

# **RENSSELAER INTRAMURAL 5-on-5 BASKETBALL RULES**

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*NCAA basketball rules & the IM General Rules will govern play with modifications as follows:*

1. The GAME will consist of two 20-minute halves, with up to 5 minutes rest between halves. The 10-minute forfeiture rule is in effect. Teams must have at least four (4) players on the court to start and continue a game. A game must start within 10 minutes of the scheduled time. If the ON TIME-team would like to play after the 10 minute limit and permit the late-team to play: THE game will be played only up to the NORMAL END TIME. The game must end AT THE HOUR and the score AT THAT TIME will be FINAL. If the On-time team does not want to play, they may accept the forfeit.

2. ROSTERS. Each captain should see that the names of their team are entered in the scorebook as soon as the previous game is finished or 5 minutes before scheduled start of their game.

3. The CLOCK will NOT be stopped for foul shots, 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 foul shots. 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.

4. GAMES MAY NOT BE POSTPONED BY MUTUAL AGREEMENT.

5. Officials will be assigned for each game and their calls concerning judgment ARE FINAL.

6. The 1&1 rule shall be enforced and it starts when the 7th foul is committed or after the 6th.

7. Any player called for an unsportsmanlike conduct foul, will be expelled from the game immediately and the following game also. Referees are to report any ejected player's name to Director of Intramurals. Any player playing in a game where he was expelled in previous games makes his team forfeit the game immediately.

8. TIMEOUTS: Each team may call one (1) timeout each half and in each overtime period. Additional timeouts will not be granted (technical foul). 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.

9. **FOUL SHOTS:** will be taken when the 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 be shot. During these times all non-shooting fouls are to be 1 and 1.

10. **SUBSTITUTIONS:** may be made anytime the ball is out-of-play. 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. A technical foul will be charged to the team for failure to abide by this rule.

11. **JUMP BALL:** will be used to start each game and overtime. In all held-ball situations teams will alternate taking the ball out of bounds at the spot nearest to where the situation occurs.

12. **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).

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

14. **WOMEN'S GAME:** will use the same ten-second and five-second violations as the men's game.

15. **DUNKING:** Is permitted in intramural basketball. However, participants are NOT permitted to dunk, attempt to dunk, hang on the net, etc., BEFORE or AFTER intramural contests. Violators will be assessed technical fouls, served with RED conduct cards, and/or asked to vacate the facility.

16. **HEADGEAR:** is NOT permitted unless for religious or medical reasons (with doctors note and staff approval). Even so, it may not pose a hazard for opponents or teammates. Elastic headbands are permitted. **NO HATS, NO BANDANAS, NO JEWELRY.**

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

18. **ELIGIBILITY:** General IM Eligibility Rules apply.

19. Eligible players may be added to team only during the first two weeks of the season. Only players who have played with a team in at least one regular-season contest can compete in the playoffs.

20. Any of these policies or rules, at the discretion of the intramural staff, are subject to change.

**21. REPORTING SCORES: Winning team captains must report scores to the online score reporting system within 24 hours of the scheduled game. Unreported scores will be recorded as a loss for both teams.**

22. Please read carefully.... STATEMENT OF RISK The intramural participant is encouraged to consider his/her personal health and physical condition prior to participation in intramural activities. Such participation involves physical exertion, fundamental skills for that sport or activity, and may involve contact. The participant, being aware of any conditions predisposing him/her to injury or illness, and in consideration of the inherent physical exertion and possible contact involved in intramural participation, may wish to seek the advice of a physician prior to participation.

*Updated: 1/2/01*