

# Bellarmine University Intramural Sports

## 5 ON 5 BASKETBALL RULES

### ELIGIBILITY RULES:

1. Bellarmine University Intramural Sports program participation is voluntary and individuals use facilities at their own risk. Participation in any physical activity involves inherent risk and even when safety precautions are utilized, injuries and accidents can occur. The Sport, Recreation, and Fitness (SuRF) Department would like to encourage each individual to consult their physician and obtain adequate personal health/accident insurance prior to participation in our programs.
2. You must have a Bellarmine University ID to participate. NO ID, NO PLAY...NO EXCEPTIONS!
3. No Person shall play on more than one team per sport. If caught doing so by supervisor or official, Player shall be suspended for remainder of season and that game shall be forfeited. Opposing team does not have to protest if caught by supervisor or official.
4. No person shall use false identification in order to participate. If caught, person will be suspended from Intramural Sports and possibly SuRF for a period of time determined by the Intramural Director.

### THE GAME:

1. There will be a "5 Minute Grace Period". At game time the clock will start and the team who is present will receive 3 points every minute. At the end of 5 minutes if the opposing team has not shown up the game will be declared a forfeit. The team that is present will win the game 18 – 0 (3 points at the start of the clock and 3 points each minute). If a team shows up during the grace period the contest will begin with the score that accumulated during the that 5 minute period (the team shows up 3 minutes late and will be down 12 – 0 with 17 minutes to go in the first half).
1. **Team:** A team must have at least four (4) players and a scorer/timer ready at game time. Any team not on the court ready to play at game time will forfeit that game.
2. **Scorekeeper:** Each team must furnish a timer or scorekeeper for each game. A timer-scorer must be present to keep score for a team at each game.
3. **Attire Requirements:** Each player must wear a jersey with a number on the front or back. If teams wish to purchase their own jerseys they must meet these requirements or jerseys may be checked out from the Intramural staff on duty. (No taped numbers allowed)

Individual player equipment must meet the following requirements or he/she will be removed from the game until adjustments are made:

A. Headgear: Players may not wear baseball style caps, other rigid headwear, knit caps and stocking caps. Players may wear a headband no wider than two inches and made of non-abrasive cloth, elastic, fiber, soft leather, or rubber. Bandanas with knots are prohibited. Rubber or cloth elastic bands may be used to control hair. Also hair beads are prohibited.

B. Pads or Braces: No pads or braces may be worn above the waist. Leg and knee braces made of hard, unyielding material must be covered on both sides and all edges with appropriate slow-recovery padding.

C. Shoes: All players must wear shoes. Tennis/running shoes are permitted.

D. Jewelry: NOT allowed to be worn by any participant during an intramural event. Exception: medical alert bracelets are permitted if taped down.

**-If the game is stopped due to improper attire a technical foul will be assessed.**

### **Playing Regulations:**

1. The game shall consist of two twenty (20) minute halves. There will be a two (2) minute half time.
2. **Running Clock**: The clock will run continuously for the entire first half and for the first 18 minutes of the second half. During the final two minutes, the clock will stop for out-of-bounds ball, foul shots, violations as described by the rules, unless one team has a 15 point lead then the rule is not in effect. National Federation high School rules will govern play. Each team will receive three time outs per game.
3. **Roster**: The full name and BU email of all participants must be submitted prior to the start of the game. If a player arrives late and wants to sign in, her or she may only do so during a time-out or at half-time.
4. **Warm-up**: Teams may warm up only if time allows and until one (1) minute prior to tip off time.
5. **Team Captain**: The team captain is the spokesperson for the team and is the only team member who may speak to officials. Teams are responsible for spectator control. After one warning, teams may be charged with a technical foul, and spectator(s) may be asked to leave the facility.
6. **Mercy Rule**: If one team has a 30 point or more advantage with 5 minutes or 20 point or more advantage at 2 minutes or less remaining in the game, the referees will officially end the game.
7. **Technical Fouls**: If a team is assessed a technical foul by the game officials, the opposing team will be given two points and the ball at mid-court. Two technical fouls on an individual will result in ejection from that game. A PERSON MAY BE EJECTED WITH ONE UNSPORTSMANLIKE CALL. Three technical fouls charged to a team will result in forfeiture of the game and the game will be recorded as 1 loss for the team.
8. **Player Ejection**: If a person is ejected by an Intramural staff member for unsportsmanlike conduct, the person will be asked to leave the facility and be required to meet with the Intramural Director prior to participating again. If the player refuses to leave the gym, the game will be stopped and possibly forfeited. It is the captain's

responsibility for the behavior of players and spectators before, during and after the game.

