

South Carolina State University

Intramural Sports Department

5 ON 5 BASKETBALL RULES

NOTE: South Carolina State University does not provide accident insurance coverage for injuries received by Intramural participants. **All participants MUST bring their validated SCSU student/faculty/staff ID to all games.** Current NCAA college basketball rules will be adhered to with the following points of emphasis:

TEAM COMPOSITION

1. Each team roster will be limited to (10) ten players to include the coach and/or captain. No additions will be made to the rosters after Intramural cutoff day.
2. During play each team is composed of five (5) players. A team may start a game with Four (4) players. **Penalty: Forfeit.**
3. Substitute players must report to the scorer table before entering the game. Substitutes are not to be made until acknowledged by a game official during a dead ball. **Penalty: Technical**
4. The benches for players will be on opposite ends of the court. No spectators will be allowed to sit on the team benches. ***No hats, scarf's or other headwear on team benches.***
5. Only the team captain or coach may address an official for rule interpretations or to obtain pertinent information.

II. TIME

1. Timing of the game will be two (2) twenty-minute (**20**) halves with an intermission of three (3) minutes. The clock will run continuously, except during the final two (2) minutes of the second half, with a 25 or fewer points separating the teams. At this point, the clock will be stopped for all dead-ball situations.
2. Both teams must be ready for play at the scheduled time. **GAME TIME IS FORFEIT TIME. Players will not be allowed to check in 5 minutes prior to the game.**
3. Regular season games **CAN** end in a tie. **Overtime:** There will be one (1) and only One 1 overtime period during regular season games. **During playoffs,** there will be as Many overtime periods as necessary to determine a winner. Overtime will be three (3) Minutes in length. The clock will not stop during regular season overtime periods. During playoffs, the clock will stop during the last minute of each overtime period.
4. Each team is allowed two (2) thirty second timeouts per half. Timeouts do not carry over. Each team receives one timeout each overtime period. The clock will be stopped for all timeouts.

III. DURING PLAY

1. Substitutions may take place only during a dead-ball situation. Penalty: Technical foul. During multiple free-throw personal fouls, substitutions may be made only before the final attempt is taken.
2. The bonus will be in effect on the 7th team foul. The offended team will be awarded a one plus one free throw attempt. On and after the 10th team foul the offended team will be awarded 2 free throw attempts.
3. All technical fouls will count toward a player's total personal fouls. All technical fouls are two shots and ball possession remains with the team that the ball.
 - A. **TWO (2) UNSPORTSMANLIKE** technical fouls on the same person is an **AUTOMATIC EJECTION.**
 - B. **THREE (3) UNSPORTSMANLIKE** technical fouls on a team will result in an **AUTOMATIC TEAM FORFEIT.**

4. On free throws, players may enter the lane once the ball has been released by the shooter. Exception: The shooter and players behind the free-throw line extended and behind the three-point line may not enter until the ball touches the ring or backboard.
5. Dunking is allowed. Once the rims are broken, the player's and/or team, will be responsible for the cost of replacement.
6. Players may not participate with equipment that the SCSU staff judges to be dangerous to the participants. Hard casts, metal or plastic braces, headwear (including bandanas) and jewelry are examples of illegal equipment. **Placing tape over jewelry is also illegal.**
7. Scorekeepers: SCSU Intramural Office will supply scorekeepers.
8. All participants must wear numbered jerseys of a similar or matching color. SCSU will make numbered "pennies" available. If SCSU pennies are worn, pennies must be worn over a player's full shirt.
9. Sneakers only will be worn. No bare feet, street shoes, dark soled shoes, soft/rubber bottom shoes or stocking feet.
10. Participants must wear shorts or sweat pants desired without pockets or belt loops.
11. SCSU will provide the game ball. If both teams agree to use a ball other than the SCSU ball, this will be allowed.
12. Two (2) point field goals and three (3) point field goals will be used.
13. A jump ball will occur only at the beginning of the game and overtime. The team not gaining possession on the initial jump ball will be awarded the ball when the next held ball situation occurs. Teams will alternate possession thereafter.
14. VIOLATIONS:
 - a. Back-court: Teams will have ten (10) seconds to cross the half-court line. Once the ball has been established across the half-court line (both feet and the ball), it is a violation to cross back over into the back-court. **(Men and Women)**
 - b. Three seconds: An offensive player can not be inside of or in contact with the free throw lane for more than three (3) seconds while the ball is in his/her team's front-court.
 - c. Five seconds: If a player is closely guarded in the front court and holds or dribbles the ball for more than five (5) seconds then a violation is called.
 - d. Kicking: Kicking the ball is a violation only when it is an intentional act. Accidentally striking the ball with the foot or leg is not a violation.
15. THROW IN VIOLATIONS:

