

5 on 5 Basketball Rules

* **NEW RULE*** No 5-second violation when dribbling the basketball. Only when the player is holding the ball.

General Intramural Basketball Rules

- Participants may only play on one men's/women's team and one co-rec team.

- A team may have at most 2 Non-UT Members per team. Must have valid Campus Recreation Membership.

- All players must check in with their UT ID prior to playing.

- o Players arriving after game-time may be added during regular season ONLY**

Players and Substitutions

- A team shall consist of five players on the court.

- A team may start with no less than 4 players.

- If a team is playing with 4 players, and a player becomes injured or fouls out the team can elect to continue with 3 players. No less than 3 players will be allowed at any time.

- If a team is playing with 4 players, and a player is ejected, the team is not allowed to continue and the game will be considered a forfeit.

- All substitutions have to wait until a dead ball situation and may enter the game only after the official acknowledges them. NO substitutions may be made "on the fly".

- Any player that is bleeding must leave the game immediately. The bleeding must be stopped and the wound securely covered with a bandage before that player can continue playing.

- o If the bleeding player is the team's "fifth", they can elect to call a timeout to give the player time to get it bandaged. The timeout will be ended at the discretion of the Supervisor. If blood is on any player's clothes they must change before re-entering the game.

Equipment:

- All players must wear non-marking soled shoes and gym clothes. Participants are encouraged to carry in gym shoes to be worn during play. If there are any questions concerning footwear, contact the supervisor.
- The officials shall issue the game ball. Only UT game balls will be permitted. **(Players will NOT be allowed to warm up with IM Game Balls)**
- All players must have a visible one or two digit number on their shirt. If teams do not have numbers the Intramural Sports program will provide, on loan, numbered pennies that MUST be worn. Teams or players with no numbers will not be permitted to participate.
- Players must remove ALL jewelry prior to participating, regardless of timing of piercings. Any exceptions - wedding bands, religious, etc - must be cleared by the IM Coordinator at least 24 hours prior to the contest

Duration of Game and Timeouts:

- Game Length: Games will consist of two 20 minute halves (40 minutes)
 - o 1st Half: Continuous clock, the clock will only stop during time-outs, protests, or injuries
 - o 2nd Half: Continuous until 2 minutes left in the second half, at that point normal college clock rules apply. *** Clock will stop at the 1 minute mark after all scores and then start back once the ball is inbounded.**
- Game time is forfeit time. Teams have up to 10 minutes after the game start time to have the minimum (4) players to start the game to avoid a forfeit. The game time clock will run and the opposing team will be awarded 10 points once the game clock starts. At the 14:59 minute mark, 20 points.
- Time Outs: Two (2) time outs per team, per half - duration 1 minute in length. Unused time outs do not carry over to overtime. One (1) time out per team, per overtime period. Any on-court player or bench player can call a timeout (while in possession).
 - o If a team has no time outs and calls for one, a technical foul will be assessed on the offending player.
- **Overtime:** All games that are tied at the end of regulation will go to overtime. There will be a 2 minute overtime period. Each team will get one timeout for the overtime session. After the first overtime period, if the score is still tied, there will be another 2 minute overtime period until a winner is declared.

Playing Rules

Fouls:

***Free Throws will only be awarded in the act of shooting in the first 38 minutes of the game. All other fouls will result in an inbound throw-in, unless a Technical Foul was called. No Bonus or Double Bonus.**

During the last 2 minutes of the game, free throws will be awarded for all fouls (shooting and non-shooting). If the foul is not a shooting foul, there will be a 1-and-1 free throw awarded.

- All technical fouls are assessed as a team foul and a personal foul.
- After one flagrant (personal or technical) or two non-flagrant technical fouls a player is automatically ejected.

- Personal Foul - A player foul which involves illegal contact with an opponent while the ball is live.
 - o Result: Inbound throw for opposing team or free throws if player in act of shooting.

- Shooting Foul – A foul when a player is in the act of shooting.
 - o Result: The player shall be awarded the appropriate number of free throws.

- 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.
 - o Result: an in-bound throw for the opposing team. (NEVER free throws)

- Intentional Foul - A personal foul when no attempt at the ball is being made, and appears pre-meditated.
 - o Result: Two free throws for the offended player and possession of the ball.

