

Below is a summary of basic rules for Intramural Basketball, 5 v 5. For the complete rules, please check the Basketball, 5 v 5 rules document.

Equipment

- A. Players may not wear jewelry (including earrings, bracelets, watches, piercings, etc.). Medical alert bracelets/necklaces or religious items may be worn, but must be taped down.
- B. If players have been asked to remove their jewelry, and then players are discovered wearing jewelry, a technical foul may be called.
- C. Each player must have a shirt with a number on the back. Intramural Sports jerseys will be available for check-out.

Timing

- A. Play will be divided into two 20-minute halves. Clock runs continuously through the first half and until the last 2-minutes of the 2nd half, except for time-outs and the end of each period.
- B. During the final 2 minutes of the 2nd half, the clock will stop and start according to high school rules (i.e. clock will stop for all whistles) only if the game is within 15 points.
- C. Each team has 3 charged time-outs per game.

Gameplay

- A. All leagues will be played with 5 players on the court for each team. A minimum of 3 players is required to start the game.
- B. Co-Rec leagues must be played with a gender difference of no more than 1 at all times. Any of the following gender ratios are legal: 3F and 2M, 3M and 2F, 2F and 2M, 2F and 1M, 2M and 1F.
- C. Only people listed on a team's roster and 1 spectator may be allowed to be in the team bench areas. Coaches are not recognized.
- D. On the seventh (7th) team foul during a half, one-plus-one free throws will be awarded. On the tenth (10th) team foul during a half, two free throws will be awarded.
- E. The 3-point line used is the high school (white) line.
- F. Substitutions may be made during any dead ball situation. Subs must report to the scorer's table and be beckoned in by an official before entering the game.
- G. Mercy Rules – If one team has a 50 point or more advantage with under 10 minutes left in the 2nd half or 30 point or more advantage with under 5 minutes remaining in the 2nd half, the officials will end the game. If one team has a 15 point or more advantage with under 2 minutes remaining in the game, the clock will not stop. Once the 15 point mercy rule has been enacted, the clock will not stop again for the remainder of the game, unless there is a team time-out or Official's time-out.
- D. If a technical foul or intentional foul is called, no free throws will be shot. Offended teams will be awarded two points and possession of the ball.
- E. Games will end in a tie and overtime will not be played in the regular season. In the playoffs, an overtime period will be 2 minutes in length. The clock will stop during the last minute only. Each team will be given 1 time-out per overtime period (unused time-outs will not carry over from previous periods).

Sportsmanship

- A. Teams will earn a sportsmanship rating on a 8.0-scale at the end of each game. This rating is based on the respect, cooperation and behavior displayed by each team throughout the game.
- B. Teams must achieve a 6.0 sportsmanship average rating during the regular season to be eligible for the playoffs, and must maintain that 6.0 average throughout the playoffs to continue.
- C. Technical fouls may be given by any staff member for various unsportsmanlike actions. Players that receive 2 technical fouls in a game will be disqualified and required to meet with the Competitive Sports Coordinator before participating.