



Campus Recreation: Intramural 5v5 Basketball Rules

Any rule or interpretation not covered in these rules shall be governed by the National Federation of State High School Athletic Association. Some minor modifications have been implemented for the intramural program to encourage sportsmanship, provide for the safety of the participants and to adhere to time restrictions.

RULE 1: Facility, Playing Areas, and Equipment

- I. Facility - Ray Meyer Fitness & Recreation Center
- II. Playing Areas - Goldberg Courts (3rd level) 4 playing surfaces - one or two courts will be available for intramural play depending on season/league numbers.
- III. Equipment-
 - a. Ball: a game ball will be provided by Campus Recreation.
 - b. Uniforms: Participants will be provided with jerseys. All jerseys need to be placed in the “dirty jersey bin” immediately after their game. T-shirts must be worn under the jersey. If a team provides their own jerseys they must be numbered on both the front & back.
 - c. Shoes: each player must wear a non-marking court shoe of soft-pliable rubber.
 - d. Headwear: all hats and bandannas are illegal. The only legal headwear is a sweatband.
 - e. Mouth guards: it is strongly recommended that a mouthpiece be worn.
 - f. Jewelry: all jewelry must be removed in order to participate in Intramurals.
 - g. Casts: no casts or splints are allowed.

NOTE: Officials of each game will determine legality of all equipment. A player wearing illegal equipment will not be permitted to play.

RULE 2: Responsibilities of Captains, Players, Teams, & Spectators

- I. All team members are required to know the rules of the game and to abide by them.
- II. The team manager and/or playing captain is responsible for the discipline and proper conduct of team members and spectators. Any difficulties with a person’s conduct will be handled through the manager.
- III. The playing captain is the only player who may address the officials, but only on matters of rule interpretations. Judgment calls that are protested may result in penalty for the offending team.
- IV. Sportsmanship Ratings
 - a. Teams are rated on sportsmanship nightly based on their behaviors before, during and after each contest. Possible ratings include: “Outstanding, Acceptable, Unacceptable, or Season Ending”.
 - b. Teams receiving an “unacceptable sportsmanship rating” will need to meet with the Assistant Director of Intramurals before the team is eligible to participate in any further games. A second unacceptable rating will result in a team being removed permanently from further play.
 - c. Teams receiving “Season Ending ratings will be subject to immediate removal from the league and possible further sanctions with the Dean of Students office.
- V. Spectators

- a. May observe intramural activities and must comply with the policies that have been set by the Campus Recreation staff.
- b. The team manager is ultimately responsible for the conduct of their spectators.
- c. Indoor sports, i.e., basketball, floor hockey, soccer, and volleyball, have limited spectator seating; therefore admittance of spectators may be limited. Outdoor sports, i.e., flag football, soccer, and softball; there is no limit to the number of spectators a team may have present. Spectators are to encourage and support their teams, not to berate or attempt to intimidate the officials or opponents.
- d. Any volatile or unruly acts by a spectator will be handled by Campus Recreation staff and if necessary referred to the Dean of Students. Campus Recreation wants spectators to know that they are part of the game. Their participation is important to the outcome of the game. Have fun and encourage own team, rather than discourage opponent or the officials. Remember the team a spectator is cheering for may be adversely affected if behaviors are inappropriate.

RULE 3: Team Composition and Eligibility

- I. Player eligibility: All DePaul University students, faculty and staff with proper I.D. are eligible provided:
 - a. The player is not already participating with another team in the same division (open, women or co-rec).
 - b. The player has not competed as a varsity athlete (or been red-shirted) in a parallel sport(s) in the previous one year (calendar year). If playing with an ex-varsity college athlete, the team must be in the competitive division.
 - c. No more than two current club members of a parallel sport may be listed on any roster (additionally, if playing with a current club member or former varsity athlete, a team may have no more than two club members/ex-varsity athletes).
 - d. All players are required to provide their DePaul I.D. to officials prior to game time to be eligible to play. No exceptions.
- II. IM Leagues
 - a. Will be used for all scheduling which means that each player must register with IM Leagues.
 - b. Their first and last name MUST match the name on their student, faculty, or staff ID card in order to be eligible to participate.
 - c. Captains MUST accept each player to their playing roster. After they are on the IM Leagues score sheet AND have signed the waiver they will be eligible to play.
 - d. Teams are permitted to add eligible members throughout the season until the playoffs (league play) or until the semi-finals of a tournament.
 - i. Additions must be made in accordance with the policy on adding players.
 - e. A player must have played in at least one previous game to be eligible for the playoffs (league play) or semi-finals (tournament play).
- III. Required Players
 - a. The game shall be played between two teams of five players each.
 - i. *Co-Rec Modification: 3 male/2 female or vice versa*
 - b. Three players are required at game time to avoid a forfeit.
 - i. *Co-Rec Modification: 2male/1 female or vice versa*
- IV. Shorthanded Teams

- a. A team cannot play with less than two players. If a team becomes incomplete, (less than two players) for any reason, and there are no substitutes available, the shorthanded team will lose by forfeit.
- b. A team which loses two players due to ejection in the same contest will be forced to forfeit that contest.

