

## 5 ON 5 BASKETBALL RULES

### **GENERAL INFORMATION**

**Eligibility:** Intramural eligibility rules will govern play. Team managers are responsible to know the eligibility rules and to relay that information to team members. All team members that appear on the official roster must be eligible according to the rules online at [www.gomarquette.edu/recsports/pages/im/index.htm](http://www.gomarquette.edu/recsports/pages/im/index.htm).

1. Any player using an assumed name shall be banned from that sport and related sports for a period of one year or more.
2. A player shall not be permitted to play with more than one Intramural team in the same sport

**Forfeit Policy:** It is the manager's responsibility to know and apply the rules of the Forfeit Policy.

**Roster Addition/Deletions:** All roster additions and deletions must be made at the Intramural Office, between 9:00 a.m. - 4:30 p.m., Monday through Friday. Only the team manager will be allowed to make these changes. **Roster Additions/Deletions deadlines can be found at the Intramural Sports Office on a separate flyer.**

**Sportsmanship Ratings:** After each match, the supervisors and officials according to their game conduct will evaluate teams. Ratings will be on a scale of 10. Any team that does not have at least a 6.5 average will not be allowed to participate in the tournament at the end of the season. During tournament play, teams advancing in the tournament must maintain a 6.5 sportsmanship rating.

The league play will consist of 5 teams (round robin) with a single elimination tournament at the end of the season. During tournament time, teams may have to play on more than one night in the same week.

### **Manager's Responsibilities:**

1. The team manager is responsible for informing team members of the rules and general information concerning the league.
2. The team manager will fill out the official roster, making sure team members are listed by full names ALPHABETICALLY, and that ID numbers and phone numbers are provided for each player on the roster. Any graduate student or Alumni must have a current membership at the Rec Center to be considered eligible for Intramural play.
3. The manager represents his/her team and shall direct and control its play and conduct and be responsible for any discussions with officials.
4. Toss of coin by captains will determine choice of basket at start of game.
5. Each team must wear the same color t-shirt with a contrasting colored number on it. A number may not have more than two (2) digits. Managers are responsible for checking out jerseys before the game and for returning them immediately after the game. If any jerseys are missing, you are responsible for the replacement cost. **NO CUT OFF SHIRTS!**
6. Any non-playing coach/trainer that will be on the sideline with the team must be listed on the roster with name and ID number.

## LENGTH OF GAME

A game will consist of two 20-minute halves (running time) with a five-minute intermission between halves.

In the case of a tie score at the end of the second half, there shall be a 2-minute overtime period. If the score still remains tied after the first overtime period, a second sudden death overtime period will be played. The first team to score two points will be declared the winner.

All games are timed by the central clock (running time). The clock starts two minutes prior to game time. At the start of each half, the horn will sound. The half or game will also terminate with the sound of the horn. If a time-out or time-outs have been called, play shall continue after the buzzer. If one time-out has been called, the officials are responsible for stopping play after one minute has expired. The supervisor will sound the buzzer after one and two minutes.

## SCORING

**Three-Point Play:** The location of a player with respect to the 3-point line is where he or she is touching the floor. If the player is airborne, his or her location is the same as at the time the player was last in contact with the floor. Touching the line prior to the release of the ball on a try, places the shooter in the 2-point area. The plane of the line has no significance to the location of the player or whether it is a 2 or 3-point try. After releasing the ball on a try from a location behind the line, the shooter may land on the line or inside it without influencing the fact that 3 points will be scored if it is successful.

## TEAM TIME-OUTS

Each team is allowed one time-out per half, which is to be used in that half and cannot be carried over. Time-outs will not exceed one minute and are regulated at the discretion of the official. Teams must be ready to play when the official signals such readiness. Officials are instructed to blow their whistles approximately 15 seconds prior to the ball being put back into play. Any time-outs called in the final two minutes of play will result in both teams having to take the full minute time-out. NO TIME-OUTS WILL BE ALLOWED WITH ONE MINUTE OR LESS ON THE CLOCK DURING THE HALF; NO TIME-OUTS DURING OVERTIME PERIODS.

