



5 ON 5 BASKETBALL RULES

(M, W, C)



GENERAL RULES

1. * INDICATES MOST RECENT RULE CHANGES

2. Current National Federation of State High School Association rules will be adhered to with the exceptions contained in these rules.
3. The Arizona Intramural Sports Program reserves the right to enforce, apply or act upon any rule, policy or procedure not specifically covered in this document or the current Intramural Sports Handbook.
4. Eligible players are students with current U of A photo ID. Faculty/staff with current SRC membership or payment of a \$20.00 Intramural Sports participation fee.
5. Players are subject to Intramural Sports eligibility rules, which are listed, in the current Handbook.
6. **Players must bring current University of Arizona Cat Card to every game.** NO ID, NO PLAY, NO EXCEPTIONS. Only players that are present may sign in. Teams who arrive early may sign in early. Players must check in individually, using their own ID.
7. All intramural participants are responsible for their own medical expenses. Any student unsure of their physical condition should check with their family physician or Campus Health Services before participating in intramural sports.
8. Each team must designate to the officials a court captain. The court captain will speak for the team in all dealings with the officials. His/Her choice of any options shall be irrevocable.
9. All games will be played at Bear Down Gym. Facility regulations (check the current Intramural Sports Handbook)
 - ◆ No practicing or playing in hallways lobbies or rooms.
 - ◆ No food or drink allowed in the gymnasium.
 - ◆ Spectators must view the games from the balcony
 - ◆ Spectators must use the stairs to get to and from the balcony.
 - ◆ Bikes, motorcycles and scooters must be parked in the designated spaces.
 - ◆ Dunking, Grabbing, Pulling, Popping or abusing the rim in any manner is not allowed before or after any game.
10. Teams are not allowed on the court/sidelines prior to their scheduled game time. Teams must wait in the balcony area. Teams may warm-up in the balcony or on the front steps.
11. The "First" team listed on the schedule will be the home team and shall wear white shirts. Their opponents shall wear dark colored shirts. This rule applies only in cases of shirt color conflict.
12. Teams may play with their own ball if it passes inspection by the sport assistant. A regulation leather basketball must be used. Men's - 29.5 - 30 inches (20-22 oz.) A woman's 28.5 - 29 inches (18 - 20 oz.) Game balls will also be available for check out (with proper u of a id). If the ball is not checked back in the id will be confiscated. If the ball is not returned a ball replacement fee (retail cost of the equipment) will be charged to the person checking the ball out. You shall be responsible for the ball at all times, regardless if it used as the game ball. Women's regulation ball must be used in all women's division games. Men's regulation ball must be used during all co-rec. Division games.

13. All teams must be ready to play at the scheduled time. Check the Intramural Sports Handbook for the forfeit policy. Show up early, sign-in early, start on time!
14. Spectators must observe the games from the balcony area. No spectators are allowed on the playing floor. EXCEPTION: Disabled or impaired spectators may have the option of sitting at floor level. NOTE: Spectators can be issued technical fouls for inappropriate behavior during a game. Technical fouls of this type will count toward the team totals. Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in assessment of a technical foul, ejection or forfeiture of the game.
15. The officials shall have the power to make decisions on any matters or questions not specifically covered in the rules.
16. An official's jurisdiction begins 30 minutes before the scheduled game and ends when the score sheet is signed by both teams CAPTAIN'S. The officials have control of the entire playing facility.
17. Please do not berate abuse, harass, swear at, curse at, make physical contact with, yell at or try to intimidate the officials!

