

University of California, Merced

Recreation & Athletics Intramural

5-on-5 Basketball Rules

All games will be governed by NFHS (high school) rules with the following intramural modifications:

General Information

1. All participants must have their current valid UCM ID with them to participate. No player will be allowed to play without their own valid UCM ID.
2. The players must check-in with the supervisor on duty, which will check their UCM ID.
3. A player may play for ONE team. Any intercollegiate basketball player that participated in the 2017-2018 basketball season at any collegiate institution is ineligible to participate.
4. Teams may add players under the following circumstances:
 - a. The player must not have played for another team.

Protests: Protests are not allowed on judgment calls. Team managers may protest a misapplication of the rule **before the restart** to staff on duty. The supervisor and officials will make a decision before the restart. The team manager may protest the game at that point if they believe that the decision is still incorrect. Protest procedures are laid out in the Policy and Procedure manual. Protests regarding plays will not be heard at any other time. Eligibility protests may be made at any time to staff members on duty. The staff will then alert the opposing team of the eligibility issue. Any further eligibility protests must be made in the Competitive Sports Office.

Playing field: All games will be played in the Gallo Recreation and Wellness Center.

Game Balls: Game balls will be provided. Teams must play with the ball provided.

Players

1. A team consists of 5 players.
2. The minimum requirement is 4 players to field a team.
3. If a fifth player arrives late, they may enter the game at the next dead ball.
4. A team can play with 2 or 3 players only if others have been injured or have fouled out and the referees feel the team playing with less than five still has a chance to win.
5. A team reduced to 3 players by player ejections will automatically forfeit.

No Show

1. If a team is not present and ready to play by (10) ten minutes after scheduled game time, they game will be considered a No Show and the score will be recorded as 40-0.
2. Teams no showing twice will not be eligible for the post-season and will be removed from league play.

Equipment

1. Shoes are required and must be non-marking court or tennis shoes. No sandals, street shoes, boots, or other hard soled shoes are permitted.
2. No jewelry is allowed during intramural contests. All jewelry must be removed prior to participation in intramural contests.
3. No baseball caps are permitted.
4. No casts or metal/hard plastic splints will be permitted.
5. The Intramural supervisor on duty will have final authority on all equipment issues.

Timing Regulations

1. All games shall consist of two eighteen (18) minute halves, with a three (2) minute half time. The clock will begin to run at game time.
2. The clock will stop on all team and officials' timeouts.
 - **EXCEPTION: A regulation stop clock will be used at the 2-minute remaining mark of the second half unless the point differential is 10 or more.**
 - The clock will stop for fouls, violations, and timeouts but not after made baskets.
3. Each team will be allowed (3) three 1-minute timeouts per game. Any player on the court may call a timeout.

4. Games starting on time will begin with a jump ball and thereafter the alternating possession rule shall apply. Any team not ready to play at the scheduled game time will be penalized 1 point for every minute late. The offended team will be awarded the ball to start the game. If a team is not ready to play at 10 minutes past game time a No Show will be declared.

Overtime

1. Games ending in a tie shall play a two-minute overtime to determine a winner. **The first minute will be running clock while the final minute will use regulation stop clock.**
2. Overtime periods shall begin with a jump ball.
3. Each team will receive one sixty-second timeout per overtime period. Timeouts not used from the first or second half will not carry over to the overtime period.
4. **2nd Overtime will be sudden death (first team to score at least 1-point).**

Mercy Rule

1. If a team is ahead by 40 points or more at any time following the start of the second half, the game will be ended.
 - In this situation, teams could be allowed to use the court for the remainder of the game time, but the officials will not officiate the game.
2. If a team is ahead by 10 or more points at the 2-minute remaining mark in the second half, the clock will continue to run and stop clock procedure will not be used except for team and official timeouts.

Substitutions

1. Substitutes will be recognized during any dead ball situation. All substitutes must report to the score table and make notice they wish to enter at the next dead ball and then sit on the floor as to not obstruct the view of the scorekeeper. The scorekeeper will sound the horn and the officials will recognize the substitutes and beckon them on to the court. **Players going on to the court without being beckoned by the official are subject to a technical foul.**
2. A supervisor may require a substitution for disciplinary action.

Fouls and Violations

1. The referees will call all out of bounds, playing violations and player fouls.
2. Shooting Fouls – A player who is in the act of shooting will be rewarded with two or three free throws unless the basket is successful and then they will receive one free throw. Shooting fouls include hack, hold, push, block, etc.
3. Non-shooting Fouls – A player who is fouled while not in the act of shooting will be rewarded with a team foul. The fouled player will shoot 1 and 1 on the 7th, 8th, and 9th team fouls and 2 shots on every foul thereafter each half. Non-shooting fouls include hold, push, block, hand-check, illegal screen, etc.
4. Team Control Fouls – When a team who is in control of the ball, dribbling, holding, or shooting commits a foul it is team control foul. Never shoot free throws. Team control fouls include charging, lowering the shoulder, pushing off, illegal screens, and swinging elbows. Remember, there is no team control during a throw-in, jump ball, when the ball is in flight during a try or tap for goal or during a rebound. When a player intentionally swings the elbows in a dangerous manner and makes contact a technical foul shall be called. Intentionally swinging the elbows without contact will result in a violation.
5. Flagrant Fouls – When any of the above fouls are intentional or technical refer to the previously outlined policies for procedure. When any of the above fouls are flagrant, (dangerous or malicious fouls with no attempt to play the ball or with excessive contact) the player should be ejected immediately.
6. Sportsmanship will be enforced with the use of technical fouls. Any player who receives 2 technical fouls will be removed from the game.

Unsportsmanlike Forfeit

1. Should a game be stopped at some point due to a violation of intramural rules on fighting or sportsmanship, or if a completed game is subsequently protested due to an ineligible player or players and declared a loss for the winning team, it shall be considered a forfeit.
2. Three unsportsmanlike technical fouls on a team during a game will result in the game being stopped.
3. Any team forfeiting under this rule is automatically banned from intramural league play and will receive a (0) zero rating in sportsmanship for that game.
4. Appeals may be made in writing to the Competitive Sports Coordinator prior to the next regularly scheduled game.

Technical Fouls (Repeat Offenders/per player)

1. Two Technical Fouls in one game = Automatic ejection
2. Three accumulated Technical Fouls throughout the season = minimum 1 game suspension and must meet with Competitive Sports Coordinator prior to suspension starting.
3. Four accumulated Technical Fouls throughout the season = suspension and must meet with Competitive Sports Coordinator to determine further actions.

Co-Rec Rules

1. **Ball** – Teams will play with a 28.5 (women) sized basketball.
2. **Players** – Co-Rec will consist of five players (*two men/three women or three men/two women*). A minimum of four players (Co-Rec; two men/two women) is required to prevent a forfeit.