

BOSTON UNIVERSITY INTRAMURALS
Department of Physical Education, Recreation, and Dance
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INTRAMURAL 5-ON-5 BASKETBALL

*****PLAY AT OWN RISK--Players are reminded that they participate in Intramural Sports at their own risk. Boston University cannot accept liability for the injury of participants in the Intramural Sports Program. Team Captains need to make sure that their players are aware of this before being allowed to participate.*****

For the list of general IM Sports policies, please visit our webpage:
<https://www.bu.edu/fitrec/recreation/clubsims/intramural-sports/forms-policies/>

TERRIER CARDS - It will be necessary for ALL members of each team to present a Terrier Card in to gain entrance into FitRec Center and to play (NO EXCEPTIONS). The supervisor will hold one Terrier Card per team until the conclusion of competition when all equipment has been properly returned.

RINGS/JEWELRY, NECKLACES, ETC. - Because of safety reasons to the players and their opponents, no players are to wear necklaces (including hemp necklaces), rings, jewelry, barrettes, etc. while participating in intramural basketball games. There are no exceptions to this rule!!! Players are not allowed to cover jewelry with tape or BAND-AID. No type of hat, cap, etc. may be worn other than a sweatband. Bandanas and “do rags” will not be allowed as sweatbands. Sweatbands must be one continuous piece of material. Pieces of cloth tied in a knot are not allowed as a sweatband. Also, women may not wear hair clips that are made of any metal or plastic substances. Only scrunchies and rubber bands are allowed to hold hair back.

OFFICIAL’S JUDGMENT - Basketball is one of the hardest sports to officiate due to all the judgment calls that are involved. I’m sure when you watch Professional, College, or High School Basketball games, particularly when you have a preference as to who wins or loses, you see many calls that you question from these “Professional Officials.” If you expect the Intramural Basketball Official to be above the skill level of these paid professionals, you are wrong. I will guarantee you that there will be missed calls during every game played. There is never a “perfect game” called in basketball at any level because of all the judgment calls involved. Remember, if it wasn’t for these students, who are just like you, there wouldn’t be any program at all. Teams, individuals, etc., not showing them respect will be disciplined as necessary.

GENERAL RULES:

A. NUMBER OF PLAYERS - A team is comprised of five players. A team must have a minimum of four players to start a game within five minutes of the scheduled start time or the game will be forfeited. If at any time a team goes below four players due to players being ejected or fouling out, the game will be forfeited, unless the supervisor feels the team still has a legitimate chance to win the game. If a team has two or more players ejected during the course of a game, the supervisor may use discretion in stopping the game and declaring a forfeit for that team.

B. COORDINATING SHIRTS - All men's, women's, and mixed teams must have coordinating colored shirts with an approximate six (6) inch number on the front and back of the shirt. It is strongly recommended that teams supply their own jerseys. The Intramural Dept. has a limited supply of numbered jerseys available for team use. Teams may have to wear jerseys worn in previous games. When wearing jerseys supplied by the Intramural Dept., all participants must wear a T-shirt under the jersey.

1. A shirt with no number on the back can't be declared number 0 (zero) even if there is no other 0 (zero) on the team. Tape, safety pins, etc. may not be used to hold numbers on, or tape may not be used to make a number. We will have markers available if you would like to put numbers on plain T-shirts.
2. Players with illegal numbers will not be allowed to play. Accepting technical fouls will not make them legal.
3. No two people may have the same shirt number for one team. One cannot play unless he/she gets a different shirt with a different number. You cannot accept a technical foul to make the duplicate number legal.
4. No two people may use the same shirt (thus the same number) in the same game. For example, if one person is injured, fouls out, etc., another person, whether on the roster or not, cannot take their uniform and play.
5. Teams must have coordinating colored shirts. Accepting technical foul(s) for shirts that do not coordinate will not make them legal. Using Intramural pullovers over non-coordinating shirts will make them legal.
6. For safety reasons, no shirts are allowed to be tied in a knot.