- Flagrant Personal Foul - A personal foul of a violent or savage nature, It may or may not be intentional. It involves violent contact such as striking, kicking, kneeing, etc (Automatic Ejection)
 - o Result: Two free throws for the offended player and possession of the ball. The offending player is ejected.

- Flagrant Technical Foul – Dead ball contact or non-contact at any time, which can be considered extreme, persistent, vulgar, or abusive conduct.
 - o Result: Two free throws for the opposing team. The team with possession at the time of the foul remains possession. The offending player is ejected.

- o If a team receives 2 flagrant technical fouls during a game, the game will immediately end, and the offending team will receive a forfeit.

Official Score

The official score will be that kept by the scorekeeper. In the event of a discrepancy, his/her score will be considered official.

Mercy Rule:

- A game will end if a team is ahead by 40+ points anytime in the second half, 30+ points with 10 minutes remaining, or 21+ points with 5 minutes remaining.

OFFICIAL'S AUTHORITY:

An official assumes authority 15 minutes prior to the scheduled game time, and until they have left the game field/court. The officials have the authority to rule on any situation not specifically covered in the rules. His/her decision is final, unless ruled otherwise by the supervisor on duty or the Director of Intramural Sports. The official has the right to eject players or have them sit out of part or all of the game. Fans, coaches, and spectators are a part of a team and any fouls they commit will go against their team.

HANDLING PROTEST: Whenever a dispute occurs in an officiated game or contest, the team manager must ask the officials' for a clarification of the issue. If no solution can be reached, the manager must request that the activity supervisor on duty be summoned to clear up the situation. Matters involving an official's judgment may not be protested. Other questions, except eligibility, must be clarified at the time of the incident prior to resuming play.

An eligibility protest must be filed, and if upheld, cause the removal of the offending player. All games or contests in which the player in question participated will be defaulted. If a person plays for more than one team, his loyalty will be considered with the team for which he first played. The ineligible player can no longer participate in that particular sport.

Should the Intramural Office detect player ineligibility violations, which are not protested by a team, or individual, it will initiate appropriate follow-up action.

Eligibility protests must be submitted in writing to Room 312, Student Alumni Center, Office of Campus Recreation by 12:00pm(noon) the following school day of the game or match in question.

Co-Rec Rules:

- Co-Rec teams must have 2 males and 2 females on the court at all times. The fifth player may be of either sex.
- A Co-rec game shall be played with a women's ball unless both captains agree to play with a men's ball.
- A male player may not block a female shot (results in a personal foul). If a male constantly is called for this foul, it could be determined to be an unsportsmanlike act.

EJECTIONS:

- A player will be ejected from the game if he or she plays in a malicious manner, or shows disrespect towards the opposing team, an official, teammate, or fan.
- Fans are the responsibility of each team's Captain. Teams will be held accountable for their fan's behavior.
- A substitute may replace the ejected player, if available.

GAME RESCHEDULING:

**** IF YOUR TEAM FORFIETS One Game, YOUR TEAM WILL NOT BE ELIGIBLE FOR PLAYOFFS****

If a team cannot make a scheduled game they have the following options:

Forfeits - If a team fails to contact the IM Coordinator by 2pm the day of the game and fails to field a team, they will no longer be eligible for playoffs.

Defaults - If a team contacts the IM Coordinator that they cannot field a team by 2pm the day of their game, that team will avoid a Forfeit and take a Default loss, but still remain eligible for playoffs.

Rescheduling - If more than 48 hours' notice is given, the IM Staff will attempt to reschedule the game. If it cannot be rescheduled, the team will be notified and given the option to default the game if they cannot field a team.

SPORTSMANSHIP RATING

The Intramural Sports Program is committed to providing a safe, fair and enjoyable environment during IM contests. Unsportsmanlike behavior occasionally causes games to become unenjoyable, unfair and, in some cases, unsafe. In an effort to maintain the proper playing environment for IM games, the

Sportsmanship Rating System has been established and will be in effect for regular season and playoff games in basketball. Awards will be given to the team with the highest rating.

