

McKendree University 5 on 5 Basketball Rules

Register your team or as a free agent online at: www.mckendree.edu/intramurals.

The rules of the National Federation of State High School Athletic Associations will apply in all cases except where special intramural rules apply.

Any student whose physical condition or health status is such that playing Basketball might be detrimental to himself/herself, is ineligible to play unless written permission has been attained from a physician and McKendree Health Services before playing. Determining his/her health status and getting permission is the responsibility of the player and must be arranged by the player. The Campus Activities Office, staff and McKendree University are not responsible for any injuries, health problems, or otherwise that might occur to any person participating. It is recommended that all players have a recent medical examination before playing.

LOCATION

- Games will be played at the Intramural Gym. Games may be played in Statham Gymnasium if needed.
- Please give yourself plenty of time to get to your games ahead of schedule. Remember that all team members must be signed in and ready to play at game time to avoid a forfeit.

SCHEDULE

- Intramural Basketball will be divided into competitive and recreational leagues, pending sign up numbers.
 - Competitive: Designed for players that want a competitive environment and want to compete for a championship.
 - Format: Scheduled regular season games. Top 4 teams of each league will advance to a single elimination playoff.
 - Recreational: Designed for players that want to participate in sport with friends in a recreational environment.
 - Format: Four scheduled regular season games. No playoff will follow the regular season.
- If your team is unable to make it to your game, be sure to contact the Campus Recreation Office at campusrec@mckendree.edu or the Director at croberts@mckendree.edu, by 2:00pm the day of your game (if your game is scheduled during the weekend, you must contact the Campus Activities/Recreation Office by 2:00pm the Friday before your game). This will enable your team to be credited with a default rather than a forfeit.
- Unfortunately, games can be impacted by the weather or other issues. We reserve the right to cancel, postpone, or reschedule games due to inclement weather. When issues arise, Campus Activities/Recreation staff will send out cancelations via various campus media.
- Regular season games canceled due to inclement weather may not be rescheduled due to the limited amount of time and space to play. When playoff games are postponed due to weather, Campus Activities/Recreation will make every effort to make up all remaining games in the playoff tournament.

RESPONSIBILITIES OF TEAM MANAGER

1. All managers and participants should be familiar with the Intramural Eligibility Rules and Regulations. Participants must be currently enrolled students and be prepared to show McKendree ID before entering the gym area.
2. Read and know the rules. Have a team meeting to cover the rules and schedule.
3. Team managers are responsible for the conduct of their players and fans. **Space is very limited in the IM Gym.** If fans get out of hand, the manager/captain is responsible for getting them under control, otherwise a technical foul will be assessed to the manager/captain.
4. ONLY the team manager may address the official on matter of rule interpretation and for information.

PLAYERS and ELIGIBILITY:

Players must be currently registered McKendree University students, faculty, or staff. **Players cannot play for 2 teams in the same league.** All players must possess valid McKendree ID cards to play and present those cards, as requested, to the Coordinator. They will be returned at the conclusion of the game. **No roster additions shall be made after the SECOND GAME of the season.** The captain is the only designee who may approach an official with questions.

Current varsity athletes, including transfers, redshirts, and anyone practicing or listed on a roster with the University team **MAY NOT PARTICIPATE** in the **RELATED SPORT** in which they are currently participating for the University.

- A legal team shall consist of five (5) players. A team may start a game with the minimum of four (4) players.
- A legal team shall have a maximum of (8) players on the roster.
- A team may play with less than 4 if players foul out or have to leave the game due to injury.
- CoRec teams may play with any combination of the following:
 - 3 males & 2 females
 - 2 males & 3 females
 - 2 males & 2 females

A speaking captain must be designated for each team. They alone may appeal to the official, and then only on interpretations of the rules. Judgment calls may not be protested. If a protest occurs, the game is to be stopped immediately and proper documentation must be filled out before play resumes.

