



## UNIVERSITY RECREATION & WELLNESS

### INTRAMURAL SPORTS

## 5v5 Basketball

### Eligibility Rules

1. All undergraduate and graduate students currently enrolled in any department or college of the University, current faculty, and staff shall be eligible for all Intramural Sports activities.
2. All players must have their current, valid University of Maryland ID in order to sign in and participate. Players may be added to the roster during the regular season at the game site. During the playoffs, a player must already appear on the roster to be eligible to play. Players may play on only one same-gender team and one coed team.
3. Members of the Varsity & Junior Varsity Basketball Teams are NOT eligible to participate in Intramural 5v5 Basketball.
4. Teams may have no more than two (2) Basketball Club Members on their roster. Any team with two club players MUST PLAY IN THE "A" DIVISIONS. A team with one (1) club player may play in A or B.

### The Game

1. Game time is forfeit time. Any team that forfeits will receive a "0" sportsmanship rating and will not be eligible for playoffs.
2. Team: A team must have 4 players to start a game. A team may have 1 player finish the game as long as the team still has an opportunity to win the game.
3. **Captains:** Captains are the only spokesman for the team. The captain should attend the preseason meeting and communicate all policies and scheduling information with teammates.
4. **Substitutions:** Substitutions may be made only during dead ball situations. Substitutes should remain at midcourt until summoned by an official.
5. **Player Equipment:** Participants must wear basketball or tennis shoes and gym clothes - shoes that mark the floor will not be permitted. All players are encouraged to carry in gym shoes to be worn during play. Snow, mud and salt carried in on shoes can cause unnecessary floor damage. Players wearing any kind of gym shoe causing marking problems including salt scratches, slush, water, etc... will be asked to leave the facility, and clean or replace their shoes. All players must have a visible number on their shirt. If teams do not have numbers the Intramural Sports program will provide, on loan, numbered pennies that MUST be worn. Teams or players with no numbers will not be permitted to participate.
6. **Jewelry:** PLAYERS ARE NOT ALLOWED TO WEAR LOOSE JEWELRY. (FITNESS TRACKERS, WATCHES, NECKLACES, HOOP EARRINGS, ETC., are not permitted.) Covering the item with tape is not acceptable, as it does not prevent the possibility of injury.

### Play Procedure

1. **Duration:** Games will consist of two 18 minute halves (the clock will only stop for time-outs, protests, and injuries). During the last minute of each half the clock will stop on all fouls, out-of-bounds, and whistles.
2. **Time Outs:** Three per team per game - duration 1 minute in length. If a team has no time-outs and calls for one, a two shot technical foul will be assessed, plus possession of the ball to the non-violating team at the division line (you "buy" a time-out for a technical). The technical foul will be assessed to the team and count towards total team fouls.
3. Games that end in a tie during regular season will be recorded as such, NO overtime during regular season.

4. **Mercy Rule:** If a team is ahead by 25 or more points at the two minute mark in the second half, or sometime after, the game shall end by Mercy Rule (30 for Co-Ed).

### Fouls

- Missed basket = 2 shots awarded
- Missed basket by a woman = 3 shots (Co-Ed Only)
- Made basket = 1 shot awarded
- Missed 3-point = 3 shots awarded
- Missed 3-point by a woman = 4 shots awarded (Co-Ed Only)
- Made 3-point = 1 shot awarded
- Before 7th team foul = award possession of ball at nearest spot
- On or after 7th team foul = bonus 1 + 1 awarded
- On or after 10th team foul = 2 free throws
- Intentional fouls = 2 shots and possession at spot of foul
- Flagrant fouls = Ejection of player, 2 shots and possession at spot of foul
- Technical fouls = 2 shots and possession at half court
- Common violations = change of possession

### Special Co-Ed Rules

1. **Scoring:** Men's field goals are worth two points each and women's are worth three. Men's three point shots are worth three points and women's are worth four points.
2. **Ratio:** Teams must have the following ratio of men and women on the floor at all times to avoid a forfeit. 3 men/2 women, 3 women/2 men, or 2 men/2 women.
3. **Equipment:** A women's ball (28.5" circumference) shall be used for all Co-Ed games.

### Playoff Rules

1. **Overtime:** During the play-offs, if a game ends in a tie, then overtime periods will be played.
  - a. A new jump ball will take place.
  - b. Overtime will be 5 minutes in length, running time. The clock will stop in the last minute for fouls, and out-of bounds, as well as time-outs, injuries, and protests.
  - c. Overtime periods shall be repeated until a winner is determined.
  - d. Each team will be given one additional time-out. Additionally, unused time outs from regulation may be carried over to the overtime period.