PLAYERS AND SUBSTITUTES

1. Players may only participate on one team! However, a player may participate in two divisions. Example: A woman can play on ONE TEAM ONLY in the women's division and ONE TEAM in the co-rec. division. The same holds true for a man. If it is determined that a player is participating on multiple teams he/she will be disqualified from the league!
2. A team consists of five players (**with a 12-player limit per team**), but may start with four players. A team must have four players on the court at all times. Teams must start and end the game with at least four players. A team appearing with at least four players must start the game or a forfeit will result. During the course of a game, if a team drops below 4 players (due to injury, disqualification or ejection's) the game will be stopped because of risk liability purposes. This team receives a loss.
3. When a team has forfeited, the opposing team must have at least four players checked in (names and cat card numbers on the score sheet) with the Sport Assistant to receive a win.
4. Substitutions must be reported to the scorer before entering the game. Substitutes may enter the game only when the official acknowledges them. Penalty: Technical foul. Substitutes may not enter the game without his/her name, jersey number and cat card number appearing on the game score sheet. Penalty: Technical foul
5. In order to play teams "must" wear permanently numbered T-shirts/Jerseys of the SAME COLOR. T-shirts/Jerseys must have legible numbers on one or both sides, preferably at a minimum of 3 inches high. If a player is number "0" then that number must appear on the jersey. Numbers can be on the back or front, however they cannot be on the sleeve! The staff reserves the right to require teams to use Check-Out Jerseys when a dispute arises or when a team is comprised of members wearing a different color jersey. Taped or pinned on numbers are not allowed. NO EXCEPTIONS!
6. All players **must** wear non-marking rubber-soled athletic tennis or basketball shoes (only).
7. *** Jewelry of any kind including "body piercing" (friendship bracelets, necklaces, chains, chokers, rings, wedding rings, studs or earrings) may not be worn. If you enter the game wearing any of these items the Penalty is a Technical foul. If you are wearing any of these items and they cannot be removed then you are NOT ALLOWED to play.**

8. Casts (plaster, metal or other hard substances in their final form) or any other item judged to be dangerous by the sport assistant 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.
9. Hats are not allowed!
10. Shorts with pockets are not allowed! NO SHORTS OR WARM-UPS WITH POCKETS OF ANY TYPE OR STYLE! NO TEAR-AWAY SHORTS, NO TEAR-AWAY WARM UPS, NO SHORTS WITH SNAPS OR BUTTONS, NO SHORTS WITH HOLES. SHORTS OR PANTS CANNOT BE TURNED INSIDEOUT! Players "must" wear shorts/athletic pants without pockets, belt loops or exposed buttons/snaps. Tear away pants/shorts or pants/shorts with exposed metal or hard plastic buttons/snaps are also prohibited.
11. * **Players may wear headbands. However, players ARE NOT ALLOWED to wear bandannas, dew rags, stocking caps, wool caps, hard-brim caps, wave caps or pull-over caps!**
12. Players participating in the 5'10" Under level are restricted to that height. If a player is found to be taller than 5'10" then that player will receive an automatic ejection. If the on site staff person BELIEVES a player is exceeding the height restriction they shall have the right to check the player in question. A team may also request that a player's height be checked.
13. Teams will be allowed one non-player on court level to act as coach. This non-player is subject to all sportsmanship policies and procedures as outline in the Intramural Sports Handbook.

THE GAME AND PERIODS

1. The game will be started with a team putting the ball in play by a mid-court jump ball. The team that does not gain control of the initial offensive possession will start the alternating process by being awarded the ball out of bounds at the spot nearest to where the next jump-ball situation occurs. The second half starts with the team entitled to possession (based on the possession arrow) given the ball at the division line opposite of the score's table.
2. In order to play a scheduled game each team must provide a responsible individual to act as scorekeeper/timer. Ideally, the person should be a non-player. However, if this is not the case, a player must then act in this capacity. This player "must" act as the scorekeeper the entire quarter unless the designated scorekeeper arrives. If there is "no" designated scorekeeper then the player can only switch out at the conclusion of the quarter. If a team shows up with only 5 players, they must play short handed because one of the four must act as scorer/timer. A game will not be delayed because a team is not prepared. Failure to provide this individual will result in the game official starting the clock and initiating the forfeit procedure (A 10 minute forfeit period and start the game with a 10 point deficit). A team must still have at least 4 players on the court to start a game.
3. The ball is out-of-bounds if it passes completely over the backboard. It is also out if it contacts the backboard supports, stands, railings, balcony or ceiling support.
4. The edges of the backboard are inbound.
5. * **There will be 2, sixteen-minute halves of continuous running time. The clock will stop for a time out or an Official's time out (e.g. for injuries or retrieving a ball). The clock is not stopped for violations. Exception: During the last two minutes of the 2nd half, the clock will be stopped for all dead ball situations (e.g., violations, turnovers, time outs, fouls, etc.). There will be a 2-minute intermission for halftime.**

