

IM Sports - 5 on 5 BASKETBALL RULES - Spring

NCAA Basketball rules with these IM modifications & the IM General Rules will govern play.

TEAM SHIRTS ~ with numbers ~ ARE REQUIRED !!! Shirts must be the same or similar in color, with a clearly visible number (1 or 2 digits) on the back (front is optional). Numbers should be at least 5 or 6 inches tall. **NO TAPE PLEASE...** Use Markers, Spray Paint or have them Screened.

GAME TIME is FORFEIT TIME. No grace period. **ONE FORFEIT and your team will be DROPPED from the competition.** Teams will also be dropped after two DEFAULTS. **FORFEIT** = if NO players are at the court by game time. **DEFAULT** = if a team does not have the minimum number of players at game time, or if a team calls the IM Office by 4:00 PM on game day to request a default.

The GAME will consist of two 16-minute halves, with up to 5 minutes rest between halves. Teams must have at least four (4) players on the court to start and continue a game. **PSU ID+ Cards are required from all players at all games.** See General Rules for details.

The CLOCK will NOT be stopped for free throws, held-balls, out-of-bounds, etc. **However, during the last 30 seconds of the second half and of overtimes the timer will stop the watch each time the ball is out-of-play (Exception: the clock will continue after successful field goals).** Throughout the game, teams must line up promptly for free throws. Officials will penalize teams that attempt to consume time by using obvious stalling tactics in these situations. The official may stop the clock and charge the offending team with a technical foul for such tactics.

TIMEOUTS: Each team may call one (1) timeout each half and in each overtime period. Only players in the game and on the team in possession of the ball may call timeouts - not coaches or substitutes on the sidelines. During a dead ball any offensive or defensive player in the game may call a timeout.

TIE GAMES: An overtime period of two minutes will be played. If the score remains tied at the end of this period, a **second overtime** will be played and it will be **sudden-death**. That is, the first point (field goal or free throws) will end the game. Timing procedure for the last 30 seconds of the overtime period will be the same as the end of the second half. Each OT period will start with a jump ball.

FREE THROWS: will be awarded when a foul is committed against a player in the act of shooting or on a technical foul. For all other fouls, the ball will be taken out-of-bounds and the player committing the foul will be charged with a personal. **Exception:** In the last 2 minutes of the second half and in subsequent overtime periods, **all fouls** excluding player control fouls will result in free throws. During these times all non-shooting fouls are to be 1 and 1.

SUBSTITUTIONS: may be made anytime the ball is dead. Substitutes must wait for the official to call them into the game with the two official system. Substitutes must get an official's attention and wait for a dead ball to be called in.

HELD BALL: In all held-ball situations teams will alternate taking the ball out of bounds at the spot nearest to where the situation occurs. The possession arrow will determine all held balls.

THREE POINT RULE: will be in effect wherever and whenever possible. If through whatever circumstance, games are played on courts without the 3-point arc, all shots are worth 2 points (except free throws - 1 pt).

CLOSELY GUARDED: A five-second count will be in effect when an offensive player is closely guarded (defender within 6 feet) in the frontcourt whether he/she is dribbling or holding the ball.

WOMEN'S GAMES: will use the same regulations as the men's games. This includes 5- and 10-second violations, lane requirements, and definitions.

DUNKING: is permitted DURING an intramural basketball game. **However, participants are NOT permitted to dunk, attempt to dunk, hang on the net, etc. during pre-game, half-time or post-game.** Violators will be assessed technical fouls.

HEADGEAR: is NOT permitted. Headgear for religious or medical reasons (with doctor's excuse) will be permitted only with staff approval. Elastic headbands are permitted. **NO HATS, NO BANDANAS and NO JEWELRY.**

A PLAYER MAY COMPETE WITH ONLY ONE TEAM. Once a player has played with a team, he/she may not play for any other team, regardless of division. Violation will result in suspension of the player and forfeiture of the game/s in question. See IM General Rules for details.

ELIGIBILITY: Current Varsity Basketball players are ineligible for Intramural Basketball. Former varsity letter winners of any collegiate program may not participate in the same sport until one full year after receiving the letter. Former professionals must sit out one year from participation in the same sport. **Eligible players may be added to team rosters anytime PRIOR TO PLAYOFFS.** No new players may be added once playoffs begin. Only players who have played with a team in at least one regular-season contest can compete in the playoffs. **League tie games are playoff games !!**

QUESTIONS: Intramural Office ~ 865-5401, Room 2 IM Bldg, 8am - 4:30pm (M-F)

Last Modified 6/28/2006