9. **Possession Arrow:** The alternate possession rule will be used after the initial jump ball at the start of the game. The start of extra periods will start with a jump.
10. **Intentional Foul:** An intentional foul will give the offended team two points and they will retain the ball at the point of interruption.
11. **Equipment:** Women's teams will use the women's size basketball (28.5), unless mutually agreed upon by both teams. Men's teams must use the regulation size basketball. Co-Rec teams can use either size ball with the women's ball being the default. Teams may supply a ball and use it if mutually agreed on by both sides.
12. **Removal of Injured Player:** If coach or other bench personal is beckoned on floor, the injured players must be removed. No time out charged.
13. **Line Infraction:** Boundary line infraction with no contact (illegally reaching through boundary line) will result in one warning, after the first warning a technical foul will be charged.
14. **Throw In:** Untouched throw-in that lodges on basket or basket supports is a violation and turnover.
15. **Basket for pre-game warm-up:** The warm-up basket is the one furthest from team's bench. This will be the team's offensive end during the first half of play.
16. **One + One:** Starting with the seventh (7) team foul each half, one-plus-one (1+1) free throws will be awarded for all common foul, 10<sup>th</sup> foul rule is not in effect.
17. **Arm Swinging:** Excessive swinging of arms and/or elbows without contact is a violation, however if there is contact then it is a technical foul.
18. **Delay of Free Throw:** A technical foul shall be called following a team warning for huddles or contact with the free thrower which delays the free throw.
19. **Playoff Overtimes:** It begins with a jump ball and will last 2 minutes, one running/one stopped. Any subsequent overtimes will be one minute, running clock. Time outs do not carry over; teams will be given one additional timeout per overtime.

### **SUMMARY OF FOULS AND RESPECTIVE PENALTIES:**

#### **Fouls with no free throws awarded:**

1. A double foul or a player control foul will not include the awarding of free throws. A double foul (two opponents committing personal fouls simultaneously): Both fouls will be entered in the book and the team with the possession at the time of the infraction retains the ball.
2. A player control foul (a personal committed by a player while he controls the ball): the foul will be entered in the book and the opposing team is awarded the ball out of bounds.

3. Technical fouls will result in two points being awarded to the non-offending team. No shots will be attempted and the non-offending team will gain possession of the ball, at mid-court.

**Fouls that necessitate free throws:**

1. On the seventh (7<sup>th</sup>) foul during a half, one-plus-one free throws will be awarded. There will be no double bonus.
2. Three (3) free throws will be awarded when a player is fouled while attempting a shot beyond the three point arch. However, if the shot was made only one (1) free throw will be awarded.
3. If in the referee's judgment a foul is intentional, three (3)/two (2) free throws will be awarded (even if the attempted shot is made). In addition, the shooting team will retain possession after the free throws.
4. A double foul, one or both are flagrant: One player or both players who committed the flagrant foul will be ejected from the game. If there is a double foul, foul shots are taken in order of occurrence.
5. A Flagrant foul (a foul of such violent unsportsmanlike nature that the guilty player, team manager, or coach requires ejection from the game) will result in the awarding of two/three free throws and automatic ejection of the guilty person from the game and/or the gym. Notify the supervisor.

**Technical Foul:**

1. A technical foul will be called for delaying a game in any manner, using unethical methods to gain an advantage and minor unsportsmanlike tactics. Technical fouls are charged to the player.
2. If any of these technical infractions are a violent, persistent, or aggressive nature, a flagrant technical foul situation will be used instead of the technical foul. Two technical fouls by a player, manager, or coach will be an automatic flagrant foul, resulting in automatic ejection from the game. The non-offending team will be awarded the ball at mid-court.
3. If player is ejected that player has exactly 1 (one) minute to leave the gym. If not, that team will forfeit the game.
4. On all technical fouls two points will be awarded to the non-offending team and the ball will also be awarded to them at mid-court. If two (2) technical fouls are called on a player in a game, the player will be ejected and required to meet with the Intramural Coordinator. If three (3) technical fouls are called on a team in a game, the game will be forfeited.

**Situations that will result in an automatic technical foul are:**

1. Calling a time-out when you have zero (0) remaining.
2. Having more than 5 members (includes players, team manager, and coaches) on the court simultaneously for any reason at any time.
3. Commenting in any manner to an official, exception being a team captain during a time-out.
4. Any profanity, vulgarity, or any type of unsportsmanlike gesture by a player, team manager, or coach.
5. Obstructing an opponent by waving hands near his/her eyes.
6. Entering the court without reporting to the scorer and without being beckoned by an official.
7. Taking too long to substitute.

### **CO-REC MODIFICATIONS**

1. Each team shall consist of five (5) players. A team may begin the game with four (4) players. There may be three (3) women and two (2) men or two (2) women and three (3) men. The gender difference can be no more than one (1) at all times.
2. Scoring will be kept as follows: **Three** points will be awarded when a female makes a shot **inside** the three-point arc and **four** points when a female makes a shot **outside** of the three-point arc. Baskets made by males will be awarded points in accordance with NFHS rules.
3. All free throws, regardless of gender, are worth one (1) point. Each player will receive the number of free throws which the shot attempted was worth. For example, a female will receive three (3) free throws for a shot attempted inside the arc.
4. Teams may choose to play with a regulation size men's basketball or a regulation size women's basketball (28.5). If both teams cannot agree, a regulation size women's ball will be the default.

**7/2012**