C. SCORE SHEET - Team captains are to fill out the entire score sheet, (first and last names, and uniform number) prior to the start of the game. **If players are going to arrive late, be sure their names and numbers are listed on the score sheet prior to the start of the game.** Names may be added in the first half after the game has started, but the player may not play until the second half and there will be a penalty of one technical foul administered during halftime. Once the second half has started, no new players may be added to the score sheet. Teams will only be charged with one technical foul regardless on the number of players added to the score sheet.

D. GAME TIME - Games are divided into two twenty-minute halves with the clock running continuously. During the last two minutes of the second half, if the score is within 13 points, the clock will stop on all dead ball situations. If one team is ahead by 14 points, or more, when the clock registers two minutes left in the game, the clock will continue to run. Example #1, if the game score is 51-40 at the two-minute mark, the game will be timed with the clock stopping on dead ball situations. If the leading team scores a 3 point basket, making the score 54-40 (14 pt. lead) the clock will still stop on dead ball situations. Example #2, if the game score is 55-40 (15 pt lead) at the two-minute mark, the game will be timed with the clock running continuously. If the losing team scores a basket, making the score 55-42 (13 pt. lead) the clock **will** stop on dead ball situations. Half time intermission will be three minutes in length.

E. TIME-OUTS - Each team is allowed two time-outs per half. These do not accumulate and will be one minute in duration. One time-out will be granted for each over time period if necessary. Unused time-outs during the first half do not carry over to the second half. An excessive time-out is a two-shot technical foul and loss of ball. Time-outs must be called by someone on the court.

F. OVERTIME - If a tie exists at the end of a game, a three-minute overtime period(s) will be played until the tie is broken. The clock will run continuously for the first minute and stop on dead ball situations during the last two minutes. The overtime period will begin with a jump ball. Each team will receive a maximum of one time-out during the overtime period (time-outs do not carry over from regulation play).

G. SUBSTITUTIONS - Substitutes must report to the scorer's table and must wait at the scorer's table until called into the game by the referee during the next dead ball. Failure to enter properly will result in a technical foul.

H. BENCH RULES - Teams are to have their players sitting/standing on either side of the score table when playing the game. No spectators are to be with the teams. Players, coaches, etc. are not to be walking up and

down the sidelines. A line will be marked on the sideline that will limit how far teams may move to the end line. Each team is allowed ONE person (coach or captain) that is not dressed to play, in the team area.

I. FOULS - Five fouls will disqualify a player. The one-and-one free-throw situation will be in effect on the seventh team foul and remain in effect for the eighth and ninth team foul of each half. *Beginning with a teams' *tenth foul* in each half, two free throws will be awarded for each common foul.

J. THREE SECONDS - We will use the three-second area.

K. CONDUCT TECHNICALS - A second conduct technical foul in one game on a player will constitute automatic ejection from that game (player is to leave the area (gym) and is suspended from its team's next game). A referee can eject a person on only one technical if, in their judgment, it is flagrant. Any player accumulating a total of three technical fouls during the season will be eliminated for the rest of the season. Any team getting a total of five conduct technical fouls may cause them to be eliminated for the rest of the season.

All technical fouls will have a two-shot penalty and count toward a personal foul on the player and a team foul.

L. ALTERNATING JUMP BALL METHOD - We will be using the alternating jump ball method similar to what is used in college and high school basketball. The game shall be started by a jump ball in the center circle. After that, every jump ball situation will alternate possession. It does not necessarily mean that the team that received the first possession will receive it at the start of the second half; only if it is their turn. To start the second half, the ball will be taken out at half court, opposite the score table. On other jump balls, it will be taken out at the nearest out of bounds spot by the receiving team. Besides the common term for jump balls (two persons on opposite teams holding onto the ball simultaneously) the alternating method will also be used in other jump ball situations, such as when two opponents knock the ball out simultaneously, etc.

M. CLOSELY GUARDED SITUATION - Once a team has crossed the ten-second line (no ten-second violation for women's), a player may not hold or dribble the ball for five consecutive seconds if closely guarded (as judged by the officials, approximately six feet). Thus a player that is closely guarded, may hold the ball for four seconds, dribble for four seconds, and then hold the ball for another four seconds before getting rid of the ball. If it had gone to five seconds on any of these, it would have been a violation and turned over to the other team.

