

# IM 5v5 BASKETBALL RULES

ASA and NIRSA rules will govern play except with the following changes made by Ferris State Intramural Sports. General policies and all official sport rules can be found on the Intramural Sports page on the UREC website.

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## **Rule 1: Facility and Equipment**

Article 1. Facility- University Recreation Center- 401 South Street, Big Rapids, MI, 49307

- a) Ferris State Intramural Sports has a zero tolerance policy for alcohol, tobacco, or any other drug at Intramural events. Furthermore, Intramural Sports staff reserves the right to remove participants or fans suspected to be under the influence of drugs or alcohol. The removal process may involve the assistance of authorities such as Ferris State DPS or a member of the Big rapids police department.

Article 2. Equipment

- a) Jerseys: UREC will provide jerseys for all games. Teams will be required to wear the mesh jerseys if they do not provide their own legal jerseys with numbers on them. If there is a color conflict between teams, the visiting team will wear the mesh jerseys. If wearing UREC mesh jerseys, you must wear a t-shirt underneath.
- b) Shoes: Each player must wear CLEAN soled "basketball" shoes or sneakers. Cleats and other foot wear are prohibited.
- c) Balls will be provided by the Intramural Department. If both teams decide, another ball may be used.
- d) Jewelry is illegal. All head/facial piercings must be removed. If jewelry cannot be removed for any reason, it must be taped. If this tape comes off during the game, that player will be removed from the game until jewelry is covered up. The IM staff does not provide tape for jewelry.

NOTE: Officials of each game will determine legality of all equipment. A player wearing illegal equipment will not be permitted to play.

## **Rule 2: Eligibility and Game**

Article 1. Eligibility

- a) Ferris State students, staff, and faculty are allowed to participate in Intramural Sports.
- b) NO ID, NO PLAY, NO EXCEPTIONS! All players must present their own personal FSU ID card before every game in order to participate.
- c) If you are caught trying to use someone else's ID, your team will forfeit that game, and the other student will need to come to the UREC office the following day to retrieve his/her ID.
- d) All varsity basketball players are ineligible to participate in intramural Basketball. If at any time a player was on the varsity basketball roster during the year in which they are trying to play intramurals, they will not be allowed to play.
- e) A player can only play for one team, per league. If a player is caught playing on multiple teams, the team will be required to forfeit all games the player competed in. Also, if the player wishes to continue playing that particular sport, they must continue playing with the first team they played with during the beginning of the season. It will be up to the Intramural Sports Coordinator whether the participant will be suspended from any further Intramural activities.

Article 2. Game



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- a) The game will be played between two teams, consisting of 5 players on the court per team. Three players are required to avoid a forfeit.
- b) Shorthanded teams: At no time, during a game, may a team play with only 2 players. If a team becomes incomplete for any reason, and there are no substitutions, the shorthanded team will forfeit.
- c) Substitutions: Players planning on entering the game as a substitute must report to the scorer's table before entry. After reporting to the table, the participants must wait to be signaled in by the officiating crew. Automatic Technical Fouls will be administered for teams not waiting on the beckoning of officials.
- d) The game will consist of two 20 minute halves, with a three-minute halftime. The clock will run continuously throughout the game unless stopped by time outs or injury. The clock will stop on all dead balls during the last two minutes of the second half and any subsequent overtime period.
- e) Game time is forfeit time! Make sure your team members are present, signed in, and ready to play at the scheduled time of your game.
- f) Mercy Rule: If one team is winning by 20 points or more at the two-minute mark in the second half, the game will be over.
- g) Teams have 2 timeouts per half (30 second timeouts). Timeouts not used in the first half will not carry over to the second half. Likewise, second half timeouts will not carry over to overtime. Only players on the court, and the coach, are allowed to call timeout.

## Article 3. Regular Season

- a) The regular season will consist of 4 games.
- b) All players must be listed on the team roster before the end of the second week during the regular season.
- c) Rosters will be frozen at the start of the THIRD WEEK of the regular season. This means that all players MUST be signed up on IMLeagues on the roster of that team and paid for prior to the beginning of the third week of the regular season. No additions will be allowed unless approved by the Intramural Coordinator.
- d) Intramural Sports recommends that you have at least two extra players above the required amount on your roster, in case you need subs throughout the regular season and playoffs.
- e) If you need a sub or someone added to your roster, you must contact the Intramural Coordinator directly and get their approval. Subs will be addressed on an individual basis.

