

Intramural 5-on-5 Basketball Rules

I. TEAM

a. Captain:

- i. Team captains are responsible for the actions of their team and their team's fans. It is the team captain's responsibility to ensure that all team members are listed on the roster.
- ii. Only the team's designated captain is allowed to consult with the officials.
- iii. Captains should verify the score at the end of every game, and must sign the score sheet to verify the game winner.

b. Eligibility:

- i. All players must present a valid Kutztown University ID to the scorekeeper prior to every game. The scorekeepers will hold all ID's until the end of the game. **NO ID, NO PLAY!**
- ii. All current Kutztown University students, faculty, and staff are eligible to participate in intramural activities.
- iii. All players must have paid the Intramural Participation Fee and appear on the IM Leagues roster (Please reference the IM Handbook for payment process).
- iv. Please see Intramural Handbook for policy on Varsity athletes.

c. Roster:

- i. A team will consist of five (5) players on the court. The roster may contain a maximum of twelve (12) players.
 1. **CO-REC:** A minimum of two (2) females must be on the court at all times.
- ii. Four (4) players are needed to start a game.
 1. **CO-REC:** Teams can play a "man down" if only one (1) female is present.
- iii. Players may only play for ONE TEAM within a division.
 1. Players cannot switch teams within a division once they have played in a game.

d. Spectators:

- i. Teams are responsible for controlling their fans.
 1. Spectators must sit in the bleachers provided or be outside the curtains. Only players/coaches on the roster are permitted to be inside the curtains.
- ii. Spectators are not permitted on the court before, during, or after the game.
- iii. All spectators are expected to adhere to the sportsmanship code.
 1. If spectators violate the code, the team they are supporting can be issued a technical foul.
 2. Recreational Services Staff can cause a game to be stopped and play not resumed if spectators are not adhering to the sportsmanship code, being disruptive, or acting in a negative manner.

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- e. As a courtesy to the teams playing, players will not be allowed on the gym floor until the preceding game on their court is finished. No shooting around while a game is in progress!

II. FORFEITS & STARTING GAMES

- a. Game time is start time!!! If a team does not have the minimum number of players (4) at the scheduled game time, a running clock will be started. The team that does not meet the minimum number of players will have 10 minutes to field a team. The game clock will start and the following penalties will be enforced during the period:
 - i. Three points will be awarded to the team ready to play for every minute that passes.
 - ii. 1 minute – Team ready to play will be awarded 3 points
 - iii. 3 minutes - Team ready to play will be awarded 9 points
 - iv. 6 minutes - Team ready to play will be awarded 18 points
 - v. 10 minutes – Team ready to play will be awarded 30 points and the game will be declared a forfeit with a final score of 30-0.
 - 1. Under all of those penalties, the team awarded the points will start off with the ball at the beginning of both halves, should the other team meet the minimum number of players. **TEAMS MUST BE READY TO PLAY AT THAT TIME!**
 - 2. If no members of a team are present at the scheduled game time, the game will automatically be ruled a forfeit and no clock will be started.
- b. Teams should try to notify the Coordinator of Structured Sports of any forfeit by 3pm the day of the game. This allows the Coordinator of Structured Sports time to possibly find a replacement team. If no team is found, the team will forfeit the game and will receive a “B” sportsmanship rating. Forfeits without notice, or after 3pm will result in a “C” sportsmanship rating.

III. ATTIRE & EQUIPMENT

- a. Teams are required to wear shirts of the same color with numbers on the back of them. Numbers CANNOT be duplicated.
 - i. Colors are chosen by the captain when a team is created on IM Leagues.
 - ii. If a member is not wearing the correct jersey color, or does not have a number, the opposing team will receive three points per offense.
 - 1. Ex: Player on Team A is wearing different colored shirt and has no number. Team B is awarded 6 points.
- b. All players must wear sneakers
- c. Hats are not permitted to be worn during the game.
- d. Participants are **REQUIRED** to remove all jewelry prior to competing. Recreational Services is not responsible for lost or damaged jewelry.
- e. Athletic attire is required for participation.

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- f. Items of clothing with profanity or deemed inappropriate by Recreational Services will not be tolerated. Players will not be allowed to wear such clothing when participating.
- g. Recreational Services will provide game balls. If both teams agree to use a different ball, it may be used in place of the intramural ball.
 - i. **Warm-up balls will not be provided.**

IV. GAME LENGTH

- a. A game will consist of two (2) fifteen (15) minute halves.
- b. Halftime will be two (2) minutes long.
- c. The game clock will only stop for timeouts (team and official) during the first 28 minutes of the game.
- d. During the last two minutes of the second half, the clock will be stopped for dead balls.
 - i. The clock WILL NOT stop on made baskets.
- e. Each team is granted three (3) 45-second timeouts per game.
 - i. Each team will be granted one (1) timeout for overtime.
 - 1. Timeouts from regulation do not carry over.
- f. A “mercy rule” will be put into effect when the following occur:
 - i. 50-point differential at any point during the game.
 - ii. 40-point differential with 5 minutes left or any point after.
 - iii. 30-point differential with 3 ½ minutes left or any point after.
 - iv. 20-point differential with 2 minutes left or any point after.
- g. **Tie Games:**
 - i. In the event that the score is tied at the end of regulation, a three (3) minute overtime period will be played. Concurrent overtimes will follow the same rules
 - ii. The last two (2) minutes of the overtime period uses the same rules as the last two (2) minutes of the second half.

V. RULES OF PLAY

- a. NFHS (PIAA) rules will be used except where modified.
- b. **Substitutions:**
 - i. Will be carried out on dead balls.
 - ii. All substitutes must notify the scorekeeper of the desire to substitute and not obstruct the view of the scorekeepers.
- c. **Dunking:**
 - i. Dunking is permitted however hanging on the rim is not allowed and will result in a technical foul.
- d. **Foul Shooting Process:**
 - i. In the event of foul shots, both teams will be required to promptly assume their position in the foul lane. Stalling can result in a technical foul.
 - ii. Free throws are “on the release” for players inside of the foul lane.

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1. Any player beyond the three-point line cannot move inside the three-point line until the ball hits the rim.
 2. The shooter cannot step over the free throw line until the ball hits the rim.
 - iii. In the event of a technical foul, the opposing team will receive two (2) foul shots AND will get possession of the ball at mid-court.
- e. **Coaches:**
- i. A coach is subject to the same discipline as a player.
 - ii. Coaches are expected to conduct themselves in accordance with the Sportsmanship Agreement.

VI. MISCELANEOUS

- a. All participants of Kutztown University Intramurals are expected to treat their opponent, teammates, officials, and Recreational Services employees with the highest level of respect. Unsportsmanlike behavior will not be tolerated and can result in ejection from a game, suspension from a league, or expulsion from Intramurals.
 - i. Unsportsmanlike acts include (but are not limited to):
 1. Taunting
 2. Profanity or obscene gestures
 3. Abusive or obscene language or actions
- b. Any form of violent behavior or contact will result in an immediate ejection of the player from the game, a suspension and possible expulsion from Intramurals.
- c. Any player ejected from a game will receive a minimum one (1) game suspension.

VII. PROTESTS & APPEALS

- a. The proper process for filing an appeal or protest can be found in the Intramural Participant Handbook
- b. A copy of the Intramural Handbook can be obtained from the Intramural Office or found online.