halftime) the player will receive a technical foul. The game will start with the non-offending team receiving two (2) free points and the ball for a thrown-in.

Closely Guarding: 5-second rule (closely guarding the player with ball) will be in effect.

Possession: The alternate possession rule will be used.

Three-Point Shots: Three (3) point shots will be used for intramural play.

Violations

Back-court: Teams may not be in continuous control of a ball in their backcourt for ten (10) seconds. Once the ball has been established across the half-court line (both feet and the ball), it is a violation to cross back over into the back-court. **Penalty: Turnover.**

Three Seconds: An offensive player cannot be inside of or in contact with the free throw lane (known as the key) for more than three (3) seconds while the ball is in his/her team's front-court. **Penalty: Turnover.**

Five Seconds: If a player is closely guarded (within six (6) feet) in the front-court and holds the ball for more than five (5) seconds, or dribbles the ball for more than five (5) seconds then a violation will be called. **Penalty: Turnover.**

Kicking: It is a violation to intentionally strike the ball with any part of the leg or foot; accidentally striking the ball with the foot or leg is not a violation.

Elbowing: Swinging of the elbows while in possession of the ball without pivoting either foot. **Penalty: Turnover.**

Throw-In Violations

The thrower shall not leave the designated throw-in spot until the ball has crossed the plane of the boundary. **Penalty: Turnover.**

The thrower must pass the ball into the court within five (5) seconds of the start of a throw-in. **Penalty: Turnover.**

The thrower may step on, but not over the sideline.

The opponent of the thrower cannot reach through the throw-in boundary plane and foul the thrower. **Penalty: Intentional foul.**

The opponent of the thrower cannot reach through the throw-in boundary plane and touch or dislodge the ball. **Penalty: Technical foul.**

*NOTE: The opponent of the thrower cannot cross the end line or its imaginary plane. This is a delay of game. The team should be warned on the first offense and then penalized with a technical foul on each subsequent offense.

Fouls

☐ ***Personal Foul*** - A player foul which involves illegal contact with an opponent while the ball is live.

☐ ***Common Foul*** - A personal foul which is neither flagrant, intentional, nor committed against a player trying for a field goal nor a part of a double or multiple foul.

☐ **Technical Fouls:** All technical fouls are assessed as a team foul and a personal foul. **If a player receives two (2) technical fouls during a game, that player will immediately be ejected.**

☐ **Intentional Foul** - A personal or technical foul designated to stop or keep the clock from starting, to neutralize an opponent's obvious advantageous position, contact away from the ball or when not playing the ball. It may or may not be premeditated and is not based on the severity of the act. A foul shall also be ruled intentional if while playing the ball a player causes excessive contact with an opponent.

☐ **Flagrant Foul** - A personal or technical foul of a violent or savage nature, or a technical non-contact foul which displays unacceptable conduct. It may or may not be intentional. If personal, it involves violent contact such as striking, kicking, kneeling, etc. If technical, it involves dead ball contact or non-contact at any time which is extreme or persistent, vulgar, or abusive conduct. Fighting is a flagrant act.

☐ **Player Control Foul** - A common foul committed by a player while he or she is in control of the ball or by an airborne shooter.

Disqualified Player: A player must leave the game upon the fifth personal foul. Technical and player control fouls will be counted as personal fouls and as team fouls. After two (2) technical fouls, a player is automatically ejected.

Flagrant, Technical, and Intentional Fouls: Flagrant and intentional fouls will result in two (2) free points for the non-offending team, plus possession. Flagrant fouls carry an ejection.

Discretionary Fouls:

☐ The official/supervisor has the discretion to penalize any individual for unsportsmanlike conduct. A technical foul may be assessed.

☐ A technical foul will be issued to any player who swings their arms and elbows in excessive speed in relation to the rest of their body or pivot foot. This call will be made regardless of contact or proximity to other players.

A player shall be allowed five (5) personal fouls per game. On the 5th personal foul, that player shall be removed from the game.

A double foul is a situation in which two (2) opponents commit personal fouls against each other at approximately the same time. In the case of a double foul, fouls are recorded, no free throws are awarded, and possession is awarded based on the alternating possession arrow.

When a player control (charging) foul is committed, no points can be scored.

Slapping either backboard or grabbing the rim is a technical foul. **Exception: a player may grab the rim to prevent injury.**

A technical foul on a spectator or coach is charged to the team captain. Any two (2) players and/or coaches and/or spectators ejected from a game will result in an automatic forfeiture of the game by the offending team.

- ☐ **A one-and-one bonus shot begins on the 7th team foul (except shooting and player control).**
- ☐ **A two shot bonus will begin on the 10th foul.**
- ☐ **No foul shots for player control fouls.**

Free Throws

No player may move into the restricted area (the key) until the ball hits the rim. Players outside the lane area may not cross the foul line extended or the three point arch until the ball hits the rim.

The first marked lane spaces (ones adjacent to the end line) shall be occupied by opponents of the free-throw shooter, unless the resuming of play procedure is in effect. The second marked lane spaces on each side may be occupied by teammates of the free-throw shooter, and the third marked lane spaces may be occupied by opponents of the shooter. **The total number of players permitted on marked lane spaces is six (not including the shooter) four defensive and two offensive.** The offense may have no more than two (2) players and the defense can have as little as two (2) and as many as four (4). The lane spaces closest to the free-throw line (and the shooter) must remain vacant. **Exception: If the offensive team elects to vacate their lane spaces (second from the end line) the defensive team has the option of moving from the third space down to the second space.**

Penalties for Fouls and Violations

- ☐ Foul while player was in the act of shooting a 2-point try and the basket was missed = 2 free throws awarded.
- ☐ Foul while player was in the act of shooting a 2- point try and the basket was made = Basket good and 1 free throw awarded.
- ☐ Foul while player was in the act of shooting a 3-point try and the basket was missed = 3 free throws awarded.
- ☐ Foul while player was in the act of shooting a 3-point try and the basket was made = basket good and 1 free throw awarded.
- ☐ Common foul before the 7th team foul = award possession of ball to non-offending team at the nearest spot.
- ☐ Common foul on the 7th but before the 10th team foul = One and One
- ☐ Common foul on or after the 10th team foul = 2 free throws.
- ☐ Player or Team Control Foul = possession awarded to non-offending team at the nearest spot from where the foul occurred.
- ☐ Technical fouls = 2 points and possession at the division line opposite the scores table.
- ☐ Violations = change of possession awarded to non-offending team at the nearest spot from where the violation occurred.

Free Throw Violations

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 when the ball hits the rim.

Any player other than the free thrower, 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 this area until the ball has touched the rim.

The free thrower must not touch the free throw line. He or she cannot fake a try, and must release the ball within ten (10) 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.

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.