

# **IM 5 ON 5 BASKETBALL**

## **INTRAMURAL CONDUCT CODE**

All players should display sportsmanlike conduct at all times. Remember that intramurals is provided to have fun, so please keep this in mind. However, in the event of any unsportsmanlike conduct these guidelines will be followed:

- First warning            Any individual who exhibits unsportsmanlike conduct, such as rough play, obnoxious behavior, excessive profanity, or any other behavior that inhibits orderly play will receive a first warning.
- Final warning            Any individual who repeats the conduct listed above will no longer be able to play for the remainder of the game

All warnings will be recorded, and reported. If a player has had two final warnings throughout round robin play, they will be excluded from the tournament.

## **GENERAL:**

The league will be divided into two divisions recreational and competitive.

Playoffs will be single elimination.

During playoffs, only players on the original roster will be allowed to participate. New players cannot be added to the original roster after the first week of play.

All games will be officiated by the IM referees.

## **GAME RULES**

1. Two ten minute halves, with a running clock, will be played, with the exception of the final minute of the half. During the final minute of play, any penalty will stop the clock. There will be a three-minute half time.
2. If a tie game ensues, then a one minute overtime will be played. If a tie still ensues then it will be broken by sudden death play.
3. A coin toss will determine the team with beginning possession.
4. The winner of the coin toss determines who gets the initial possession of the ball.
5. All made shots are worth two points; free throws are worth one point.
6. Substitutions can only be made when play stops or the ball goes out of bounds, and they must check in with the IM scorekeeper or else they will not be allowed in for play.
7. A forfeit will be called if a team fails to start play 5 minutes after game time. A minimum of 4 people are needed to start play.
8. Each team will have two time outs to utilize throughout the game. Each time out is one minute.

### **FOULS**

1. Individual players are allowed five fouls and will have to leave the game. If a team reaches seven fouls two-bonus free throw will be given for each foul after.
2. Any shooting fouls will result in two free throw shots; if the shot is made than only one free throw will be allowed.
3. Charging fouls will result in no basket and loss of possession.
4. All technical fouls will result in two free throws.