A team may request a time-out from an official when it is in possession of the ball or when the ball is dead. The official will commence timing the game after a team time-out, in which case the half or game will terminate with the official's time rather than with the central clock.

Officials may call a time-out when deemed necessary. The officials are instructed to make these time-outs as brief as possible, so as not to place either team at a disadvantage. An injured player becomes an official's time-out (ten seconds) and the player must be removed until the next dead ball. Playing time consumed during an injury will be added at the discretion of the officials. Time will also be added if the ejection of a player consumes too much time.

## PLAYERS

Each team will consist of five players. There may be any number of substitutes. A team must have at least four players to start the game; a team does not need five players to finish a game. If, at any time, so many players are disqualified that the team has less than three players available, the game will be defaulted by that team. All players must be legally and officially listed on each team's roster. All team members MUST show identification upon request.

## **SUBSTITUTIONS**

1. A substitute must report to the scorekeeper and may only enter from the scorer's table. Substitution is only allowed during a dead ball or a time-out.
2. There will be no substitutions allowed during the last minute of play, unless for injury.

**NOTE:** Penalty for failure to comply with #1-2 above constitutes a 2 shot technical foul, called at the discretion of the officials.

## ***THE NATIONAL FEDERATION OF HIGH SCHOOL ASSOCIATIONS RULES APPLIES UNLESS OTHERWISE NOTED.***

## **STARTING PLAY**

Both teams must be ready for the center jump at the scheduled time. The official in charge of the game may declare a forfeit if only one team is ready at game time. If neither team is ready, the game shall be declared a double forfeit. GAME TIME IS FORFEIT TIME!

## **JUMP BALL**

1. A jump ball is taken in the center-restraining circle:
  - a. At the beginning of the game
  - b. At the beginning of any overtime period in the case of a tie game
2. Each jumper must stay in that half of the restraining circle that is farthest from his team's basket. All other players must remain outside the restraining circle until the ball has been tapped. Each jumper may not gain possession of the ball until a non-jumper, the floor, or a basket has touched it. A violation of this rule will result in the ball being taken out-of-bounds at the nearest sideline to the opposing team. The ball, after having reached its highest point, must be tapped by one or both players. One or two hands may be used. Neither player may tap the ball more than twice.

## **HELD BALL**

Occurs when two players of opposing teams have one or both hands so firmly on the ball so that neither can gain sole possession without undue roughness. In the case of a held ball, the ball goes to the team with the alternate possession arrow pointed at their basket.

## **ALTERNATE POSSESSION**

In all jump ball situations other than the start of the game and each extra period, the teams will alternate taking the ball out-of-bounds for a throw in. The team not obtaining control of the jump ball will start the alternating possession procedure. Control may also be established by the results of a violation or foul. To start the 2nd half, the throw-in shall be from out-of-bounds at the division line opposite the table.

In all jump ball situations other than the start of the game and each extra period, the throw-in shall be from the out-of-bounds spot nearest to where:

- a. A held ball occurs.
- b. The ball goes out-of-bounds, last touched simultaneously by 2 opponents
- c. A double free throw violation occurs
- d. A live ball lodges on a basket support
- e. The ball becomes dead when neither team is in control and no goal or infraction or end of quarter or extra period is involved
- f. A double foul occurs
- g. Opponents commit simultaneous personal or technical fouls

- h. Opponents commit simultaneous goaltending or basket interference violations

### **OUT-OF-BOUNDS**

1. The ball is awarded out-of-bounds at the nearest point (endline or sideline) after:
  - a. Handling ball violations
  - b. Out-of-bounds situations
  - c. Official time-out
  - d. Three-second lane violations
  - e. Fouls before the bonus goes into effect
2. At the sideline after:
  - a. Jump ball violations
  - b. Free throw violations (free throw line extended)
  - c. A technical foul or flagrant foul free throw
3. At the endline after:
  - a. A successful field goal
  - b. A successful free throw

**NOTE:** The ball should never be placed into play from beneath a backboard.

A player with the ball is out-of-bounds when he/she touches the floor or any object on or outside the boundary line, the ball is out of bounds when it touches the supports, or back of the backboard (all four edges of the backboard are in bounds). The official is considered a portion of the playing area when he is in play and should be treated as such.

