

McKendree University 5 on 5 Basketball Rules

Register your team or as a free agent online at: www.mckendree.edu/intramurals.

The rules of the National Federation of State High School Athletic Associations will apply in all cases except where special intramural rules apply.

Any student whose physical condition or health status is such that playing Basketball might be detrimental to himself/herself is ineligible to play unless written permission has been attained from a physician or University Health Services before playing. Determining his/her health status and getting permission is the responsibility of the player and must be arranged by the player. The Campus Activities Office, staff and McKendree University are not responsible for any injuries, health problems, or otherwise that might occur to any person playing Intramural Basketball. It is recommended that all players have a recent medical examination before playing.

RESPONSIBILITIES OF TEAM MANAGER

1. All managers and participants should be familiar with the Intramural Eligibility Rules and Regulations. Participants must be currently enrolled students and be prepared to show McKendree ID before entering the gym area.
2. Read and know the rules. Have a team meeting to cover the rules and schedule.
3. Team managers are responsible for the conduct of their players and fans. If fans get out of hand, the manager/captain is responsible for getting them under control, otherwise a technical foul will be assessed to the manager/captain.
4. ONLY the team manager may address the official on matter of rule interpretation and for information.

EQUIPMENT:

1. ALL INTRAMURAL BASKETBALL TEAMS ARE REQUIRED TO WEAR THE SAME COLOR SHIRTS OR JERSEYS WITH PERMANENT NUMBERS FOR ALL PLAYERS. EACH PLAYER SHALL WEAR A DIFFERENT NUMBER WITH A VALID NUMBER BEING (00-99).
2. Teams not adhering to the prior rule will be subject to wearing pin-on jerseys provided by the Intramural Department.
3. Game Basketballs will be provided by the Department. You may use your own ball if both teams agree. A regulation sized women's ball will be used for all Co-Ed and women's games.
4. No hats, bandanas or jewelry of any kind (earrings, wedding bands, other rings, necklaces, bracelets and metal barrettes.) may not be worn. If you refuse to remove your hat or jewelry you will not be allowed to participate. Penalty: Technical foul.
5. Casts (plaster, metal or other hard substances in their final form) or any other item judged to be dangerous by the supervisor or official may not be worn during the game. Knee braces made of hard, unyielding substances covered on both sides with all edges overlapped and any other hard substances covered with at least 1/2 inch of slow recovery rubber or similar material will be allowed.
 - a. **EXCEPTION:** A headband no wider than 2" and made of non-abrasive, unadorned, single-colored cloth, elastic, fiber, soft leather or rubber may be worn. Rubber/cloth (elastic) bands may be used to control hair.
6. Any player that is bleeding must leave the game immediately. The bleeding must be stopped and the wound securely covered with a bandage before that player can continue playing. If there is blood on an Intramural jersey, you must get a clean one before resuming play.

GAME TIME:

GAME TIME IS FORFEIT TIME. This rule will be strictly enforced so make sure your team shows up early!

FORFEITS:

Teams are allowed two forfeits through the season. A THIRD forfeit will disqualify a team from the league. In the event that a team forfeits, at least 4 members of the opposing team must be present at game time to claim a victory by forfeit.

PLAYERS and ELIGIBILITY:

Players must be currently registered McKendree University students, faculty, or staff. Players cannot play for 2 teams in the same league. All players must possess valid McKendree ID cards to play and present those cards, as requested, to the League Coordinator. They will be returned at the conclusion of the game. **No roster additions shall be made after the SECOND GAME of the season. The captain or co-captain is the only designee who may approach an official with questions.**

Teams must have at least (4) four players in order for the game to start, but a maximum of (8) eight players total on the roster. A team may play with less than 4 if players foul out or have to leave the game due to injury. Current varsity athletes, including transfers, redshirts, and anyone practicing or listed on a roster with the varsity team may not participate in the RELATED SPORT in which they are currently participating.

THE GAME:

A jump ball will decide who gets the ball first. Jump ball situations following will result in alternate possession. All games will be played with two (20) twenty minute halves. **The clock will run continuously in the first half except on time-outs.** The last two minutes of the second half and overtime, the clock will stop in accordance to all timing regulations (time-outs, violations, free-throws, dead balls, etc). Halftime will be 3 minutes long. Each team will be allowed (2) two 30 second time-outs per half and (1) time-out for the overtime period (only one for all of overtime). Time-outs do not carry over.

Two and three point goals will be allowed during play.

**** MERCY RULE: If one team has a thirty (30) point lead over their opponents at any point in the second half, the game will be over.**

Substitution can only occur in a dead ball situation (i.e. ball is out of bounds, etc.) and all players entering the game must report to the statisticians. Substitution may occur during a free-throw situation before the first free throw. There will not be a shot clock of any kind.

OVERTIME PERIOD:

If the score is tied at the end of regulation play, the ball will be put into play with a jump ball. The first overtime will be (3) three minutes in length and the clock will stop in the last two minutes if the score difference is 15 or under. All other overtimes thereafter will be one minute in length.

