

# 5v5 BASKETBALL

NFSHSA rules will govern play with the following exceptions and highlights:

## ELIGIBILITY

All participants must have an active WRC membership, Intramural Sports Play Pass, and show their UNI ID prior to each contest. Eligibility status is the responsibility of each individual participant and the Team Captain.

## TEAMS

- 1.1 The game shall be played by 2 teams of 5 players. A minimum of 3 players is necessary to begin play.
- 1.2 12-player roster limit for all leagues
- 1.3 If at any time during the game a team has fewer than 3 eligible players, the game is over at that point unless the manager believes there is still a reasonable chance for that team to win.
- 1.4 A 5-minute grace period from the scheduled start time will be allowed before a forfeit is declared if the team short of the minimum player requirement has at least one player present at the scheduled game time.
- 1.5 Rule interpretations (not judgment calls) are the only areas of discussion between a Team Captain and Officials.

## THE GAME

- 2.1 The game shall consist of 4, 7-minute halves. Half time shall be a 3-minute period in between the 2nd and 3rd quarter.
- 2.2 The clock will stop on all whistles. A running clock will be implemented if a team is leading by 15 points or more at any point in the game. The running clock will be removed if the scoring margin is at or below 9 points.
- 2.3 Mercy Rule:
  - 40 + points at half or any time in the second half
  - 30 + Points at or anytime after the start of the 4th Quarter
  - 20 + points at 2-minutes or less in the game
- 2.4 Each team will be granted 3 one-minute timeouts per game. One additional timeout will be granted for overtime periods. A technical foul will be called if a team attempts to call a timeout with none remaining.
- 2.5 Overtime will only occur during playoffs. Each overtime period shall consist of 2 minutes with the clock stopping on every whistle.
- 2.6 All second half team fouls carry into the overtime period(s).

## EQUIPMENT

- 3.1 Intramural Jerseys will be provided before each game. Teams may opt to wear their own jerseys as long as they abide by Intramural rules (i.e. jerseys must have numbers).
- 3.2 Participants must wear a shirt underneath their Intramural jersey.
- 3.3 Athletic attire shall be worn. No shorts with belt loops, blue jeans, etc are allowed.
- 3.4 Athletic shoes must be worn by all players.
- 3.5 No jewelry of any kind is permitted while participating in any Intramural activity. If jewelry is discovered by an official during the game, the player must leave the court and cannot re enter until it is taken off. Medical jewelry that is taped with pertinent information showing is the only acceptable jewelry. All other jewelry will result in a technical foul.
- 3.6 Knee and ankle braces which are unaltered from the manufacturer's original design/production are permitted and do not require any additional padding/covering, nor do the braces need to meet the color restrictions.

## FOULS AND VIOLATIONS

- 4.1 Personal Foul - A personal foul involves illegal contact with an opponent while the ball is live. A foul committed by or on a shooter when the ball is live. A personal foul counts as a personal and team foul.
- 4.2 Player Control Foul - A personal foul committed by a player while they are in control of the ball, or by an airborne shooter. Player control fouls count as a personal.

- 4.3 Intentional Foul - A foul committed with no attempt to play the ball when the person with the ball has a clear attempt at a scoring opportunity. Two free throws and possession of the ball is awarded to the non-violating team. Intentional fouls count as a personal and team foul.
- 4.4 Technical Foul - Technical fouls can be flagrant or non-flagrant in nature, including: abusive behavior towards the referees or supervisors, disregarding the rules, or any unsportsmanlike conduct. Two shots and the ball are awarded to the non-violating team. Technical fouls count as a personal foul only. In the case of double technical fouls, no shots will be awarded. Possession of the ball will be determined by the point of interruption. If neither team was in possession, the possession arrow will be used to determine possession.
- 4.5 Flagrant Foul - A personal and technical foul of a violent or savage nature, which displays unacceptable conduct. It may or may not be intentional. It involves violent contact such as striking, kicking, kneeing, etc. and also involves dead ball contact or non-contact at any time, which is extreme or persistent, vulgar, or abusive conduct. Fighting is a flagrant act. All flagrant fouls count as a personal and technical foul (which will amount to two personal fouls and two team fouls). Two foul shots and the ball are awarded to the non-violating team. A flagrant foul will result in an ejection.
- 4.6 Players shall be disqualified after committing their 5th personal foul or 2nd technical foul. A technical foul is registered as a personal foul and team foul.
- 4.7 On the 5th team foul in each quarter, the bonus (one and one) situation will be in effect. On the 8th team foul of each half, the double bonus situation will be in effect with 2 shots given.
- 4.8 Any player receiving two technical fouls or one flagrant foul will be ejected from play. The ejected player can be asked to leave the facility before play can resume, under the discretion of the officials and Supervisor. The player must meet with the Ejection Board before they are eligible to play again.
- 4.9 Substitutes must report to the scorekeeper and remain there until beckoned by an official. Failure to report is a technical foul.

#### **OPEN MODIFICATIONS**

- 5.1 Each team shall consist of 5 players with any combination of 3 and 2 for the gender ratio.
- 5.2 No matter the number you are playing with (3, 4 or 5), the gender difference cannot be greater than 1.
- 5.3 A team may start and play with three players but the gender difference cannot be greater than 1.
- 5.4 Failure to meet the minimum player requirement for each gender will result in a forfeit for the team short of players.
- 5.5 Captains will determine which ball they will use for the entirety of the game during the captain's meeting. If a ball cannot be agreed upon, a women's ball will be used for one half and men's for the other half.

#### **UNSPORTSMANLIKE CONDUCT**

- 6.1 Unsportsmanlike Conduct or fighting will not be tolerated.
- 6.2 A team representative is a participant, player, non-player, captain, coach, manager, spectator or anyone representing a team.
- 6.3 Unsportsmanlike Conduct includes:
- Behavior, language and actions that are a violation of the Boise State Student Code of Conduct.
  - Behavior, language, action and contact towards a team representative, ref/official, Intramural Staff or Campus Recreation staff.
- 6.4 Unsportsmanlike Conduct that is but not limited to:
- Arguing a call.
  - Behavior, language, action that is abusive, demeaning, insulting, disruptive, threatening.
  - Contact that is excessive or unnecessary and contact that is persistent, severe, extreme, vulgar, violent or flagrant in nature.
- 6.5 A team representative will be disqualified from the game, ejected from participation, shall leave the facility and may be subjected to expulsion from further Campus Recreation events or programs.
- 6.6 Teams must get a 3.0 sportsmanship rating in knockout rounds or maintain a 3.0 sportsmanship rating average to advance to the playoffs. In playoffs, if a team receives a 2, 1, 0 sportsmanship rating that team progression in the playoff bracket will be under review.

- 6.7 Two (2) unsportsmanlike conduct penalties and/or technical fouls against a player constitutes an automatic ejection.
- 6.8 Four (4) conduct unsportsmanlike penalties and/or technical fouls against a team or four of any kind will forfeit the contest.
- 6.9 Six (6) conduct unsportsmanlike penalties and/or technical fouls against a team during the season will forfeit the team's remaining schedule
- 6.10 Game (s) may be forfeited at the discretion of the ref/official, Intramural Staff or Campus Recreation staff

#### **OVERTIME**

- 7.1 If the game is tied by the end of the regular play, a 2-minute overtime will be played with 1 timeout for each team, over the entire course of overtime play. If the game is still a tie, another 2-minute overtime will be played. If the game is still at a tie by the end of both overtimes, only a 1-minute overtime will be granted.