



CAMPUS RECREATION

Illinois State University

Intramural Basketball RULES OF PLAY

Please consult the [Intramural Sports Participant Handbook](#) for the complete list of Intramural Sports rules.

National Federation of State High School Associations rules will in effect except for the following modifications:

General Information

- Prior to Game Time:
 - Players must check in at the court they are scheduled to play. Valid IDs must be presented at check-in. Acceptable forms of IDs are:
 - Current Illinois State University student ID.
 - Current faculty/staff ID with photo ID.
- Illinois State University is a Smoke and Tobacco Free Campus in accordance with the Smoke-Free Campus Act (110 ILCS 64 et seq.), the Smoke-Free Illinois Act (410 ILCS 82 et seq.), and the School Code Tobacco Prohibition (105 ILCS 510-20.5b). Smoking and tobacco use is prohibited on campus, including buildings, grounds, and parking lots. This also includes products containing or delivering nicotine intended or expected for human consumption. Smokeless tobacco and electronic cigarettes are prohibited. Alcoholic beverages and illegal drugs may not be consumed prior to or while participating in intramurals. Individuals may not participate while under the influence of drugs or alcohol. Participants who appear to be under the influence will also be asked to leave and may face disciplinary action.
- Location for all intramural sport activities can be found on IM Leagues. Please give yourself plenty of time to get to your games ahead of schedule. Remember that all team members must be signed in and ready to play at game time to avoid a forfeit.

Players

- A legal team shall consist of five (5) players. A team may start a game with the minimum of four (4) players.
- A speaking captain must be designated for each team. They alone may appeal to the official, and then only on interpretations of the rules. Judgment calls may not be protested. If a protest occurs, the game is to be stopped immediately and proper documentation must be filled out before play resumes.
- Please reference the [Intramural Sports Participant Handbook](#) for any eligibility or sportsmanship clarification.

Equipment

- **No jewelry is permitted during play.**
- Each team is encouraged to bring a basketball to use for warmups. Intramural Sports will provide game balls.
- Teams must wear shirts that are the same shade of color with numbers. Jerseys will be provided for teams that are not in matching shirts with numbers.
- All players must wear athletic shoes with non-marking soles.
- Head decorations, headwear (headbands with knots), and bandanas are illegal. Only elastic headbands and hair control devices are permitted.
- No casts, splints, and metal braces will be allowed unless they have been sufficiently padded and approved by Competitive Sports staff.
- **NOTE:** You must schedule an appointment with a Competitive Sports Administrator prior to playing if you have a special equipment need (i.e. religious or medical). All equipment decisions made on site by the Competitive

Sports Staff on duty shall be final.

Game Regulations

- 5v5 Basketball is a Major Sport
 - Competitive Leagues – Designed for players that want a more competitive environment and want to compete for a championship.
 - Format: Four scheduled regular season games. The top two teams of each pool will advance to a single elimination playoff, dependent on number of teams registered.
 - Recreational Leagues – Designed for players that want to participate in sport with a more relaxed, recreational environment.
 - Format: Four scheduled regular season games. The top two teams of each pool will advance to a single elimination playoff, dependent on number of teams registered.
- Each half will be 15 minutes in length with a continuous running clock until the last two (2) minutes of the second half. Halftime shall not exceed three (3) minutes.
- Each team will have two (2) time-outs per game & one (1) for each overtime period. Time-outs do not carry over.
- Players checking into the game must report to the Scorekeeper before entering the game and then wait to be beckoned into the game by an Official.
- No free throws are awarded for a non-shooting common foul until a team reaches their seventh team foul per half. Upon a team reaching their seventh team foul, the opposing team will shoot a one-and-one. When a team commits their tenth foul in a half, the opposing team will be awarded two free throws after a foul is called until the half is complete.
- There will be 4 designated spots in the frontcourt for the offense to inbound the ball after a foul by the defense. The 4 designated spots include two under the basket, as well as 2 at the 28-foot line. After a foul, officials will determine which designated spot is most appropriate or resumption of play.
- Excessive grabbing or hanging on the rim is prohibited. Intentionally hanging on the rim for extended periods of time, especially for showboating or to taunt opponents, is prohibited and will result in an ejection.
- Any flagrant or technical foul called by the Official results in two points being awarded to the offended team. Intentional fouls called by the Official will result in two points being awarded to the offended team. In either case, possession is always maintained by the offended.
 - A player will be ejected for any flagrant foul.
 - If any one player receives two technical fouls in the same game, they will be automatically ejected.
 - If a team receives a third technical foul in the same game, that team will lose the game and be charged with a forfeit.

Grace Period

- If at game time a team is not ready for play, a 10 minute grace period will be automatically enacted.
 - Step 1 - 0 – 9:59 minutes, a team which is not ready to play will be penalized and start the game down 10 points with a 0-10 score and cannot receive more than a 3 sportsmanship rating.
 - Step 2 – Competitive Sports Supervisor will call forfeit at the 10 minutes if a team is not ready for play (dressed, on the court, signed in) mark and a forfeited team will receive a 0 sportsmanship rating.

Minutes Late	Penalty	Sportsmanship
0-9:59 minutes	Starting score 10-0	Max 3
10 minutes	Forfeit	Max 0

Mercy Rule

- If a team is ahead by 20 or more points with two (2) minutes or less remaining in the second half, the game will end. If a team is ahead by 30 or more points with five (5) minutes or less remaining in the second half, the game will end. If a team leads by 40 or more points with ten (10) minutes or less remaining in the second half the

game will end.

Playoffs

- In order to make the playoffs, teams must meet the following criteria:
 - The top two teams of each pool will advance to a single elimination playoff, unless otherwise specified by Competitive Sports Admin.
 - The team must maintain at least a 3.5 team sportsmanship rating throughout the season.
 - No team that forfeits any regular season game will be allowed to participate in the playoffs.
- Playoffs Only: Overtime will be 2 minutes in length and the clock will stop during all dead balls. Only one time-out is allowed for each team in each overtime period. Time-outs not used during regulation play cannot be used in overtime periods.
- Teams are able to add players to their roster at any point, including playoffs.