## Article 4. Playoffs

- a) Every team makes the playoffs, as long as they have the proper sportsmanship average (2.75). The fans sportsmanship can also have an effect on your team's sportsmanship rating.
- b) Once in the playoffs, a team must maintain a 3.0 sportsmanship rating in order to advance deeper into the playoffs.
- c) During the playoffs, there is no time limit; if a tie persists after both halves, there will be overtime.

## Article 5. Overtime

- a) There is no overtime in the regular season. Games that end in a tie during the regular season will remain a tie.
- b) In the event of a tie at the end of regulation in the playoffs, there will be a three-minute overtime period to determine the winner. The clock will stop during all dead balls during the overtime period.
- c) Multiple over time periods will be used until a winner is determined.
- d) Only one time-out is allowed for each time in each over time period. Time-outs not used during regulation play cannot be used in the overtime period.

## Rule 3: Intramural Basketball Specifics

### Article 1. Dunking and Foul Language

- a) Dunking will be allowed, but with precaution. No hanging on the rim at any time. Result will be a technical foul. This judgement call will be made by the officials on the court.
- b) The use of profane language is not necessary and will not be permitted during the Intramural Sports. Any player directing profanity at an official, teammate, and/or opponent will be assessed a technical foul.
- c) A technical foul will also be assessed to any play that displayed poor sportsmanlike conduct and/or uses loud, blatant swearing. Technical Fouls will be based on the interpretation of officials.



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## Article 2. Free Throws

- a) Free throws will be awarded in the same format as high school basketball: 7 team fouls and 1 and 1, and after the 10<sup>th</sup> team foul, 2 free throws will be awarded. Two or three shots for a foul on a missed field goal attempt, 1 shot for a foul on a made basket. No free throws for a player-control foul regardless of team fouls.
- b) During free throw attempts, no player, may enter the lane until the ball hits the rim. Marked lane spaces may be occupied by a maximum of four defensive and two offensive players in the designated lane spots. Bottom spaces on both sides shall not be occupied. The free-throw shooter cannot move over the free throw line until the shot has hit the rim or backboard.

## Article 3. Out of Bounds

- a) Supports, back of backboard, and any object outside the lines are out of bounds.
- b) Ball going over the backboard is out of bounds.
- c) All four sides of the backboard are in bounds.

## Article 4. Violations and Fouls

- a) Result in a change of possession:
  - a. Double Dribble
  - b. Traveling
  - c. Back Court Violation: Failure to move the ball over half court within 10 seconds, or crossing back to the other half of the court after declaring possession in the front court.
  - d. Entering or leaving before the last shot during a free throw.
  - e. Goal tending:
    - i. Touching the basket or basketball when: Ball is in or on the cylinder, within the cylinder, during downward fall of a field goal attempt.
  - f. 5 seconds: If a player is closely guarded (within seconds) in the front court and holds the ball for more than 5 seconds, or dribbles the ball for more than 5 seconds. Also, not throwing the ball in play within 5 seconds during an in-bound.
  - g. Intentionally contacting the ball with any part of the body below the waist (i.e. kicking).
  - h. Held Ball
  - i. Carry
  - j. Over & back

## Article 5. Personal & Technical Foul

- a) Each player is allowed 5 fouls. Player disqualification results from accumulating 5 personal fouls. Technical fouls cannot count as personal fouls.
- b) Each player is allowed two technical fouls before being ejected for the remainder of the game.
- c) A flagrant foul or a technical foul will result in an automatic two points and the ball for the offended team.
- d) Illegal Substitutions will result in a Technical Foul.
- e) Fouls include:
  - a. Hitting
  - b. Pushing
  - c. Blocking
  - d. Charging
    - i. No basket awarded on offensive player control fouls.
  - e. Hand-check
  - f. Holding
  - g. Reaching
  - h. Illegal Screens
  - i. Tripping

## Article 6. Personal Technical Fouls

- a) Hanging from the rim.
- b) Slapping the backboard.