6. When a team is shooting free throws and a time out is called, the clock will start when the ball is touched after a throw-in on a made basket or when the ball is touched in bounds on a missed basket. The clock continues to run on technical fouls unless a time out has been called.
7. Overtime: A 4-minute period shall be played to determine a winner. The clock will run continuously for the first 2-minutes. During the last 2-minutes the clock will stop on all dead ball situations (e.g., violations, time outs, fouls, etc.).
8. *** If a team is leading by 25 points or more in the final two minutes of the game, the mercy rule will be put into effect and the game will be over.**
9. Officials shall handle the ball in all dead ball situations.
10. The Official's will be the sole judge of the game clock. Their decision is final and binding and cannot be protested. If a timing error is made, the officials will remedy the situation in a fair and equitable manner.

TIME-OUTS

1. *** Each team will have three (one-minute) time outs per the ENTIRE game.**
2. The team may only call time-outs with possession of the ball or during a dead ball situation.
3. Time-outs in excess of the allotted number may be requested and shall be granted during regulation playing time or during any overtime period at the expense of a technical foul. The technical foul must be given even if the official was unaware that the time-out was excessive.
4. *** One 1-minute time-out for each overtime period are allowed. Time outs from regulation play or overtime play do not carry over into the overtime.**

VIOLATIONS

1. Backcourt: Teams will have ten seconds to cross the half-court line. Once the ball has been established across the half-court line (both feet and the ball), it is a violation to cross back over into the backcourt. Penalty: Turnover.
2. Three Seconds: An offensive player cannot be inside of or in contact with the free throw lane (known as the key) for more than three seconds while the ball is in his/her team's front-court. Penalty: Turnover.
3. Five Seconds: If a player is closely guarded (within six feet) in the front-court and holds the ball for more than five seconds, or dribbles the ball for more than five seconds then a violation will be called. Penalty: Turnover.
4. Kicking: Kicking the ball is a violation only when it is an intentional act; accidentally striking the ball with the foot or leg is not a violation.

THROW-IN VIOLATIONS

1. The thrower shall not leave the designated throw-in spot until the ball has crossed the plane of the boundary. Penalty: Turnover.

2. After a goal or awarded goal, the team not credited with the score shall make the throw-in from the end of the court where the goal was made and from any point outside the end line. Any player of the team may make a direct throw-in or he/she may pass the ball along the end line to a teammate(s) outside the boundary line.
3. The thrower must pass the ball into the court within five seconds of the start of a throw-in. Penalty: Turnover.
4. The thrower may step on but not over the sideline.
5. The opponent of the thrower cannot reach through the throw-in boundary plane and foul the thrower. Penalty: Intentional foul.
6. The opponent of the thrower cannot reach through the throw-in boundary plane and touch or dislodge the ball Penalty: Technical foul.
7. The opponent of the thrower cannot cross the end line or its imaginary plane. This is a delay of game. The team should be warned on the first offense and then penalized with a technical foul on each subsequent offense.

