

Recreational Services

Men's/Women's 5 on 5 Basketball Rules

Unless otherwise stated in the IM Basketball rules that follow, men's NCAA basketball rules will govern IM play.

1. The games will be divided into two twenty (20) minute halves with three (3) minute half-time. The clock will run continuously until the last two minutes of each half. During the last two minutes of each half, the clock will be stopped according to regular basketball rules. However, if one team is ahead by 15 or more points in the 2nd half, the clock will run continuously the last two minutes. Each team is entitled to two 30 second time outs per half.
2. Overtime Games: All overtimes shall be three minutes with the clock stopping according to basketball rules. Each team will also be awarded one additional time-out. Also, any time-outs remaining from the second half will carry over to the overtime period.
3. Substitution is strictly on dead ball only
4. The official must touch the ball prior to distributing it after every change of possession resulting from fouls, violations, etc., and also during distribution of free throws.
5. Fouls: All personal and technical fouls are charged against the violator. After 1 technical foul, that player is ejected from the game. Technical fouls count toward the teams' seven or ten fouls for the bonus.
 - a. Shooting fouls:
 1. Basket made = 1 free throw
 2. 2 point FG missed = 2 free throws
 3. 3 point FG missed = 3 free throws
 - b. Non-shooting fouls will be taken out of bounds nearest the spot of the foul except during the last two minutes of the half. Then a 1 and 1 will be awarded if the offending team has accumulated seven team fouls or 2 free throws if the offending team has accumulated ten or more team fouls.
 - c. Technical fouls will be 2 free throws plus possession of the ball.
 - d. The basket will be disallowed on any player control foul.
 - e. Intentional fouls are always 2 free throws.
 - f. Flagrant fouls are 2 free throws plus the ball
 1. If foul is deemed malicious, an ejection will take place on the offender.
6. Dunking is not allowed before, during, or after the game. A technical foul will be assessed if a player dunks.
 - a. Dunking (procedural) technicals do not result in ejection.
7. After two technical fouls in league play, the player must appear before the Intramural Coordinator before being allowed to participate in that activity again.
8. Only the captain may address the officials on questions about correctable errors.