

5v5 Basketball - Rules

Revised Summer 2019

The Game, Field, Players, and Equipment

1. **No ID...No Play...!** - Each player must present a valid Mason G Card before each contest to be eligible to participate.
 - a. **Regular Season Exception**– During the regular season a valid photo id (Drivers license, passport, etc) and that player must be able to login into their patriot web account. If the player is not able to provide both, then they cannot participate.
 - b. **Playoffs** – There is NO Substitute for a Mason G Card to sign into a playoff game.
2. **Game time is forfeit time.**
3. The game shall be played between two teams of **five (5)** players each. **Four (4)** players are required to start the game to avoid a forfeit.
4. All players must have checked in with the supervisor and be recorded on the game sheet before they are allowed to participate.
5. Team representatives, including players, substitutes, replaced players, coaches, trainers, spectators and other persons affiliated with the team are subject to the rules of the game and shall be governed by decisions of officials assigned to the game.
6. The Intramural Staff have the authority to rule promptly, and in the spirit of good sportsmanship, on any situation not specifically covered in the rules. These decisions are final in all matters pertaining to the game.

I. Governing Rules

- 1.1 High School Federation rules shall govern all play, with the exceptions listed below. Final interpretations and modifications shall be determined by the Coordinator of Competitive Sports, directly overseeing the sport.

II. General Provisions and Equipment

2.1 Team Requirements

- a) A team consists of five players, but may start with four players. A team must have four players on the court at all times. Exception: Three players are allowed if an individual cannot continue due to an injury or he/she has fouled out of the game.
- b) When a team has forfeited, the opposing team must have at least four players checked in with the supervisor to receive a win
- c) 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.**
- d) Spectators are not permitted in a team's bench area. Teams may have a "coach" but they will not be recognized by the game officials. However, any spectator/coach in the team's bench area can affect the team's sportsmanship.

5v5 Basketball - Rules

Revised Summer 2019

2.2 Equipment

- a) Teams must wear shirts with the same shade of color, and each shirt must have a different number. Numbers must be written or painted. Numbers MAY NOT be taped onto the shirt.
 - i. Teams may wear the intramural department provided pennies
- b) All players must wear non-marking rubber-soled athletic shoes.
- c) Competitive Sports highly encourages all participants to remove jewelry prior to entering any contest. Those participants that choose to wear jewelry do so at their own risk. Competitive Sports staff reserves the right to remove a participant from play if they deem the jewelry to be unsafe to themselves or others. A list of jewelry items that will always be deemed unsafe is available in the Intramural Sports Handbook. Medical emergency bracelets/necklaces may be worn but must be taped to the person.
- d) Casts (plaster, metal or other hard substances in their final form) or any other item judged to be dangerous by the supervisor, official or athletic trainer 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 slow recovery rubber or similar material will be allowed.

III. The Game, Overtime, Time-outs

3.1 Game Structure

- a. There will be two twenty-minute halves of continuous running time. Clock stops for time outs or official time outs (e.g. for injuries). The clock will stop during the final minute of the first half and the final two (2) minutes of the second half for all dead ball situations. The clock will continue to run following made baskets inside two (2) minutes.
- b. 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.

Exception: If the game is in the last (1) minute of the first half or last two (2) minutes of the second half the clock will stop and start according to NFHS rules
- c. There will be a three-minute intermission between halves
- d. If a team is leading by 20 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. Also, if a team is leading by 40 at halftime or any point thereafter the game will be ended by the mercy rule.

3.2 Overtime

- a. Regular Season – There will be no overtime during the regular season.
- b. Playoffs – Overtime period will begin with a jump ball and be 2 minutes. Any additional overtime will be sudden death.
 - a. The clock will stop in the last minute of the overtime period

3.3 Timeouts

- a. Each team will have two (2) timeouts per game, lasting no more than one (1) minute

5v5 Basketball - Rules

Revised Summer 2019

- b. Timeouts may only be requested by a player on the court during a live or dead ball period.
- c. Live Ball timeout – time outs may only be requested by a team in possession of the ball.
- d. Dead Ball Timeout – timeouts may be requested by either team when the ball is not in play
- e. Following a timeout the ball will be inbounded at the nearest spot where the ball was when the timeout was requested
- f. 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.
- g. Overtime – there will be no timeouts in the regular season during the overtime period
 - a. Playoffs – One thirty (30) second timeout per team. Timeouts from regulation will not carry over into overtime

IV. Bench and Substitutions

4.1 All players/coaches on the sideline must stay within the bench area

4.2 Substitutes must report to the scorer's table prior to entering the game. All subs must be beckoned onto the playing surface by an official.

V. Injured Player

5.1 An injured player must be removed until the next opportunity to substitute if a coach, teammate(s) or a Site Manager is beckoned for the purpose of providing assistance. Time must actually come off the clock prior to any legal re-entry, or if a team is granted a time out the player may return at the conclusion of the time out period.

5.2 Any player who is bleeding, oozing bodily fluids, has an open wound or has an excessive amount of blood on their uniform shall be considered an injured player. Such player may not return to the game until the situation is corrected.

VI. Co-ed Differences

6.1 Teams must have a ratio of 3-2 male to female or female to male.

6.2 A team may begin with four (4) players, 2-2 ratio.