GENERAL RATING SYSTEM CRITERIA:

(4) Four: Perfect Game

Players from the team go above-and-beyond to display perfect sportsmanship and respect for their opponent. Lending assistance in circumstances they are not required. A (4) rating is not to be associated as a common rating, but a rare occurrence that definitely stands out.

(3) Three: Average Sportsmanship and Conduct ("Normal game"; teams begin at this level)

Couple complaints-questioning some calls/Cooperate with Staff/Reasonable and Rational

Conversations/Captain exhibits control over team/Respect is Shown/One team or individual

warning given-no infractions/Defaulted game

(2) Two: Fair Sportsmanship and Conduct

Not cooperative with staff-captain exhibited little to no control over team/Repeated complaints, questioning of calls/Unsportsmanlike conduct penalty in SB, VB, FFB, DB, Yellow card

in Soc/Technical or Intentional Foul in BB/Captain's called-Sportsmanship talk given during

game to individual or team(s) after One warning given/Forfeited game

(1) One: Poor Sportsmanship and Conduct

Captain is unresponsive and uncooperative with staff/Continued complaining-questioning calls

after sportsmanship warning and/or penalties given/Flagrant foul in BB/Physical contact in an

aggressive or threatening manner, Red Card in Soccer (ex: pushing, kicking, head butting, excessively swinging elbows) are considered actions for immediate ejection/Ejection(s)/Intimidation, taunting,

threatening staff or participants/Improper use of ID card-using another member's ID card to

participate

(0) Zero: Unacceptable Sportsmanship and Conduct

Team has no regard for opponents, staff, or authority/Conduct is unacceptable of all IM and

University expectations, principles and policies/Alcohol-drug-harassment-bias

violations/Fighting-an attempt to fight whether contact was made or not/Bench clearings

*All players on a team receiving a zero may be subject to probation or suspended

INDEFINITELY. There is zero tolerance on fighting or alcohol, drug, harassment, or bias

violations.

2. METHOD OF RATING:

The officials will rate each team in each contest on a sportsmanship basis. The supervisor can also assist in the rating. The rating will be noted on the score sheet. Teams are not to question the officials about the ratings. Teams can check their ratings at the IM Office. (SAC 312)

3. PLAYOFFS

For a team to be eligible for the playoffs, they must have an average sportsmanship rating of 2.5 or higher. Teams failing to meet this mark must have their Captain meet with the IM Coordinator to determine their playoff eligibility.

TEAM NAME POLICY

The Intramural Department reserves the right to prohibit or alter any team names including but

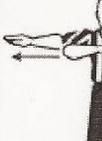
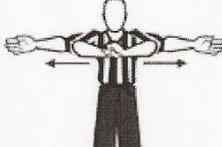
not limited to names deemed inappropriate, discriminatory, sexually explicit, derogatory,

degrading in nature, or not within the spirit of good sportsmanship. We are committed to

assuring that our program is free from discriminatory, inappropriate, and disrespectful conduct

and communication. This is a direct reflection of the entire team, please use good judgment.

must have their Captain meet with the IM Coordinator to determine their playoff eligibility.

Starting and stopping clock	1		Start clock	2		Stop clock	3		Stop clock for jump/held ball	4		Stop clock for foul	5		Stop clock for foul (optional bird dog)	Information	6		Directional signal						
	7		Designated spot	8		Visible counts	9		Beckoning substitutes	10		60-second time-out	11		30-second time-out		12		Not closely guarded						
	Shooting/scoring	13		No score	14		Goal counts	15		Point(s) scored use 1 or 2 fingers after signal 14	16		3-point field goal Attempt		and if successful		17		Bonus free throw for 2nd throw, drop one arm - for 2 throws, use 1 arm with 2 fingers - for three throws, use 1 arm with 3 fingers	18		Delayed lane violation			
		19		Traveling	20		Illegal dribble	21		Palming/carrying the ball	22		Over and back	29			Illegal use of hand	30		Hand check	31		Holding		
		Violations	23		3-second violation * Open hand - run end line	24		5-second violation	25		10-second violation	Fouls	32		Blocking		33		Pushing or charging	34		Player-control foul	35		Team-control foul
			26		Free throw, designated spot, or other violation	27		Excessively swinging arm(s)/elbow(s)	28		Kicking		36		Intentional foul		37		Double foul	38		Technical foul			