The player taking the throw-in shall release the ball within five (5) seconds.

The player throwing the ball in must keep a pivot foot if the official was responsible for giving that player the ball. Following a basket, the ball may be put into play at any point along the endline.

### **VIOLATIONS & PENALTIES**

#### **Closely Guarding**

A closely guarded situation occurs when a player in control of the ball in his/her team's frontcourt is guarded by an opponent who is within in a distance of 6 feet of the player who is holding or dribbling the ball.

#### **Penalty**

The ball becomes dead or remains dead when the violation occurs. The ball is awarded to a nearby opponent for a throw-in at the out-of-bounds spot nearest the violation. If the ball passed through a basket during the dead ball period immediately following a violation, no point can be scored and the ball is awarded to an opponent out-of-bounds at either end of that free throw line extended nearer the goal through which the ball was thrown.

#### **Three-Second-Lane**

A violation occurs when a player remains for more than three (3) seconds in that part of his/her free throw lane between the end boundary and the farther edge of the free throw line while the ball is in control of his/her team in his/her frontcourt. Allowance shall be made for a player who, having been in the restricted area for less than three (3) seconds, dribbles in or moves to try for goal and for all players when there is an airborne shooter. The penalty for this violation results in the ball being given to an opponent out-of-bounds at the sideline opposite the spot where the three-second-lane violation occurred.

**Excessively Swinging Arms or Elbows**

A player shall not excessively swing his/her arms or elbows, even if there is no contact (VIOLATION). A foul shall be called if contact occurs.

**Basket Interference**

A player shall not touch the ball or basket (includes net) when the ball is on or within the basket, or within the imaginary cylinder having the ring as its lower base.

**Goal Tending**

A player shall not touch the ball during a field goal try while it is in its downward flight entirely above the basket ring level and has the possibility of entering the basket in flight or touch the ball outside the cylinder during a free throw attempt.

**Penalty**

If the violation is at the opponent's basket, the opponents are awarded one (1) point during a free throw and two (2) or three (3) points in a field goal attempt. If the violation is at the team's own basket, no points can be scored, and the ball is awarded to the opponents for a throw-in at the spot closest to the violation.

**OTHER IMPORTANT VIOLATIONS**

A player shall not run (travel) with the ball, kick it, strike it with the fist, or cause it to enter and pass through the basket from below. **NOTE:** 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. Kicking the ball is intentionally striking it with the knee or any part of the leg or foot below the knee.

Traveling will be called if a player falls to the floor while holding the ball. It is legal, though, for a player to gain control of the ball while rolling or sliding on the floor as long as an advantage is not gained. If the player gets to his/her feet or rolls over while holding the ball, a traveling violation will be called.

**FREE THROW AND VIOLATIONS:**

1. The throw for the goal shall be made within seven (7) seconds.
2. Teams are entitled to line up at the free throw lanes within alternate lane spaces. The defensive team is entitled to each lane position nearest the basket. The first lane positions on each side must be filled. The second position is reserved for the shooting team only.
3. If the goal is missed and the ball touches the rim, the ball is in play. If the ball fails to touch the rim, it is given to the opposing team at the out-of-bounds area on the endline.
4. A player, other than the free thrower, who does not occupy a marked lane space may not have either foot beyond the vertical play of the free throw line extended or the 3-point line that is farther from the basket until the ball hits the rim. The Free-thrower may not cross the line until the ball hits the rim.
5. Players in marked spaces may move into the lane when the ball leaves the shooter's hands.

