

STUDENT RECREATION & WELLNESS CENTER
WASHBURN UNIVERSITY
INTRAMURAL 5-on-5 BASKETBALL RULES

Location

- Games will be played in the Student Recreation and Wellness Center (SRWC), Courts 2 and 3.

Schedule

- Regular season will be played for 3 consecutive weeks at your scheduled day and time. Playoffs for qualifying teams will follow the regular season. Days and times may vary from your regular season during playoffs.
- If your team is unable to make your game contact the Intramural Office at 785-670-1314 by 3:00pm the day of your game to default.

Eligibility

- ALL PARTICIPANTS MUST BRING THEIR CURRENT WASHBURN PICTURE ID TO ENTER THE SRWC. ID checks may be made to verify eligibility of players. Players without proper ID will not be allowed to participate. Washburn Intramural guidelines concerning eligibility are in effect.

Players

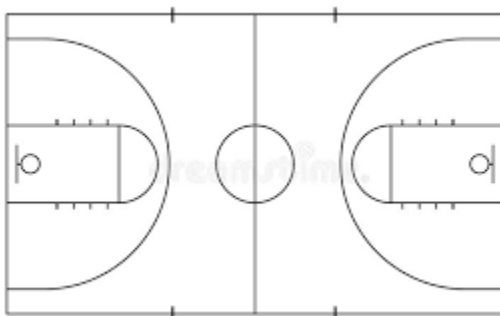
- Each team will consist of five (5) players. Game time is forfeit time. Teams must begin the game with a minimum of three (3) players.
- Teams must have a minimum of five (5) players registered on IMLeagues to be entered into the league.
- Players may be added to the roster via IMLeagues, before the end of the regular season. Roster addition instructions are available at the SRWC or online at www.washburn.edu/getfit.

Equipment

- No jewelry is permitted.
- Head decorations, headwear, hats and bandannas are illegal. Only elastic headbands and hair control devices are permitted.
- All players must wear athletic shoes with non-marking court soles. Hard sole shoes or sandals of any kind will not be permitted.
- All teams must wear the same color shirts or jerseys with numbers. Jerseys will be provided if needed.

Gameplay

- **The Playing Court**



- **Game Timing**

- Each half will consist of a 20-minute running clock with a 3-minute halftime.
- The clock will run during fouls and free throw attempts.
- Each team will be allowed two thirty-second time-outs per game.
 - The clock will stop at each time-out.
 - Each team will be allowed one time-out in each overtime period.
 - Unused time-outs will not carry over to overtime.
- The clock will stop on all whistles during the last two minutes of the second half.
 - If a team is ahead by 15 or more points the clock will continue to run as normal even if the score differential is reduced
- Regular Season – no overtime will be played in the regular season. Games will end in a tie if necessary.
- A team winning by forfeit will receive a score of 10-0.

- **Scoring**

- A goal is made when a live ball enters the basket from above and remains in or passes through. No goal is scored if an untouched throw-in goes through the basket. If a player control foul occurs after a goal, the goal is canceled. Whether the clock is running or stopped has no influence on the counting of a goal.
- If, when there are exactly two minutes left in the game and a team is ahead by 15 or more points, the clock will continue to run for the rest of the game without stopping even though the point differential is reduced below 15 points. If a team is ahead by 40 or more points anytime in the second half the game will be called.
- In the event that the score is tied at the end of regulation play in playoffs, a three minute extra period will be played. The clock will stop on the officials' signal during the final minute of each extra period, and no additional time outs are allowed. Personal, team, and technical fouls accumulated in the second half and/or overtime periods will carry over into each succeeding extra period. A one-minute rest period will precede each extra period.
- If a technical foul occurs after the ball has become dead to end a half, or extra period, the next half or extra period is started by awarding the offended team two points. This applies when the foul occurs after the first half has ended and after the second half has ended, provided there is to be an extra period
- Dunking is legal during play, but is illegal before and after the game, during halftime, and during any timeout or dead ball.
 - Grasping or hanging on the rim is illegal at all times, unless done to prevent injury.
 - Violations of this rule are penalized by a technical foul.
- **Mercy Rule: If a team is ahead by 40 or more points anytime in the second half**

- **Fouls**

- Each player is allowed 5 fouls per game.
- Beginning with the 7th team foul each half, one and one bonus free throws will be awarded
- Beginning with the 10th team foul in each half, double Bonus will be awarded
 - Free throws are never shot for player control fouls.
- All technical fouls are two points awarded to opposing team and possession at mid-court. Both officials may call technical fouls.
 - Any player receiving a technical foul must sub out until the next available substitution.
- Excessive swinging of the elbows, with or without contact, is a technical foul
- Slapping the backboard out of frustration or in a way that is interpreted by the officials as poor sportsmanship will be ruled a technical foul.
 - Inadvertently slapping the backboard as in an attempt to block a shot will be ruled as goaltending and not a technical foul.

- **Free Throws**
 - No player occupying a marked lane space may enter the paint until the ball has left the shooter's hand.
 - Any player not in a marked lane space must be outside the 3 point line and above the free throw line.
 - The free throw shooter should not be contacted until the ball has hit the rim.
 - All teams will line up above the last block as lowest position.
 - If the shot does not hit the rim, the ball will be called dead.

- **Substitutes**
 - All substitutes must check in at the scorer's table and may not enter the court until beckoned by an official.
 - If a player is injured and the clock is stopped for them they must leave the game and sub in at the next available opportunity
 - A team may use a timeout to keep them in the game
 - If a player is bleeding or has blood on them, the game will be stopped and the player must come out of the game and receive first aid treatment to stop the bleeding and cover the wounded area.

- **Overtime**
 - Overtime periods will be 3 minutes in length and the clock will stop on fouls and violations during the last minute only.
 - All fouls from the second half carry over into all overtime periods.
 - No additional time-outs are given for any overtime periods. Unused time-outs from regulation will carry over.

CoRec Modifications

- **Players**
 - Each team consists of 5 players:
 - 3 men and 2 women
 - 3 women and 2 men
 - A team may start the game with 3 players, but not more than 2 players of either gender.
- **Scoring**
 - A field goal by a female counts 3 points and by a male counts 2 points.
 - All free throws are worth 1 point. When fouled on a shot, females will be granted the number of free throws equal to the basket, had it been successful. If a female is fouled and the goal is successful, she will be awarded one free throw. If a female is fouled in bonus situation, she will be awarded up to three free throws. If fouled in a double bonus situation, a female will be awarded three free throws.
 - "Three-point" shots made by women count 4 points. Those made by men count 3 points.
- During the last two minutes of the second half, the clock will stop on all dead ball situations unless the Mercy Rule is reached.
- A regulation size women's ball will be used.

Sportsmanship

Washburn University takes Sportsmanship very seriously. Teams will be ranked after each game and need a 3 or greater average to advance to playoffs. Any team receiving a 0 or 1 for non-forfeit related games will need to meet with the Assistant Director before their next game. Any person being ejected from a game will need to leave the SRWC immediately and also will need to meet with the AD before being

eligible again. More information about Sportsmanship Rankings can be found online in Intramural Policies and Procedures.