

-Texas A&M University  
 Department of Recreational Sports  
 INTRAMURAL SPORTS  
**5 ON 5 BASKETBALL**

Regulations published in the Texas A&M Rec Sports Handbook will be the governing policies for all intramural sports. Participants are responsible for possessing a thorough understanding of these regulations and their implications. Intramural Basketball will be played by the rules of the National Federation of State High School Associations (NFHS) with the following interpretations and exceptions.

## 1. PARTICIPATION

- a. Proper identification must be presented to check in. Proper identification is a government-issued photo ID.
- b. Roster: Each player's name must appear on the roster before he/she enters a game.
- c. Any player disqualified from a contest will be removed from that game and can still play in next contest.
- d. Any player ejected from a game is automatically suspended from all intramural activities pending a meeting with the appropriate intramural staff member.
- e. Intramural staff retain the authority to require an ejected player to leave the facility. Any player instructed to leave must do so immediately.
- f. **Protest Procedure:** Judgment calls may not be protested. If a team wants to protest a rule interpretation, the protest must be made immediately at the time of the questionable incident. Notify the official. The clock will stop while a protest is being filed.
- g. **Eligibility:** The eligibility of all players is the responsibility of team captains and the individual players. Refer to the intramural handbook for details.
- h. **Blood Rule:** Players who sustain an injury causing an open wound will be required to leave the game. A player may not re-enter the contest until the flow of bodily fluids is stopped and the wound covered.
- i. **Jewelry:** Participants are not permitted to wear any jewelry.
- j. **Medical Alert Bracelets** – Permitted, must be taped flush with the skin and may be visible.
- k. **Casts/splints:** Not allowed under any circumstances. Knee braces with exposed metal, hard plastic, or metal hinges must be covered with padding or foam at least ¼ inch thick.
- l. **Religious Headwear** – In the event a participant may not expose his/her uncovered head, the intramural supervisor may approve a covering or wrap which is not abrasive, hard or dangerous to any other player and which is attached in such a way that it is highly unlikely to come off during play. This stipulation applies only to religious headwear to cover the head and does not apply to any necklaces/rings/ earrings/ bracelets or any other form of jewelry.
- m. Elastic headbands and hair control devices without metal, hard plastic, or bandanas without knots are permitted. Hard items, including, but not limited to, beads, barrettes and bobby pins are prohibited. Other head decorations or headwear are not allowed.
- n. **Equipment:** If the team does not have the same or similar color, **ALL** team members **MUST** wear jerseys provided by the Department of Recreational Sports. A shirt (must have the sleeves attached) must be worn under the jerseys provided by the Department of Recreational Sports, or the player will not be allowed to play. If a team has its own jerseys with numbers, the numbers must be whole numbers, no more than 2 digits, and the jerseys must be of the **SAME/SIMILAR** color.
- o. If eyeglasses are worn, they must be unbreakable. Each player is responsible for the safety of own glasses.
- p. Any slippery substance of a foreign nature on equipment, clothing, or an exposed part of the body is illegal.

- q. Players may wear a knit or stocking cap (no caps with bills) and/or soft, pliable, non-abrasive gloves. Bandanas with a knot are not permitted.
- r. Footwear: Indoors – all players must wear athletic shoes with non-marking court soles. Hard soled shoes of any kind will not be permitted. Outdoors – all players must wear athletic shoes. Metal cleats, spikes, or toe cleats will not be permitted. Five finger shoes are not considered athletic shoes.
- s. Pants – Participants are encouraged to wear athletic style shorts or pants.
- t. All equipment decisions made by the intramural staff or Rec Sports medic on duty shall be final.