**FOULS AND PENALTIES:**

Bonus free throws are awarded on the seventh common fouls in each half, except for any player control foul.

**Personal Fouls:**

1. **Blocking:** Personal contact, which impedes the progress of an opponent with or without the ball. Blocking includes contact resulting from:

- a. An opponent's entering the path of a moving player without giving that player a chance to stop or change direction, and;
  - b. Impeding progress of an opponent by holding both arms fully extended horizontally. A defensive player may not be penalized for maintaining his established legal position.
2. **Charging:** Contact resulting from a player with the ball moving his/her body or the ball into an opponent who has already established a legal guarding position. Contact caused by the momentum of a player who has passed or thrown for a goal is considered a form of charging.
  3. **Holding:** Contact resulting from:
    - a. Use of hands and/or areas that inhibit the freedom of movement of an opponent.
    - b. Continual contact resulting in a disadvantage to the opponent. Holding onto a portion of the uniform of an opposing player is considered a holding violation.
  4. **Illegal use of hands:** Hitting the wrist or forearm of an opponent in an attempt to tie the ball, stops a pass, or block a shot.
  5. **Tripping or setting illegal picks and moving screens:** One step must be allowed to the defensive player when setting a blind screen (a screen in which the defensive player is facing away from the screener).

**Player Control:** The definition of player control has been expanded to include the airborne shooter who has released the ball on a try. Player control for the airborne shooter will continue until he/she returns to the floor. The airborne player who throws a pass loses player control as soon as the ball leaves his/her hands. If it is a charge, there can be no basket. If the defense moves under the airborne shooter to intimidate or take away the landing spot, it is considered an intentional or flagrant foul.

#### **IF A FOUL IS COMMITTED:**

1. Against a player who is in the act of shooting for a goal, the goal, if made, shall count and one free throw shall be awarded. If the goal is missed, two or three free throws shall be awarded.
2. Against a player before he shoots for the basket, the goal, if made, shall not count, and one free throw and bonus shall be awarded the player fouled if in a bonus situation.
3. If the foul is flagrant, the player is disqualified, 2 free throws awarded, and the ball goes to the offended team out-of-bounds at the division line.

**NOTE:** This is not the NBA -- the player fouled must be clearly in the act of shooting in order for the goal to count, or in order to have two free throws awarded.

**NOTE:** If no bonus situation exists, the offended team receives the ball out-of-bounds, at the spot closes the penalty.

#### **TECHNICAL FOULS:**

A technical foul shall be called if a coach, team follower, or player does the following:

- a. Addresses the officials or opponents in a disrespectful manner at any time.
- b. Displays any unethical conduct.
- c. Hangs from the rim.
- d. Slaps the backboard.
- e. Attempts to dunk the ball prior to or during warm-up; or during any intermission.

- f. Wearing any kind of jewelry (earrings, rings, chains, necklaces, etc.) during play. An unsportsmanlike technical foul (a-b), will result in an automatic 2 points and ball out-of-bounds at division line.
1. The penalty for an unsportsmanlike technical foul (A, B) is an automatic 2 points awarded to the non-offending team and the ball out-of-bounds at the division line.
  2. The penalty for a technical foul (c, d, e, f) is 2 free throws and ball out-of-bounds at the division line.
  3. For any flagrant technical foul committed by a squad member, the offender shall be disqualified from the game and banished from the vicinity of the court.
  4. For any flagrant technical foul committed by a coach, team attendant, or team follower, the offender shall leave the gym.
  5. In the case a team receives its third unsportsmanlike or flagrant technical foul; the official will declare the game a forfeit.

ALL TECHNICAL FOULS SHALL COUNT AS PERSONAL AND TEAM FOULS.

