

Intramural Basketball 5v5 Rules and Regulations

These Intramural Basketball rules are based on the rules elaborated by the National Intramural-Recreational Sports Association (NIRSA), with modifications deemed necessary by conditions of intramural competition. Any rules not covered by this supplement shall be governed by NIRSA rules.

All rules listed here are in conjunction with the Intramural Sports Participant Handbook. The Intramural Sports Participant Handbook outlines additional rules and policies not found in this rules supplement.

1. Players, Substitutes, and Equipment

1.1 Each team is required to wear a shirt with the same shade of the same color. Shirts must have a unique, visible, and permanent number on the back. Only one member is allowed to wear number 0 or 00. Each team must bring an alternate white shirt to each game.

1.1.1 Any player is not wearing the appropriate uniform will not be allowed to play. Jersey trading or altering during game play is allowed.

1.2 All players must wear non-marking athletic shoes and athletic-type clothing.

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2.3 Overtime < If necessary, a two ~~2~~-minute period shall be played to determine a winner. If the score is still tied, multiple overtimes may be played. The clock will stop on all dead balls.

2.4 Mercy Rule < If a team leads by 35 points or more at any time in the second half or leads by 20 points or more with two minutes or less remaining in the game, the game will end.

3. Time-Outs

3.1 Each team will receive two ~~2~~-~~30~~ ~~60~~-second time-outs per game ~~no limit per half~~. The clock will stop on all time-outs.

3.2 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 are permitted to call time-outs= players who are bench personnel may not call time-outs.

3.3 Time-outs in excess of the allotted number may be requested and shall be granted during regulation playing time or during any overtime period at the expense of a technical foul. The technical foul must be given even if the official was unaware that the time-out was excessive.

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6.6 A technical foul is a foul by a non-player, a noncontact foul by a player, or an intentional or flagrant contact foul while the ball is dead.

6.6.1 Two technical fouls against a player or coach will result in immediate ejection of that person from the game.

6.6.2 Slapping either backboard or hanging on the rim with a technical foul on a player.

8.3 The free thrower must not touch the free throw line. If or she cannot fake a try, and must release the ball within ten seconds.

8.3.1 In a one-and-one situation this will result in a turnover.

8.3.2 If this occurs on the first attempt of a two shot foul, the first shot is void and the second will be administered.

8.3.3 If this occurs on the second attempt of a two shot foul, it will result in a turnover.

8.4 Failure to cause the ball to touch the rim will result in a dead ball and turnover according to the examples above.

9. Miscellaneous Regulations

9.1 Pump balls will only be used to begin the game and first overtime period - is occ



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11.5 Default is a game that is not played as a result of one of the teams not being able to field the minimum number of participants required to start the game. The game is recorded as a loss but is not considered a forfeit.

11.6 Default will NOT result in lower sportsmanship.

11.6.1 Teams that default will receive a sportsmanship score of five.

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