Players:
5v5 Basketball will be played with 5 players on the court. Each team must have a minimum of four (4) players to start the game.

NOTE: Team members must be listed on the team roster. Rosters are final as of the weekend before first scheduled game. Participants can only play on one team.

Equipment:
All players must wear soft-bottomed (or rubber-molded) shoes. Sandals and boots are prohibited.

Each team must wear common colored shirts. The team listed first on the schedule is the home team and will wear a white colored shirt. The second team listed is the away team and will wear a dark colored shirt.

Uniforms:
All teams should have similar color shirts each with a different number on the back. Should both teams wear the same color, the home team will wear pinnies provided by the supervisors. It is recommended that all teams come with 2 sets of shirts to avoid use of pinnies.

Forfeiting/Playoffs:
After more than one forfeit, teams are ineligible to make the playoffs. Teams must average a 3.0 or better in the regular season to be eligible for playoffs and maintain at least a 3 in sportsmanship in each playoff game to continue to the next round.

Length of Game:
Two (2) twenty-minute halves and one (1) five-minute halftime. The clock will not stop for fouls, out of bounds, jump balls, and change of possession in the first 38-minutes of play. The clock will stop in the last two minutes of the second half for dead ball situations.

Teams get two (2) one-minute timeouts per game (clock will stop).

Ties are permitted during the regular season. In post season play, if the score is tied at the end of regulation, there will be a two-minute overtime. The clock will stop for dead ball situations. Each team will be allowed an additional timeout for the first overtime. Each overtime after the first, will be one-minute in length. No additional time-outs will be awarded. For all overtime periods team fouls and personal fouls carry over from the second period.

All jump balls, after the first tip of the game, will be determined by using an alternating possession arrow.

Mercy Rule:
If after ten minutes into the second half one team is ahead by 30 or more points or if after 18 minutes one team is ahead by 20 or more points, the game can be ended at the official’s discretion.

Scorekeeping:
Each team must provide a scorekeeper throughout the game. This person(s) will split the duties with the other team’s scorekeeper(s) to keep one score sheet (see attached). It’s recommended that this person not be a player in the game, but players on the bench may be deemed as scorekeeper. Having a scorekeeper from each team will ensure fairness.

Rules:
All fouls, including technical fouls, will be counted against a team total. On the seventh team foul per half, a bonus (one-and-one foul shot) will be awarded until the tenth team foul. Each foul thereafter will result in two foul shots. The bonus is not in effect for the opponent on a player control foul (i.e. offensive player has possession of the ball when they commit the foul). It is in effect on all other offensive fouls without the ball. All player control fouls will result in no basket and loss of possession.

Players foul out after their fifth personal foul (technical fouls will be included) and will be ejected after their second technical foul (or first technical 2 or flagrant 2 charge).
Free Throws: Two (2) defensive players must occupy the spaces above the blocks. Everyone must wait until the ball contacts the rim.

Swearing will not be tolerated. After one warning a team can be assessed a technical foul.

**Technical Fouls:**
All technical fouls will result in two foul shots by a player on the opposing team that was currently on the court; plus possession of the ball at half court.

If a player receives two (2) technical fouls (or a technical 2 or flagrant 2) he/she **MUST** leave the court of play and may not enter the rest of the game. He/She must leave the playing venue and will not be able to play again until they see the IM Coordinator to further discuss the matter.

Players will be assessed a technical foul for all of the following:
- **a.** Take a time-out with none remaining.
- **b.** Hanging on a basket and/or net (unless to protect other players or officials).
- **c.** Climb on a teammate to obtain a greater height.
- **d.** Illegal substitution.
- **e.** Have more than five players on the court during a live ball.
- **f.** Berate the officials or display unsportsmanlike conduct (this includes foul language)
- **g.** Out of Control fan(s) and/or coaches on sidelines.
- **h.** Flagrant foul ~ a hard foul that could cause injury

**Technical 2 & Flagrant 2 Fouls** results in a game ejection and foul against the team

- **Technical 2:** Fighting or aggressive behavior
- **Flagrant 2:** A hard foul with the intent to injure

If a team receives two (2) or more technical fouls in a single game they cannot receive more than a 2 for that game’s sportsmanship rating. **Note: If the game is stopped by the official, both teams receive a “team technical” and captains must see Recreation Director the following business day.**

**NOTE:** Rules are subject to change without notice at the discretion of the Intramural Coordinator.