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- a. Defensive players attempting a block will receive a technical foul if they do not make contact with the ball, but slap the backboard.
- b. Offensive players will receive a technical foul for slapping the backboard while attempting to lay-up the ball.
- c) Flagrant Fouls:
  - a. Unnecessary and excessive contact committed by a player against an opponent.
- d) Unsportsmanlike Conduct.

## Article 7. Team Technical Fouls

- a) Delay of Game
- b) Excessive timeouts called.
- c) More than 5 players on the court.

## Rule 4: Co-Rec Modifications

### Article 1. Acceptable playing ratios

- a) There cannot be more than 3 players of the same gender on the court at any time during the game. Legal ratios include:
  - a. 3 males 2 females
  - b. 3 females 2 males
  - c. 2 males 2 females
  - d. 2 males 1 female
  - e. 2 females 1 male

### Article 2. Equipment

- a) A women's basketball will be used for all Co-Rec basketball games.
- b) Female scoring
  - a. Inside the arc= 3 points
  - b. Outside the arc= 4 points
- c) Free throws remain 1-point each. However, females will receive the corresponding number of free throw attempts (3 or 4).
- d) Bonus free throws will remain the same for both genders.
- e) Males cannot block a female's shot attempt in the paint. Points will be awarded for block or block attempt.

### Article 3. Scoring

- a) Females who are fouled inside of the 3-point arc will be awarded 3 free throws. If the player is fouled, and makes the field goal, the shooter will be awarded 3 points. The shooter will then proceed to shoot one free-throw for the foul committed.
- b) If a female is fouled beyond the 3-point arc, while attempting a field goal, the shooter will be awarded 4 free throws. If the shooter makes the field goal, while being fouled, she will be awarded 4 points. The shooter will proceed to shoot one free-throw for the foul committed.

## Rule 5: Captain Responsibilities and Sportsmanship

### Article 1. Captain Responsibilities

- a) The captain must maintain control of their team's sportsmanship. Your team will be graded each game and must maintain a 2.75 average to make the playoffs. The Captain is also in charge of the fans that come to support their team. The fans sportsmanship can also have an effect on your team's sportsmanship rating.
- b) GAMETIME IS FORFEIT TIME! If your team does not show up on time for your scheduled game, your team will receive a forfeit and 3 sportsmanship rating. If at least one member of the team shows up before the scheduled start time, a 5-minute grace will be added to the forfeit time.
- c) If your team forfeits, a \$25.00 fee will be issued to the Captain and he/she will need to be pay by 3pm prior to the next game. Failure to do so will result in a second forfeit.



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- d) If your team forfeits a second time, by any means, the Captain will be issued another \$25.00 fee and their current team will be removed for the rest of the season.
- e) If the Captain is unable to make it into the Student Recreation Center to pay the forfeit fee in time, he/she is allowed to contact the Intramural Office to authorize the fee to be charged to their Student Account. We will try our best to contact the Captain the next morning after, to remind them about the fee. However, this is ultimately the Captain's responsibility.
- f) Defaults are an alternative to forfeiting a game. If your team will not be able to make it to a scheduled game, you may contact the Intramural Office by 3pm on the day of the game (3pm on Friday for Sunday games) and let us know you will default the game. Your team will receive a loss, but you will not have to pay a forfeit fee.

## Article 2. Appeal Play/Protest

- a) Protests will not be received or considered if they are based solely on decision involving the accuracy of judgement on the part of an umpire.
- b) The appeal must be made before the next legal play. The following may be appealed/protested:
  - a. Misinterpretation of a playing rule.
  - b. Failure of an umpire to apply the correct rule to a given violation.
  - c. Failure of an umpire to impose correct penalty for a given violation.

\*\*\* Written protests may be filed in the Intramural Office anytime between the initial time of the incident to the following day by 3 pm. (See desired articles under Rule 3: Intramural Basketball Specifics for rule clarification).\*\*\*