EQUIPMENT:

1. ALL INTRAMURAL BASKETBALL TEAMS ARE REQUIRED TO WEAR THE SAME COLOR SHIRTS OR JERSEYS WITH PERMANENT NUMBERS FOR ALL PLAYERS. EACH PLAYER SHALL WEAR A DIFFERENT NUMBER WITH A VALID NUMBER BEING (00-99).
2. Teams not adhering to the prior rule will be subject to wearing pin-on jerseys provided by the Intramural Department.
3. Teams are encouraged to bring a basketball to use for warmups. Game Basketballs will be provided by the Department. A regulation sized women's ball will be used for all Co-Rec and women's games.
4. **No hats, bandanas or jewelry of any kind (earrings, wedding bands, other rings, necklaces, bracelets and metal barrettes.) may not be worn. Only elastic headbands and hair control devices permitted. Penalty: Technical foul.**
5. Casts, splints, and metal braces (or any other item judged to be dangerous by the supervisor or official) are not allowed unless they have been sufficiently padded. If eyeglasses are worn, they must be unbreakable. Each player is responsible for their own glasses.
6. **NOTE:** You must schedule an appointment with the Director prior to playing if you have a special equipment need (i.e. religious or medical). All equipment decisions made on site by the Campus Recreation Staff on duty shall be final.
7. Any player that is bleeding must leave the game immediately. The bleeding must be stopped and the wound securely covered with a bandage before that player can continue playing. If there is blood on an Intramural jersey, you must get a clean one before resuming play.

GAME TIME:

- NO ALCOHOL OR TOBACCO is allowed at any Campus Recreation venue. Anyone found consuming alcohol or using tobacco products will be asked to leave the facility and may face additional disciplinary action. Participants who appear to be under the influence will also be asked to leave.
- A coin toss or rock, paper, scissors will decide who gets the ball first. Jump ball situations following will result in alternate possession.
- **Substitution can only occur in a dead ball situation (i.e. ball is out of bounds, etc.) and all players entering the game must report to the statisticians.** Substitution may occur during a free-throw situation before the first free throw. There will not be a shot clock of any kind.
- All games will be played with two (20) twenty minute halves. **The clock will run continuously until the last one (1) minute of each half.** The last (1) minute of each half and overtime, the clock will stop for all dead ball situations.
- Halftime will be 2 minutes long.
- Overtime will be three minutes.
- Each team will be allowed (2) two 30 second time-outs per game and (1) time-out for each overtime period. Time-outs do not carry over.
- **** MERCY RULE:**
 - If one team has a twenty (20) or more point lead over their opponents with two (2) minutes remaining in the second half, the game will be over.
 - If one team has a forty (40) point lead over their opponents at any point during the game, the game will be over.

FORFEITS:

GAME TIME IS FORFEIT TIME. This rule will be strictly enforced. If a team does not have the minimum number of players necessary to start, the game is declared a forfeit. Make sure your team shows up early!

- Teams are allowed one forfeit through the season. A SECOND forfeit will disqualify a team from the league. In the event that a team forfeits, at least 4 members of the opposing team must be present at game time to claim a victory by forfeit. Teams are asked to work out potential scheduling conflicts prior to game dates.

COURT POLICIES:

- **DUNKING THE BASKETBALL, GRASPING/TOUCHING THE RIM, or HANGING ON THE NET at any time (BEFORE OR DURING GAMETIME) will result in ejection from the game.**
 - A made basket will not be allowed, two shots will be awarded to the opposing team, along with possession of the ball.
 - The offending player will be liable for any damage to the rim or backboard caused by dunking or grasping the rim.
- Prior to Game Time:
 - Players must check in at the location they are scheduled to play. Valid IDs must be presented at check-in. Acceptable IDs are: Current McKendree University student, faculty, or staff ID.
- A team is permitted a maximum of two coaches on its bench during a game. Each coach must be listed on the scoresheet prior to the start of the game. Conduct of team coaches is the responsibility of the team before, during, and after the game. Any other non-players must be in the designated spectator areas.
- Players that are considered bench personnel must remain seated during play and may only stand to spontaneously react to play before immediately being re-seated. One designated head coach or captain is permitted to stand during play within the confines of the bench area.
- Team spectators must watch the game from the designated spectator areas as follows: the bleachers on the south court area and/or west wall area behind the backboard. Dues to safety reasons, limited numbers of spectators will be allowed. Conduct of team spectators is the responsibility of the team captain before, during, and after the game.