## 2. THE GAME

- a. To start and continue a game, a team must have at least three (3) players on the court ready to play.
- b. **Forfeits:** A team will forfeit a game when it does not have the minimum amount of players ready to play by 10 minutes after the scheduled game time. The following penalties will be enforced during the 10 minute grace period: Team ready for play will be awarded 2 points for every minute that the other team does not have the minimum required number ready to play. As soon as a team arrives, the game will begin at the accrued score and teams will play an entire game. If the grace period passes, the game will be declared a forfeit with a final score of 20-0.
- c. **Timing:** A game consists of two-20 minute halves. The clock will stop only during the last two (2) minutes of the second half and for all time-outs. Halftime will be five (5) minutes but may be shortened at the discretion of the officials.
- d. **Timeouts:** Each team is awarded two (2) time-outs per game. There will be one (1) time-out granted during each overtime period. Timeouts are **not** carried over from regulation periods or previous overtime periods. Any team which requests and is granted an excessive time-out will receive a technical foul.
- e. **Overtime:** During the regular season, if the score is tied at the end of regulation play, one (1), two-minute overtime period will be played. During playoffs, a second two-minute overtime will follow if the score remains tied. If the score is still tied at the end of the second overtime, a sudden death period will be played. The first team to score a point will win. All overtime periods begin with a jump ball at center court; all players' fouls carry over into overtime; free throws will be awarded; and the clock will be stopped with all dead balls. For Championship and All – University games, an additional two –minute overtime period will be played until a winner is determined.
- f. **Substitutions:** A team may substitute by checking in with the scorekeeper. Subs will enter the court only during dead ball situations and after an official motions the substitute onto the court.
- g. **Scorer:** The department will provide a scorekeeper for each contest. The official score will be kept on the intramural score sheet. If the scoreboard and score sheet disagree, the score sheet will take precedence.
- h. **Jump Balls:** Any two (2) opponents may jump the ball at the center circle at the beginning of the game or overtime periods. In all other jump ball situations, teams will alternate taking the ball out of bounds at the spot nearest to where the jump ball occurs. The team not obtaining control at the initial jump ball will be awarded the next possession.
- i. **No-Delay Policy:** Due to the running clock format, intramural basketball has adopted a "no-delay" policy for the first thirty-eight (38) minutes of the game. This rule is not in effect for the last two minutes of the second half. A team in possession must make a reasonable attempt to score. This reasonable attempt shall be defined as approximately thirty (30) seconds from the time a team gains possession of the ball. Should a team receive a warning, an attempt must be made as quickly as possible or a violation will be called. This call is based entirely upon the judgment of the officials. This policy does apply to any overtime periods

### 3. SCORING

- a. A successful try from the field by a player who is located behind the 19'9" line and shooting at his/her own basket counts as three (3) points. Any other goal from the field count as two (2) points for the team into whose basket the ball is thrown. Any part of the foot on the "3-point line" will result in two (2) points.
- b. A successful free throw counts as one (1) point.
- c. **Mercy Rule:** The game will be ended before time expires when:
  - i. A team has a 50 point lead at any time during the second half
  - ii. A team has a 30 point lead with five minutes or less remaining in the game.
  - iii. A team has a 20 point lead with two minutes or less remaining in the game.

### 4. FOULS & FREE THROWS

- a. A player will be disqualified (foul out) when he/she has accumulated five (5) fouls (any combination of personal or technical).
- b. One (1) free throw will be awarded for a player fouled in the act of shooting and the two or three-point try is successful.
- c. Two (2) free throws will be awarded for a player fouled in the act of shooting whose two-point try is unsuccessful. Three (3) free throws will be awarded for an unsuccessful attempt beyond the three-point line.
- d. Bonus free throws (one-and-one) for each common foul (except player control) will be awarded on the offending team's 7th personal foul during each half. Two (2) free throws will be awarded for every foul on or after the 10th team foul of each half.
- e. On all free throw attempts (not the first of a two-shot sequence), offensive (excluding the shooter) and defensive players may enter the lane when the free throw attempt has been released.
- f. During a free throw, marked lane spaces may be occupied by a maximum of four (4) defensive and two (2) offensive players. The low block shall not be occupied. The top spaces nearest the free throw line shall not be occupied. Any player who does not occupy a marked lane space must be behind the free-throw line extended and behind the three-point line.
- g. No free throws will be awarded for the following:
  - i. Each common foul before the bonus rule is in effect
  - ii. A double foul
  - iii. A player control foul
  - iv. A double technical foul