FOULS

1. A player shall be allowed 5 personal fouls per game. On the fifth personal, that player shall be removed from the game. A personal foul is a player foul that involves illegal contact with an opponent while the ball is live, which hinders an opponent from performing normal defensive and offensive movements.
2. A double foul is a situation in which two opponents commit personal fouls against each other at approximately the same time. In the case of a double foul, fouls are recorded, no free throws are awarded, and the team who was in possession at the time the double foul was committed retains the ball.
3. An intentional foul is a personal or technical foul designed to stop or keep the clock from starting, to neutralize an opponent's obvious advantageous position, and contact away from the ball or when not playing the ball.
4. A flagrant foul may be a personal or technical foul of a violent or savage nature or a technical non-contact foul, which displays unacceptable conduct. If a flagrant foul occurs the player is ejected from the game.
5. When a player control (charging) foul is committed, no points can be scored.
6. A technical foul is a foul by a non-player, a non-contact foul by a player; an intentional or flagrant contact foul while the ball is dead.
7. Two technical fouls against a player or coach result in immediate ejection of that person from the game.
8. Slapping the backboard or hanging from or grabbing the rim is a technical foul. Exception: a player may grab the rim to prevent injury to themselves or others. A player may slap the backboard in an attempt to block a shot.
9. Dunking is legal during the game only. A player hanging from or "popping" the rim (not attempting to protect themselves or others) during a legal dunk can be assessed a technical foul. Dunking, hanging or grabbing on the rim during warm-ups or in a dead ball situation will result in a technical foul. IF A PLAYER IS CAUGHT DUNKING, HANGING FROM OR GRABBING THE RIM BEFORE HIS/HER GAME HE/SHE MUST SIT OUT THAT GAME. IF A PLAYER IS CAUGHT DUNKING, HANGING FROM OR GRABBING THE RIM DURING HALFTIME OR AFTER HIS/HER GAME HE/SHE WILL SIT OUT THE NEXT SCHEDULED LEAGUE OR PLAY-OFF GAME. NO EXCEPTION!

10. A technical foul on a spectator or coach is charged to the team captain.
11. Any two players and/or coaches and/or spectators ejected from a game will result in an automatic forfeiture of the game by the offending team.
12. A technical foul is recorded as a personal foul of the offender and also included in the total team fouls.
13. Four (4) technical fouls on one team result in an immediate forfeit.

FREE THROWS

1. A player will receive the one-and-one bonus after the offending team has accumulated 7 fouls each half. This rule applies to all fouls except shooting, player control, technical, intentional or flagrant. On the tenth foul and thereafter the opposing team will shoot two free throws for all fouls except player control.
2. When a player control foul is committed, the basket will not be allowed and free throws will not be awarded.
3. Players will be allowed two free throws and possession of the ball for all technical, intentional or flagrant fouls.
4. Players will be allowed two free throws when fouled in the act of shooting. If the basket is made, then it counts and the player is allowed one free throw.
5. Any shooting foul committed behind the three-point line, on a missed shot, will merit three free throws. If a player is fouled, in the act of shooting, behind the three-point line, and makes the shot, one shot will be awarded.
6. An opponent of the free thrower must occupy each of the lane spaces adjacent to the end line unless the resuming of play procedure is in effect.

FREE THROW VIOLATIONS

1. Players who wish to occupy the marked lane spaces must do so quickly, and must alternate lane spaces if their opponents wish to occupy the space nearest them. These individuals may enter the lane as soon as the ball touches the rim.
2. * Any player other than the free thrower, who does not occupy a marked lane space, must be behind the free throw line extended and behind the three-point line. These players may not enter this area until the ball has touched the rim.
3. The free thrower must not touch the free throw line. He or she cannot fake a try, and must release the ball within ten seconds.
 - ◆ In a one and one situation this will result in a turnover.
 - ◆ If this occurs on the first attempt of a two shot foul, the first shot is void and the second will be administered.
 - ◆ If this occurs on the second attempt of a two shot foul, it will result in a turnover.
4. Failure to cause the ball to touch the rim will result in a dead ball.
 - ◆ In a one and one situation this will result in a turnover.
 - ◆ If this occurs on the first attempt of a two shot foul, the first shot is void and the second will be administered.
 - ◆ If this occurs on the second attempt of a two shot foul, it will result in a turnover.

CONDUCT OF PLAYERS, COACHES, AND OTHERS

1. Please refer to the Conduct of Participants and Spectators section in the current Intramural Sports Handbook for specific conduct guidelines. Any team or player that leaves the bench area for any reason to participate in an on court altercation shall receive an automatic suspension/forfeit for the next scheduled league or play-off game. Please let the officials do their job.
2. Any act will be considered unsportslike if in the opinion of the Official or Sports Assistant it promotes ill will or detracts from the game. This includes, but is not limited to:
 - ◆ Unnecessary roughness.
 - ◆ Use of abusive or insulting language directed toward a player, coach or spectator.
 - ◆ Indicating objections to an official's call.
 - ◆ Touching/striking an Official (ejection & life suspension).
3. Team captains will be penalized (technical fouls, ejection) for the unsportslike conduct of their players and or spectators if a specific player or spectator involved in an incident cannot be identified.