OFFICIALS:

Under normal circumstances, Campus Recreation will attempt to provide officials for games. To supplement that possible pool, each team may be required to provide one official. That official will not officiate a game involving his or her own team. The final scheduled games of the day may provide officials for the first scheduled game of the day. First game would provide officials for the game following them, and so on. Whistles will be provided for those officiating.

FOULS, VIOLATIONS AND PLAYER DISQUALIFICATION:

Players are allowed 5 personal fouls. All fouls will be recorded and a fifth personal foul will disqualify a player from the game.

All calls made by an official are final. Fouls and violations will be called by game officials. During the first (18) minutes of **EACH HALF**, free throws are awarded for personal fouls in the act of shooting. If the shot is missed: 2 free throws on 2-pt shots, 3 free throws on 3-pt shots. If the shot is made: 1 free throw). Two free throws are also awarded for: Intentional fouls, Flagrant fouls, Technical fouls.

- **Common Fouls** – ball awarded out of bounds always until the team has reached (7) seven fouls. Once a team has reached seven team fouls, the player being fouled will shoot one and one, if it is not a player control foul. Once the team has reached 10 team fouls, the player being fouled will shoot (2) two free throws on all non-player control fouls until the half is complete.
- **Player Control Fouls** – on any player control foul, the basket will not count and there are no free throws awarded.
- **Flagrant and Technical Fouls** – Any flagrant or technical foul will result two free throws, and ball out of bounds at half court for the offended team. A player will result in **automatic disqualification** for any flagrant foul.
 - If any one player or coach receives two technical fouls in the same game, they will be automatically ejected from the game and facility.
 - If a team receives a third technical foul in the same game, that team will lose the game and will be charged a forfeit. The team will also be subject to discipline as defined in the Campus Judiciary Document of the Student Handbook.
 - Any technical foul assessed to the bench, manager, coach, or an obvious fan of a team will also be charged to the head coach/team captain.
- **Intentional Fouls** - Intentional Fouls are fouls designed to stop or keep the clock from starting, to neutralize an opponent's obvious advantageous position, or contact away from the ball or when not playing the ball.

- Any intentional foul will result in two free throws and the ball out of bounds at the spot nearest the foul.
- **Players fighting or physical contact with an official**
 - Any players involved in a fight during the Officials' Jurisdiction will serve an automatic suspension for the entire basketball season
 - Any player misconduct towards and official (pushing, hitting, fighting, etc) will result in a player disqualification for the remainder of the season
 - Players involved in a fight will be suspended from any additional league play (if player is playing in more than one league).
 - Players involved in a fight will be banned from the gym during scheduled games.
 - Players removed for the above reasons will be subject to discipline as defined in the Campus Judiciary Document found in the Student Handbook.

PLAYERS REMOVED FROM A GAME:

- Shall immediately leave the building.
- Any players involved in a fight during the Officials' Jurisdiction will serve an automatic suspension for the entire season
- Players suspended for the season will also be banned from the gym during Intramural games.
- Players removed will be subject to discipline as defined in the Campus Judiciary Document found in the Student Handbook.
- If player returns to the building for any reason, the opposing team will be credited with the win by forfeit and game will be terminated.

TEAM DISQUALIFICATION:

- Three (3) technical fouls accumulated by players or team. Team will be eliminated from post-season tournament play.
- Teams involved in a fight will immediately be disqualified from the game.
- Teams involved in a fight will result in team elimination from post-season tournament play. Team is subject to disqualification from the league.
- A game stopped by the officials for misconduct. This includes fan misconduct.
- A second forfeit will disqualify a team from the league.

CONDUCT OF PLAYERS, COACHES, & SPECTATORS:

Any player or coach who acts in a manner not showing good sportsmanship shall be penalized with a technical foul and possible ejection from the game. The official(s) shall have the authority to warn, penalize, or disqualify any player(s), substitute, or coach for violations of sportsmanship including, but not limited to the following:

- Disrespectfully addressing an official or Intramural staff member.
- Questioning the official's judgment or decisions.
- Showing disgust with official's decisions.
- Using profane or insulting language or gestures toward an official or opponent.
- Baiting or taunting players of the opposing team.
- Disrupting the game so that it may not be continued in an orderly fashion.
- Coaches, captains, or playing captains are responsible for the actions of their team members.
- At no time may a coach enter the playing area.