### 5. SPECIAL FOUL SITUATIONS

- a. **Double Fouls and Simultaneous Fouls:**
  - i. A double personal/technical foul is a situation in which two (2) opponents commit personal/technical fouls against each other at approximately the same time.
  - ii. A simultaneous personal/technical foul is a situation in which there is a foul by both teams at approximately the same time, but are not committed by opponents against each other.
  - iii. In the case of a double personal, double technical, or simultaneous foul, fouls are recorded, no free throws are awarded, and play resumes at the point of interruption– no alternating possession.
- b. **Intentional Foul:** 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.

- c. **Technical Foul:** A foul by a non-player, a non-contact foul by a player; an intentional or flagrant contact foul while the ball is dead. Slapping either backboard or grabbing the rim is a technical foul. Exception: a player may grab the rim to prevent injury.
- d. Any individual having been assessed 2 technical fouls as a result of unsportsmanlike actions will be ejected from the game. In addition, any team receiving 4 technical fouls as a result of unsportsmanlike action will immediately forfeit the game.
- e. **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.
- f. **Player-Control & Team-Control Fouls:**
  - i. A player-control foul is a common foul committed by a player while he/she is in control of the ball or by an airborne shooter.
  - ii. A team-control foul is a common foul committed by a member of the team that has possession of the ball.
  - iii. When a player-control or team-control foul is committed, no points can be scored; no free throws will be awarded; the ball will be awarded to the offended team at a spot nearest to where the foul occurred.

## 6. VIOLATIONS

- a. **Back-court:** Teams may not be in continuous control of a ball in their backcourt for 10 seconds. 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 back-court. **Penalty: Turnover.**
- b. **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.**
- c. **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.**
- d. **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.
- e. **Elbowing:** Swinging of the elbows while in possession of the ball without pivoting either foot will result in a turnover.
- f. **Throw-In:**
  - i. The thrower shall not leave the designated throw-in spot until the ball has crossed the plane of the boundary. **Penalty: Turnover.**
  - ii. The thrower must pass the ball into the court within five seconds of the start of a throw-in. **Penalty: Turnover.**
  - iii. The thrower may step on but not over the sideline.
  - iv. 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. The opponent of the thrower cannot reach through the throw-in boundary plane and touch or dislodge the ball. **Penalty: Technical foul.**
  - v. The opponent of the thrower cannot reach through the throw-in boundary plane and foul the thrower. **Penalty: Intentional foul.**

## 7. SPECIAL PROVISIONS

**Dunking:** Legal dunking during live ball play as described by NFHS rules is allowed in all classes.

- i. Grasping the rim is only legal if done by a player who is trying to prevent injury.
- ii. Grasping or hanging on the rim is not allowed at any time. Any action of this nature will be considered a technical foul. (A player who obviously damages equipment as a result of hanging on the rim will be financially responsible for the repair or replacement if the damaged item.)

## 8. COED MODIFICATIONS

- a. **Players:** Each team will consist of five (5) players. To start and continue a game, three (3) players must be present, including at least one (1) member of each gender. Each team will play a maximum of two (2) men and three (3) women. The following are the possible combinations allowed:

Male Players	Female Players
2	3
2	2
2	1
1	2
1	3

- b. **Ball:** All coed games will be played with a 28.5 inch regulation size basketball unless both captains agree to utilize a 29.5 inch regulation size basketball.
- c. **The Game:** ALL baskets scored by a female will be worth 3 points. There are no guarding restrictions. If a female is fouled in the act of shooting:
  - i. If successful: Field goal counts (3 points), award one (1) free throw to offended player.
  - ii. If unsuccessful: Award three (3) free throws to the offended player