Offensive

 - a. The thrower shall not leave the designated throw-in spot until the ball has crossed the plane of the boundary. **Exception:** After a made basket, the player in bounding the ball may move along the baseline.
 - b. The thrower must pass the ball into the court within five (5) seconds of the start of a throw-in.
 - c. The thrower may not step over the sideline or baseline while in bounding the ball. However, the thrower's foot may touch the line.

Defense

 - a. The opponent of the thrower cannot reach through the throw-in boundary plane and foul the thrower.
 - b. The opponent of the thrower cannot reach through the throw-in boundary plane and touch the ball.
 - c. The opponent of the thrower cannot cross the line or its imaginary plane. Penalty: **Delay of game.** The team shall be warned on the first offense and then penalized with a technical foul on each subsequent offense.
16. FOULS
 - a. A player shall be allowed five (5) fouls per game. On the fifth personal foul, that player shall be removed from the game. A personal foul is a player foul that

involves illegal contact with an opponent while the ball is live, which hinders an opponent from performing normal offensive and defensive movements.

- b. A **double foul** is a situation in which two opponents commit personal fouls against each other approximately the same time. In the case of a double foul, fouls are recorded, no free throws are awarded, and possession is awarded based on the alternation possession arrow.
- c. An intentional foul is a personal foul or technical foul designed to stop or keep the clock from starting, or to neutralize an opponent's obvious advantageous position, contact away from the ball or when not playing the ball.
- d. A flagrant foul may be a personal or technical foul of a violent nature or a technical contact foul, which displays unacceptable conduct. **Flagrant fouls will result in an ejection.**
- e. Two (2) technical fouls against a player or coach will result in immediate ejection from the game.
- f. When a player control foul is committed no points can be scored.
- g. Slapping either the backboard or grabbing the rim is a technical foul. Exception: A player may grab the rim to prevent injury.
- h. Dunking is legal only during a live ball. Grasping the basket is never allowed. Dunking during a dead ball or before a game or grasping the rim will result in a technical foul. The next offense by the same team will result in a flagrant foul assessed to the offender and ejection of that player from the game.
- I. Fouls against the shooter will be shot throughout the game. An airborne shooter who is fouled by an opponent while in the air, but after the ball is released on a try, is considered to be in the act of shooting until both of the airborne shooter's feet return to the floor.
- j. Any profanity or degrading of official's will result in a technical foul. Continued verbal harassment will result in a second technical foul and ejection from the game. Failure to comply will result in forfeiture of the game.
- k. Anyone who directs any form of verbal threat at either IM participants or IM staff will be charged with a flagrant foul and ejected from the game.
- l. Ejected players must leave the gym for the remainder of the day.

IV. SPORTSMANSHIP

1. Each team member must sign the sportsmanship *Rules of Conduct* sheet.
2. Any player who touches an official or supervisor will be placed on suspension from all intramural activities for a minimum of one calendar year from the time of the incident. **Offender will be turned over to Judicial Affairs Office.**
3. Pets are not allowed at the Intramural Sports Complex.
3. Teams are responsible for keeping their spectators under control. Misconduct of spectators and players may result in ejection and/or forfeiture of the game.
6. Teams shall assist in removing trash and equipment from their game area at the conclusion of their game.
7. If at any time a team has two (2) players or spectators ejected from the game, the offending team will immediately forfeit the game. Those Players will be turned over to Judicial Affairs.
8. Any player ejected from the game must meet with the Director of Intramurals to be considered for reinstatement in any future Intramural contest. **In some cases that player will be turned over to the Office of Judicial Affairs for disciplinary actions.**