

Recreational Services

Men's/Women's 5 on 5 Basketball Rules

Unless otherwise stated in the IM Basketball rules that follow, men's NCAA basketball rules will govern IM play.

1. The games will be divided into two twenty (20) minute halves with three (3) minute half-time.
 - a. The clock will run continuously until the last two minutes of each half.
 - b. During the last two minutes of each half, the clock will be stopped according to regular basketball rules.
 - c. If one team is ahead by 15 or more points in the 2nd half, the clock will run continuously the last two minutes.
 - d. Each team is entitled to two 30 second time outs per half.
2. Overtime Games: All overtimes shall be three minutes with the clock stopping according to basketball rules. Each team will also be awarded one additional time-out. Also, any time-outs remaining from the second half will carry over to the overtime period.
 - a. Following the second overtime, sudden death rules will be utilized.
3. Substitution is strictly on dead ball only
 - a. Any non-dead ball substitutions will result in a technical foul
4. The official must touch the ball prior to distributing it after every change of possession resulting from fouls, violations, etc., and also during distribution of free throws.
5. Fouls: All personal and technical fouls are charged against the violator. Technical fouls count toward the teams' seven or ten fouls for the bonus. Upon a player's fifth foul, they are disqualified from the game.
 - a. Shooting fouls:
 1. Basket made = 1 free throw
 2. 2 point FG missed = 2 free throws
 3. 3 point FG missed = 3 free throws
 - b. Non-shooting fouls will be taken out of bounds nearest the spot of the foul.
 - i. Single Bonus (One in One) will be awarded for the seventh and subsequent fouls.
 - ii. Double Bonus (Two Free Throws) will be awarded on the tenth and subsequent fouls.
 - c. Technical fouls will be 2 free throws plus possession of the ball.
 - d. The basket will be disallowed on any player control foul.
 - e. Intentional fouls are always 2 free throws.
 - f. Flagrant fouls are 2 free throws plus the ball
 1. If foul is deemed malicious, an ejection will take place on the offender.
6. Dunking is not allowed before or after the game. A technical foul will be assessed if a player dunks.
 - a. Dunking (procedural) technicals do not result in ejection.
7. Non-procedural technical fouls result in an ejection.
 - a. If a player is ejected, they are suspended for their teams next date of play.
 - b. After two technical fouls in league play, the player must appear before the Intramural Coordinator before being allowed to participate in that activity again.
8. Only the captain may address the officials on questions about correctable errors.