### **INTENTIONAL FOUL**

An intentional foul is a personal or technical foul, which, in the judgment of the official, appears to be designed or premeditated. The penalty for an intentional foul shall be two free throws and the ball awarded out-of-bounds at the spot of the foul to the offended team.

### **DISQUALIFICATIONS**

A player is automatically disqualified and immediately removed from the game and/or facility (at the discretion of the officials) when he has committed any of the following:

- a. Five (5) fouls
- b. A single disqualifying foul/flagrant foul. If a player flagrantly contacts an opponent, the penalty is two shots, disqualification of the player, and ball on the division line
- c. Unsportsmanlike conduct -- an official, supervisor, or program administrator may eject a player for such an exhibition
- d. Two (2) technical fouls (unsportsmanlike conduct technicals)
- e. Striking a player or an official -- it does not matter who has started the fight
- f. 3 technical fouls assessed to one team will cause that team to immediately forfeit the game

### **JEWELRY, ETC.**

The referee shall not permit any player to wear equipment that, in his/her judgment, is dangerous to other players. Elbow, hand, finger, wrist or forearm guard, cast or brace made of hard and unyielding leather, plaster, pliable plastic, metal or any other hard substance, even though covered by soft padding, shall always be declared illegal. All metal knee braces must be covered with padding to prevent injury to other players. Head decorations and jewelry are illegal including medical and religious (scapulas), and cloth jewelry. These items may be removed from their chains and taped to the skin under the t-shirt (2 shot technical-delay of game).

### **LACK OF ACTION**

THE TEAM BEHIND IN THE SCORE, OR, IF THE SCORE IS TIED, THE DEFENSIVE TEAM IS RESPONSIBLE FOR ACTION.

**\*WHAT IS LACK OF ACTION AND WHEN DOES IT OCCUR?**

The offense is responsible when they permit the ball to remain in their mid court for five (5) seconds without opposing defensive action (a closely guarded situation would constitute opposing action). The offense must make an attempt towards the basket within five (5) seconds and then they can take it back to mid court.

\*\* WHEN THE RESPONSIBLE TEAM DOES NOT COMPLY WITHIN FIVE (5) SECONDS THE WARNING IS GIVEN.

\*\* HOW DOES THE TEAM RESPONSIBLE KNOW THE OFFICIAL IS MAKING A LACK OF ACTION COUNT?

The trail official will extend his/her arm at the shoulder height (palm open vertically) and clearly point in the direction of the team responsible for the lack of action, while giving the normal counting motion with the hand. FOLLOWING THE WARNING, A TECHNICAL FOUL IS CHARGED.

**REVERSE COED RULES**

1. A team consists of 3 females and 2 males, plus substitutes.
2. Only females may shoot while in the lane. Males may enter the lane to play defense or to get a rebound. **Note:** Males may not rebound over females who have established position.
3. Males can only guard males under the free throw line extended. Males may guard females between the two free throw lines. **Exception:** If a male tries to guard a female in the lane going in for an uncontested lay-up, an automatic two points will be awarded and the violating team will receive the ball out of bands.
4. Females may guard anyone.
5. If a male takes a shot, both feet must be outside the lane but can land inside the lane. If a male takes a shot from inside the lane, the shot will not count and the opposing team will get the ball out of bounds.
6. All other rules will be taken from the National Federation.

**Points of Emphasis****Protocol**

1. You cannot bring anything in the gym. You may check out a locker key at no charge from the service area.

2. Any open cuts, wounds, sores or rashes must be properly covered and secured. You will be removed from the game if any wound is exposed.
3. You must wear a full t-shirt (with sleeves and collar) under the pinnies. No Exceptions!

### **Game Changes**

1. No one can line up below the block for a free throw.
2. All technical fouls are automatic 2 pts. (No shooting and opponent gets the ball. This includes jewelry, dunking, illegal subs, etc.)
3. You will only be allowed 7 seconds from the moment the refs hand the ball to shoot a free throw.
4. Can dunk in game, but not in warm-ups or intermissions.