



5on5 Basketball IM Tournament Rules

Deree College Intramural Sports Basketball Rules are based on FIBA Basketball Rules. Some of the more important rules as well as rules unique to the Deree College Intramural Sports Program are incorporated below. All players are accountable for reading this document prior to participating in Basketball Tournaments.

1. Eligibility

All currently enrolled students; faculty and staff can participate provided they meet the eligibility requirements outlined in the Intramural Sports Handbook.

2. Uniforms-Equipment-Safety

- All players must wear proper shoes. Black sole shoes that scuff the floor, cleated turf shoes, and sandals will not be allowed. All rubber sole, non-marking athletic shoes are acceptable.
- Street clothing is prohibited.
- A player cannot wear anything that is dangerous to himself or another player. No jewelry of any type, no metal hair clips, and no hats may be worn.
- Under no circumstances will a player wearing a cast or splint be allowed to play.
- Players who wear a knee brace with exposed metal or metal hinges are required to cover it.
- Players who have any visible amount of blood on their uniform shall be considered injured players and must leave the game immediately for appropriate treatment and/or changing clothes.
- Players wearing glasses should have shatter proof lenses and straps.
- The referee has the final say on the appropriateness of the attire.

3. Conduct and Disqualification- Unsportsmanlike Behaviour

- Good sportsmanship is imperative in Intramural Sports contests
- All players must conduct themselves in an appropriate and sportsmanlike manner.
- No player has the right to verbally or physically abuse Officials, scorekeepers, teammates, or opponents.
- Fighting of any kind will not be tolerated by the Officials and the offenders will be suspended.
- The degree of intent and subsequent punishment is the sole decision of the supervisor.

4. Automatic Loss Policy

- If the team does not get sufficient players at the scheduled game time (with a ten minute grace), an automatic loss by forfeit shall be awarded.
- If a team fails to show up at the scheduled game time (with a ten minute grace), an automatic loss by forfeit shall be awarded.

5. Officials' Duties

- The Coordinator of Intramural Sports has the right to check ID's, answer questions, and clarify as well as enforce all Intramural and facility rules and regulations.
- When necessary, he has the authority to eject individuals from play, as well as from the facility.

6. Team Rosters-Players

- The game shall be played between 2 teams of 5 players each.
- Four players are required to begin a game.
- Each team is allowed a maximum of seven (7) players in their Team Roster.
- Each team is allowed a maximum of three (3) players from the Intercollegiate team or playing for a federation national division team.
- Players may only play for one team.
- Each team member is responsible for checking in with the scorekeeper.

7. Team Captains

- Each team shall designate to the Referee a player as the Team Captain.
- The Team Captain is the only person who can communicate with the Officials.
- The Team Captain is responsible for any information contained in the Intramural Basketball Rules leaflet and the Intramural Sports Handbook.

8. The Game-Rules-Violations

- Length of the Game-Timing:
 1. Each game consists of two (2) 10-minute periods, with a one (1) minute half time break.
 2. Running time is used during regulation time (for all fouls, violations, jump balls, out-of-bounds, and time-outs).
 3. Each team will be allowed one 1-minute time-out per period.
 4. Any player on the court may request a time-out when their team is in control of the ball or during a dead ball situation.
 5. A time-out will not be granted when the opposing team has the possession of the ball.
- Overtime:
 1. If the teams are tied at the end of regulation time, they will play a consecutive 2-minute overtime period.
- Team Fouls:
 1. On the fifth team foul, the opposing team is awarded two free throws.
- Intentional and Flagrant Fouls:
 1. Intentional, flagrant personal and flagrant technical fouls are penalized with two free throws and subsequent possession of the ball is awarded to the offending team.
 2. Flagrant fouls result in automatic ejection from the game, with suspensions to be determined upon review.
 3. Two (2) intentional or flagrant fouls on the same player result in automatic ejection from the game.
- Technical Foul Assessment:
 1. Technical fouls are penalized with two free throws and subsequent possession of the ball is awarded to the offending team.
 2. Two (2) technical fouls on the same player result in automatic ejection from the game.
- Substitutions:
 1. Substitutions may be made during any dead ball situation.
 2. Substitutes must notify Officials of their intent to enter the game, and the Officials must recognize the player by motioning him onto the court.
 3. Illegal substitution is a technical foul.