FOR ALL FREE THROW ATTEMPTS:

ALL players in marked lane spaces will **NOT** be allowed to move in or out of these spaces until the ball **touches the rim or backboard**. The shooter cannot move over the free throw line until the shot has hit the rim or backboard.

OFFICIALS:

The Recreational Programs staff will provide the officials. To supplement that pool, each team may be required to provide one official. That official will not officiate a game involving his or her own team. If part of the Federal Work Study program, that official may be paid for the time spent officiating.

FOULS, VIOLATIONS AND PLAYER DISQUALIFICATION:

Players are allowed 5 personal fouls. All fouls will be recorded and a fifth personal foul will disqualify a player from the game.

All calls made by an official are final. Fouls and violations will be called by game officials. During the first (18) minutes of **EACH HALF**, free throws are awarded for personal fouls in the act of shooting. If the shot is missed: 2 free throws on 2-pt shots, 3 free throws on 3-pt shots. If the shot is made: 1 free throw). Two free throws are also awarded for: Intentional fouls, Flagrant fouls, Technical fouls.

- **Common Fouls** – ball awarded out of bounds always until the team has reached seven fouls. Once a team has reached seven team fouls, the player being fouled will shoot one and one, if it is not a player control foul. Once the team has reached 10 team fouls, the player being fouled will shoot two free throws on all non-player control fouls.
- **Player Control Fouls** – on any player control foul, the basket will not count and there are no free throws awarded.
- **Flagrant Fouls** – Flagrant fouls may or may not be intentional. Any flagrant foul will result in automatic disqualification, two free throws, and ball out of bounds at half court.
- **Intentional Fouls** - Intentional Fouls are fouls designed to stop or keep the clock from starting, to neutralize an opponent's obvious advantageous position, or contact away from the ball or when not playing the ball. Any intentional foul will result in two free throws and the ball out of bounds at the spot nearest the foul.
- **Technical fouls** – All technical fouls count as personal fouls and will be two-shot technical fouls plus possession is awarded to the shooting team. Any disparaging remarks made to an official will result in an automatic 2 shot technical foul plus the ball.
 - Profanity is a technical foul and will not be tolerated! An unsportsmanlike technical foul will result in two free throws by the opposing team and the ball at the division line. Team captains are reminded that they are responsible for the players of their team as well as their fans. ANY and ALL conduct disrupting the play of the game will be dealt with accordingly. **The purpose of the Intramural program is to promote good sportsmanship between all players.**
 - Faking a charge, slapping the backboard, failure to hand the ball to an official, may all be considered a technical foul.
 - **DUNKING OR GRASPING THE RIM.** A technical foul shall be assessed to any player or individual who grasps either basket during the time of the officials' jurisdiction, or attempt to dunk the ball **PRIOR TO OR DURING THE GAME OR DURING ANY INTERMISSION.** The basket will not be allowed, two shots will be awarded to the opposing team, along with possession of the ball. **Exception:** For the sake of safety, holding the rim will

prevent the injury of a player positioned below the rim. For a second violation, a technical foul will be assessed, the player is ejected and the player will serve a **MINIMUM 1-GAME SUSPENSION**.

- The offending player will be liable for any damage to the rim or backboard caused by dunking or grasping the rim.
- A second technical foul will result in an ejection from the rest of that game, the next game, and play in future games will be at the discretion of the Director of Recreational Programs.
- **Players fighting or physical contact with an official**
 - Any players involved in a fight during the Officials' Jurisdiction will serve an automatic suspension for the entire basketball season
 - Any player misconduct towards and official (pushing, hitting, fighting, etc) will result in a player disqualification for the remainder of the season
 - Players involved in a fight will be suspended from any additional league play (if player is playing in more than one league).
 - Players involved in a fight will be banned from the gym during Intramural games.
 - Players removed for the above reasons will be subject to discipline as defined in the Campus Judiciary Document found in the Student Handbook.

PLAYERS REMOVED FROM A GAME:

- Shall immediately leave the building.
- Any players involved in a fight during the Officials' Jurisdiction will serve an automatic suspension for the entire basketball season
- Players suspended for the season will also be banned from the gym during Intramural games.
- Depending on violation committed, players removed will be subject to discipline as defined in the Campus Judiciary Document found in the Student Handbook.
- If player returns to the building for any reason, the opposing team will be credited with the win by forfeit and game will be terminated.

TEAM DISQUALIFICATION:

- Four (4) technical fouls accumulated by players or team. Team will be eliminated from post-season tournament play.
- Teams involved in a fight will immediately be disqualified from the game.
- Teams involved in a fight will result in team elimination from post-season tournament play. Team is subject to disqualification from the league.
- A game stopped by the officials for misconduct. This includes fan misconduct.
- A third forfeit will disqualify a team from the league.