CO-REC MODIFICATION

1. Each team shall consist of five players, of which a minimum of two females and two males must be on the court at all times.
2. The game ball shall be a men's regulation ball.
3. * Scoring: Men's field goals are worth 2 points each and women's are worth 3 points. Men's three point shots are worth 3 points while women's are worth 4 points. (When applicable the number of foul shots attempted must equal the value of the field goal or three point shot)

ADDITIONAL INFORMATION

1. No animals in indoor/outdoor facilities. (Exception: Assisted living animals)
2. * Forfeit Penalties:
 - ✦ Lose right to protest the game
 - ✦ All possession in a jump ball situation go to the opposing team
 - ✦ For each minute that a team is late the opposing team will be awarded 2 points. EXAMPLE: 10 minutes equals 20 points.
 - ✦ The clock starts at game time and will continue to run. When the team shows up or is signing in the clock will still continue to run.
3. Forfeit Policy:
 - ✦ If a team does not have the minimum number of players to start a contest at the scheduled time, they will be given 10 minutes to secure the correct number before the game is declared a forfeit.
 - ✦ The Sport Assistant will declare a forfeit and award a "win" to the team that is ready to play with the correct number of players after they have properly entered their team on the scorecard.
 - ✦ If neither team is ready to play with the minimum number of players after the 10-minute forfeit period then both teams will receive a forfeit.
 - ✦ A team that does not have the minimum number of players after the 10-minute forfeit period shall forfeit the game. Example: game time is at 6pm, the game will be declared a forfeit at 6:10pm. In all cases the game must remain

within the time period allotted, this means that the game clock will start at the time the game is scheduled to be played so that the 10 minutes will be deducted from normal playing time.

- ✦ A team must start and continue the game with the minimum number of players as stated in the rules for that sport or a forfeit will be declared.
- ✦ A team may receive a forfeit due to improper team attire.
- ✦ Teams found to have ineligible players in the game or on the game roster may forfeit that game, depending upon time of discovery and the player's effect on the game's outcome.
- ✦ Any Intramural Staff may assess forfeits for the use of an ineligible player or for player/spectator misconduct.
- ✦ Forfeited games will not be rescheduled.
- ✦ If a team forfeits ONCE the first team on the waiting list may replace it (without a refund). If there is no waiting list, the team may continue to play by paying a \$20.00 Re-entry fee at the Intramural Office within 48 hour of the forfeit.
- ✦ If a team forfeits or defaults twice (in league) it is dropped without notice.
- ✦ A contest completed prior to a team being dropped from the league is official. A contest not played is recorded as a "win" for the opposing team.
- ✦ A team will receive a forfeit if a game cannot be continued due to misconduct. The team will also be assessed the re-entry fee.

4. Default Policies:

- ✦ As a courtesy to their opponents and to avoid a forfeit, a team may request to receive default for any game they will be unable to attend. In order to do so they must notify the Intramural Office at 621-8723 during normal business hours at least 24 hours prior to that game (Sunday games notification deadline is Friday at 4pm).
- ✦ Default is recorded as a loss but does not require a fee payment.

5. ID Policy:

Why must a participant have an ID for each and every game? This is an often-asked question during the early part of the activity season. The answer is quite simple. During any and all transactions with the university you student ID officially recognizes you. This is what defines your status as a member of the student body or the campus community. The Department of Campus Recreation, Intramural Sports Program wants to provide the very best services to "OUR" participants. If outside people participate in the program, they are putting participants and the university at risk. The other reason is: if an outside person is allowed to participate, these ineligible individuals would be, in essence, taking the opportunity to participate away from an eligible participant who we are here to serve. Before each game players must present their Cat Card ID so that they may be signed in on the scorecard. Only the names of those players present will be placed on the game score card. Any player arriving after that game has started must present their Cat Card ID to the game official and have their name added to the game score card before entering the game. **NO ID, NO PLAY, NO EXCEPTIONS!**