

Basketball - 5 on 5

Intramural basketball will be governed by the National Federation of State High School Associations (NFHS) rules with the following intramural modifications:

PLAYERS & EQUIPMENT

1. A team consists of five players, but a team may start a game with four players present. A team can play with 2 or 3 players only if others have been injured or have fouled out and the referees feel the team playing with less than five still has a chance to win. A team reduced to 3 players by player ejections will automatically forfeit.
2. All team members must wear jerseys/shirts that are the same color and have permanent numbers, preferably on the back. Numbers **may not** be taped on and must be whole numbers with no more than two digits.
3. A team that does not have numbered jerseys of the same color will check out jerseys provided by Campus Recreation. It is the team captain's responsibility to ensure these are returned at the end of the contest.
4. The team captain is responsible to verify the roster and record jersey numbers for their team.
5. Players arriving late may play after reporting their name and jersey number to the court supervisor.
6. The team captain must also sign the score sheet following each contest to verify the score.
7. Campus Recreation will supply basketballs so that each team may have one to warm up with.
8. All players must wear closed toe, non-marking, rubber soled court shoes. Open toed shoes, sandals, barefoot, boots, or dress shoes are not permitted.
9. No casts/splints will be allowed under any circumstances. Players who wear a knee brace with exposed metal or metal hinges altered from the manufacturer's original design/production are required to cover it. **All equipment decisions made by the Intramural Staff on duty shall be final.**
10. Jewelry is prohibited. All earrings and other visible body piercings must be removed or taped prior to the start of the game. Religious or medical-alert medals are not considered jewelry, but must be taped down and worn under the jersey. Campus Recreation will not provide tape or band-aides to cover jewelry items.
11. If eyeglasses are worn, they must be unbreakable. Each player is responsible for the safety of his/her own glasses.

PLAYING RULES & SCORING

1. Teams' not organized and ready to play by 10 minutes past the scheduled playing time will forfeit.
2. The game will consist of two 20-minute halves.
3. The clock will run continuously until the last minute of each half when it will stop for all fouls, violations, out of bounds, time-outs, and all other whistles.
4. Half time will not exceed 5 minutes.
5. Each team is permitted 2 sixty-second time outs per half. First half time-outs will not carry over to the second half.
6. Scoring will be kept the same for men's, women's, and co-rec games. There are no differences for male or female points. One point will be awarded for a free throw, two points for a shot in front of the three-point line and three points will be awarded for a shot behind the three-point line.
7. During a free throw, players in the lane spaces may enter the free throw lane once the shooter releases the ball (high school rule). The shooter and all players outside the 3-point line may not

enter the lane/3-point area until the ball touches the rim. Players may not make contact with the shooter until the ball touches the rim. Unlike collegiate varsity rules, in Intramurals no player may place their foot on or over the lower “blocks” during a free throw.

8. All substitutions must be made during a dead ball once the official has acknowledged the incoming participant.

OVERTIME PLAY

1. If the score is tied at the end of regulation play, a three- minute overtime period will be played.
2. The clock will run continuously until the last minute of the period when it will stop for all fouls, violations, and time outs.
3. Each team will be allowed one time-out, one minute in length.
4. Time-outs not used during regulation play cannot be used during overtime.
5. If a **second overtime** is necessary, a free-throw shoot out will take place.
 - a. Each team will select three players from those on the court at the conclusion of play to shoot two free-throws each.
 - b. If a winner is still not determined, the remaining two participants will shoot two free-throws.
 - c. If neither team has won at this point, two players (that were substitutes at the time overtime ended) will shoot free-throws and so on until a winner is determined.
 - d. **All free-throws will be shot as a technical foul would.** If a team does not have any substitutes, they must use players that previously shot and a team with subs at this point may choose to use whomever they would like to shoot.

CO-REC MODIFICATIONS

All previously stated rules for men’s and women’s basketball will apply, with the following exceptions:

1. Teams will play with a women’s sized basketball. A men’s size basketball may be used if both teams agree.
2. Teams will consist of five players in the following way: 1st half – 3 women and 2 men, 2nd half – 2 women and 3 men. A team must have at least 2 men and 2 women to start the game.
3. Men and women may guard each other without restrictions.
4. For overtime(s), the second-half player format will be applied until the game ends.

FOULS, VIOLATIONS, & PENALTIES

1. A player is allowed 5 personal or 2 technical fouls per game. On the fifth personal or second technical foul, that player will be removed from the game.
2. Any player receiving three technical fouls, totaled across all basketball leagues and divisions, in the same season, spring or fall semester, will be disqualified for the remainder of the season and subject to further disciplinary measures from Intramural Management.
3. 7 - 9 fouls per team per half results in single bonus or “1 and 1” awarded to the player who was fouled.
4. 10 or more fouls per team per half is double bonus or two free-throw attempts awarded to the player who was fouled.

The following rules are fundamental to the NFHS and University of Montana Intramural Basketball but not limited to:

10-Second Backcourt- a player must have both feet and the ball completely across the mid-court line before the count stops.

5-Second Frontcourt- applies only in the frontcourt to players holding or dribbling the ball whose defender has established a closely guarded position less than 6 feet from the player with the ball.

3-Second Lane- applies to offensive players who have any part of their foot in the lane when the ball is in their frontcourt.

Team Control Foul- A common foul committed by a member of the team that has team control.

Intentional Foul- A personal or technical foul that may or may not be premeditated and is not based solely on the severity of the act.

Shooting Fouls- A player who is in the act of shooting will be rewarded with two or three free throws unless the basket is successful and then they will receive one free throw.

TOURNAMENT PLAY

The top teams in each league, which have not forfeited, will advance to tournament play. The number of teams depends on the size of the division and the number of leagues. The tournament is a single elimination tournament with teams assigned based on win/loss percentage and then total points scored. The tournament bracket can be found at the conclusion of the regular season online on FusionIM.