N. RESTRICTIONS AND POSITION DURING A FREE THROW - All players must wait until the ball hits the rim before entering the lane on a free throw. Players in a marked lane space shall not fake to cause an opponent to violate. Players in the marked lane positions may not break the plane of the free throw line when "blocking off the shooter." If they do, it is a violation and another free throw if attempted. If there is contact it can also be a foul.

O. DRIBBLING FROM BACKCOURT TO FRONTCOURT - The ball, when being advanced by the dribbler from back to front court, will not be in the front court until both feet of the dribbler and the ball touch entirely in the front court.

P. FALLING DOWN OR GETTING UP - Falling to the floor while in possession of the ball or getting up from the floor after gaining possession of the ball (unless dribbling) is an automatic violation. A player who gains possession on the floor may pass, shoot, or begin a dribble before getting up or attempting to get up.

Q. AIRBORNE SHOOTER - The definition of player control has been revised and 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 the hand(s). If it is a charge, there can be no basket. An airborne shooter is considered to be in player control and continues to be an airborne shooter until he/she has returned to the floor. Once the airborne shooter has returned to the floor a normal charging foul would be called if illegal contact were committed. If the ball has gone through the basket before the foul, such contact is ignored unless flagrant or intentional as the ball is dead. A player control foul occurs when the airborne shooter dunks or has a lay-up and commits a foul before returning to the floor. This revision makes this a player control foul even if the ball has already gone through the basket before contact occurs. The charge puts more responsibility on the shooter to know that a landing spot is available before he or she goes into the air on a drive to the basket. The airborne shooter can no longer trade a basket for a foul.

R. BALL SIZE - The official will choose the ball to be used in the game. Men will use a regulation men's ball and women will use a regulation women's ball. The IM department will provide all basketballs. Teams are welcome to bring their own balls.

S. DUNKING ONLY ALLOWED IN GAME - Any dunking (popping a rim), hanging on rims, etc. other than when the actual game is being played may cause the individual to be suspended from the next half, in addition to a technical foul. If done before the game, that player will have to sit out the first half. If done at halftime, the player will have to sit out the second half. If done after the game, the individual will not be allowed to play in the first half of the team's next game. REPEATED OFFENSES will cause the team/player to be suspended. **Team captains make sure that you inform your team members of this.**

T. INTENTIONAL FOULS - Any foul that is judged intentional by the official will be two free throws for the person fouled (lanes cleared) and possession of the ball out of bounds at the spot nearest the point of the foul. This is true even in the act of shooting if the basket is good.

U. THREE POINT FIELD GOALS - We will be using the three-point play for men and women as it is in High School and College Rules. A player must have their feet behind the line to be a three-point attempt. If a player is fouled while attempting a three-point field goal, they will be awarded three free throws if the attempt is missed. If the attempt is good, only one free throw will be awarded.

V. THROW-IN LENGTH - The player throwing the ball in has five seconds to release the ball instead of five seconds for it to touch a player on the court. The clock will start once the ball is touched in bounds if we are in the final two minutes of the game.

W. BLEEDING PLAYER MUST LEAVE GAME - If, or when, an official observes a player bleeding, has an open wound, or has an excessive amount of blood on his/her uniform, the official will proceed as if there is an injured player. The removed player is expected to leave the playing surface and receive appropriate treatment in the bench area before returning to the game. The player involved is not to return until the bleeding is stopped, an open wound is covered, or an excessively bloody uniform is changed. The player may not re-enter until after the clock has run and a substitution opportunity occurs. If a player must change a shirt and this necessitates a change to another legal number, the scorer will make the necessary score book change and no penalty is involved. No penalty is to be assessed if the replacement shirt style or color does not match the others exactly-as long as the basic team colors are the same.

X. EXCESSIVE SWINGING of ARMS/ELBOWS - If deemed flagrant by an official, it will be called a technical foul.

MIXED DIVISION RULES:

AA. NUMBER OF PLAYERS – Teams can have no more than three persons of the same gender on the court at one time.

BB. BALL SIZE - A men's ball will be used for the entire game.

- With the exception of the special Intramural rules, all other rules will be played in accordance with National Federation rules.