

USD INTRAMURAL SPORTS
5x5 BASKETBALL RULES

Except as designated below, NCAA rules will apply.

Sec-1 EQUIPMENT

All players must wear tennis shoes during the course of play. No protective casts and/or jewelry (rings, watches, and chain necklaces) shall be worn. Officials shall provide all necessary equipment for the game. Penney's with numbers will be provided and must be worn by all players.

Sec-2 STARTING TIME

All five players must be present and ready to play within five minutes of scheduled game time. If a team has less than three eligible players at any time, a forfeit will be declared.

Sec-3 GAME TIME

Each game shall consist of two twenty minute running halves except for the last minute of each half which will be stop time. Overtime periods shall be three minutes running time except the last minute of play which will be stop time.

Sec-4 TIME OUTS

Each team will be allowed three time-outs PER GAME. In overtime each team will be allowed only one time-out.

Sec-5 SCORING

All field goals will be worth 2 points (No 3-point shots). All free throws will be worth 1 point.

Sec-5 JUMP BALL

There will be no jump balls. At the start of the game, a coin toss will determine possession. All other jump ball situations will be decided by the alternate possession rule. The alternate possession rule will carry over into overtime.

Sec-6 FREE THROWS

In free throw situations, all players on the lane may enter the lane as soon as the ball has left the shooter's hand. The shooter must wait until the ball hits the rim or the backboard before entering. All players not occupying a lane space must stand behind the free throw line extended and cannot pass the line until the ball hits the rim or the backboard.

The following are free throw violations:

- 1) Failure of the shooter to hit the rim of the basket.
- 2) Failure of the shooter to shoot within 10 seconds.
- 3) Faking a free throw attempt.
- 4) Player moving into or out of the free throw lane after the ball has been handed to the shooter by the referee.
- 5) Defensive player verbally or physically disconcerting a free throw shooter.
- 6) Defensive players not occupying the first lane space on either side of the free throw lane.

Sec-7 BONUS FREE THROWS

On the seventh team foul of the half, the opposing team is awarded the "one and one" situation on foul shots. After the tenth team foul, two shots will be awarded. This bonus situation will carry over into any overtime periods.

Sec-8 BASKET - IN BOUNDS OR OUT OF BOUNDS

Any ball striking the side, the top, or bottom of the backboard is still in play. Any ball bouncing over the backboard, hitting the backside of the backboard or any restraining wires will be considered out of play.

Sec-9 TECHNICAL, INTENTIONAL FOULS

Technical fouls shall be assessed for unsportsmanlike conduct, too many players on the court, delay of game, or extra time outs. A player receiving two technical fouls will be ejected from

the game. Intentional or flagrant fouls are two shot fouls. In addition, the team fouled will retain possession of the ball. Flagrant fouls are grounds for disqualification. A player will be removed from the game upon receiving his/her fifth personal foul.

Sec-10 BLOCK - CHARGE

Charge-Block defined: A defensive player has established a legal position by having two feet on the floor and facing his opponent in a neutral stance. A defensive player may raise his hands vertically while on the floor and may jump vertically with arms extended vertically and still be in a legal guarding position. If the shooter initiates the contact by not going up straight, he has drawn an offensive foul.

Sec-11 OFFENSIVE FOULS

1) If the offensive man charges into a defender AFTER releasing a shot, the basket (if converted) will count, both a personal and a team foul will be assessed, and if the defending team is in the bonus situation, the player fouled will shoot free throws.

2) If the offensive man charges into a defender BEFORE releasing the shot, the basket will not count, both a personal and a team foul will be assessed, but no free throws will be attempted.

Sec-12 HAND CHECKING

Hand checking is not incidental contact if it impedes the progress of an opponent. It is a foul, regardless if it be by the offense or defense.

Sec-13 INBOUNDING THE BALL

A player inbounding the ball will be given five seconds to release the ball. Otherwise, a violation will be called.

Sec-14 AFTER A BASKET TIME OUT

After a basket the ball is dead and either team may call time-out until the offensive team makes a definitive effort to inbound the ball.

Sec-15 BACKCOURT

There are back court restrictions in IM basketball.

Sec-16 UNSPORTSMANLIKE CONDUCT

Good sportsmanship is essential to the running of a quality intramural program. To meet this requirement, poor sportsmanship will be severely punished. Any player who is ejected from a game will be forced to sit out his team's next game as well. If the ejection was for flagrant misconduct or fighting, then the ejected player must meet with the IM Director before he will be allowed to participate in another game. It is the responsibility of the player to set up this meeting. Any player who throws a punch at an official will be banned from all further intramural competition for life.