V. Substitutions

- a. Players must report to the scorers table to substitute.
- b. The game officials will beckon them in.

RULE 4: The Game

I. Timing

- a. A legal game shall consist of two 18 minute halves.
- b. The clock will run the entire game until any of the following:
 - i. The last minute of the first half and the last two minutes of the game if the score is within fifteen points.
 - ii. There is an injury
 - iii. A time-out is requested and granted
 - iv. For an official's time-out
- c. Time-outs
 - i. Each team is entitled to 3 charged time-outs per game.
 - ii. These time-outs are not to exceed thirty seconds in length.
 - iii. Teams will be allowed one time-out during any overtime period.
 - iv. Any request for a time-out in excess of those allowed that are granted by the official, will be followed by a delay of game technical against the team requesting the time-out.
 - v. Time-outs not used in the first half will be available during the second half, and likewise second half time-outs unused will be available during the overtime period.
- d. Captain-Referee Conference
 - i. When a team requests a charged time-out for a rule interpretation or scoring conflict, the referee will confer with the team captain or manager.
 - ii. If the referee determines the rule was misapplied or the score was incorrect, the time-out will be recorded as an official's time-out rather than a team time-out.
 - iii. If the ruling or score is found to be correct, the time-out will remain as a charged team time-out.
- e. Overtime Procedure
 - i. Overtime will be played if the score at the end of regulation is tied during both the regular season and during the playoffs.
 - ii. Teams will play one 2-minute stopping clock overtime period
 - iii. All overtime periods will be played towards the same basket as the teams were shooting during the second half.
 - iv. OT will begin with a center jump

- v. Bonus rule remains in effect for OT (10th foul and beyond results in two free throw attempts)
 - vi. Both teams will be allowed one time-out in addition to any unused during each overtime
 - vii. If the game is still tied after the two overtimes, the game will go to a sudden death format.
- II. Teams must be signed in with the required number of players (and ready to play) at game time to avoid a forfeit (see forfeit policy in [policy and procedures](#)).
- III. Injured player
- a. Any player that is injured (or apparently injured) when the ball is alive or dead and play is stopped for them, will be required to sit out at least until the next substitution opportunity (after the ball becomes live again).
 - b. Any player that is found to be bleeding must immediately be removed from the game and must receive attention to stop the bleeding.

RULE 5: Special Rules

The Assistant Director may implement new rules during the season. These changes, additions, or clarifications will be communicated by email or through the game officials.

- I. Teams will go into the bonus (one & one) on the seventh foul of each half. Double bonus (two shots) will be achieved on the tenth foul.
- II. Mercy Rule
- a. If a team leads by 35 or more points anytime in the second half the game will be called at that point.
 - b. If a team is ahead by 15 points or more with under two minutes in the 2nd half, the clock will run.
- III. Free Throw
- a. The bottom lane spaces closest to the basket will not be occupied during free throw attempts. A maximum of four defensive players and two offensive players will be allowed in the lane spaces during any free throw attempt.
 - b. Players in the marked lane spaces must remain in their designated lane space until the ball has been released for a try.
- IV. A basket will never count if during the attempt an offensive player commits a player control foul. Player and/or team control fouls will result in the ball being awarded to the opponent out of bounds (no free throws).
- V. Players are not to hang on the rim before, during or after the game. Technical fouls (and possible suspensions) will be assessed for those violating this rule.
- VI. Flagrant, Intentional and Technical fouls
- a. Result in the opponents receiving two free throws and the ball out of bounds.
 - b. Spot of inbound:
 - i. Flagrant/Intentional fouls: closest to spot of foul
 - ii. Technical fouls: mid-court line opposite scorer's table.
 - c. Count toward a player's five before fouling out as well as team fouls leading to the bonus.

- d. Players who commit a flagrant foul or receive two technical fouls will be ejected for that game. They must follow ejection procedures outlined in Rule 6.

RULE 6: Player Ejection

- I. The court monitor/supervisor/official has the right to disqualify any individual at any time for any unsportsmanlike conduct. Malicious play will not be tolerated.
- II. Extremely offensive conduct (obscene or insulting word gestures) towards Intramural staff, spectators or other players results in ejection of a team member(s) from the game in which the offense occurred.
- III. Ejected individuals must leave the playing area and possibly the gym. If they are asked to leave the gym they will be given one minute to gather their belongings and depart. Further delay will result in team forfeiture.
- IV. Reinstatement Procedure
 - a. All players ejected from an intramural contest, for any reason, must set an appointment to meet with the Assistant Director before they or their team is eligible to participate again.
 - b. Ejected players will serve an automatic one-game suspension with the severity of the conflict dictating further suspensions.
 - c. This suspension will not begin until the meeting has taken place.
 - d. A player who is ejected from two contests during a season will not be eligible for playoff competition.
- V. The Assistant Director reserves the right to impose further penalties against the player(s) or team at his own discretion.