

**STUDENT RECREATION & WELLNESS CENTER  
WASHBURN UNIVERSITY**

**INTRAMURAL 5 on 5 BASKETBALL RULES**

1. **ALL PARTICIPANTS MUST BRING THEIR CURRENT WASHBURN PICTURE ID TO ENTER THE SRWC.** ID checks may be made to verify eligibility of players. Players without proper ID will not be allowed to participate. Washburn Intramural guidelines concerning eligibility are in effect.
2. National Federation of State High School Association rules will govern play except where Washburn Intramural modifications are stipulated.
3. Prior to each match, team captains must check the roster on the score sheet for accuracy and write in jersey numbers. **To be eligible, players must register through IMLeagues.**

**THE SCORE SHEET IS NOT THE ROSTER!!**

Roster checks will be made throughout the season. Players may register anytime before the playoffs start.

4. Each team will consist of five (5) players. Game time is forfeit time. Teams must begin and end the game with a minimum of three (3) players. Teams failing to be represented by at least three (3) eligible players at game time shall forfeit the game. The intramural supervisor shall have the official time piece.
5. Jerseys with numbers on either the front or back must be worn by each player. Jerseys may be checked out at each scorer's table (a T-shirt with sleeves must be worn under these jerseys). Teams may provide their own T-shirts or jerseys; however, they must be of similar color and must have **clearly visible** numbers on either front or back.
6. A game will consist of two (2) twenty-minute running halves. A five (5) minute break will be allowed between halves. The clock will run during fouls and free throw attempts. The clock will be stopped on all whistles during the last two (2) minutes of the second half only. (EXCEPTION: if either team is ahead by fifteen (15) points or more, the clock will not stop). The game officials will have complete discretion over any timing issues. Games ending in a tie in the regular season will remain a tie. In the playoffs, a two-minute overtime period will be played in case of a tie. The clock will stop on all whistles during the overtime period.
7. Each team will be allowed three (3) thirty-second time-outs per game. The clock will stop during all time-outs. Each team will be allowed one (1) time-out in each overtime period. Unused time-outs will not carry over to any subsequent overtime period.
8. The score sheet shall be the official score. Scoreboards will be used as a supplement to the score sheet. The officials may correct any error any time it is brought to their attention.
9. Dunking is legal during play, but is illegal before and after the game, during halftime, and during any timeout or dead ball. Grasping or hanging on the rim is illegal at all times, unless done to prevent injury. Violations of this rule are penalized by a technical foul. Inadvertently slapping the backboard as in an attempt to block a shot will be ruled as goaltending and not a technical foul. Slapping the backboard out of frustration or in a way that is interpreted by the officials as poor sportsmanship will be ruled a technical foul.
10. Each player is allowed five (5) fouls per game before disqualification. Every foul, personal or technical, counts towards player disqualification and total number of team fouls per half.
11. Bonus free throws ("**one and one**") will be awarded to the offended player for every common foul, beginning with the seventh team foul in each half. Double bonus (2 shots) will be awarded for every foul, beginning with the tenth team foul in each half. (EXCEPTION: free throws are never shot for player control fouls).
12. On free throws, no player occupying a marked lane space may break the plane of the free throw line until **after the shot hits the rim**. All teams will line up above the last block as lowest position. If during the final

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attempted free throw the shot does not hit the rim, the ball will be blown dead and the non-shooting team will gain possession under the basket.

13. All technical fouls are two (2) points awarded to opposing team and possession at mid-court. All three officials, including the scorekeeper, may call technical fouls.
14. All substitutes must check in at the scorer's table and may not enter the court until beckoned by an official. A team technical may be assessed for failure to follow proper substitution procedures.
15. If a player is wearing illegal equipment, including jewelry, the game will be stopped when the offending team next gains possession and the offending team may be charged a timeout. The player may not return to the game until the equipment has been removed. If a substitute reports to the scorer with illegal equipment, the sub must return to the bench area, remove the equipment, and report back to the scorer prior to entering the game.
16. If a player is bleeding, the game will be stopped and the player must come out of the game and receive first aid treatment to stop the bleeding and cover the wounded area.
17. Team captains are the only players allowed to talk to the officials during the game. Technical fouls given to fans or bench personnel shall be assessed against the team, not the captain.
18. Excessive swinging of the elbows, with or without contact, is a technical foul.
19. Any action by a player or team that delays the game is prohibited (e.g., huddling before free throws, not lining up promptly for free throws, excessively slow substitution, knocking the ball away from the end line after a made basket, failing to promptly give the ball to an official after play has been whistled dead, etc.). PENALTY: Any first violation by a player or team shall result in a team warning. Any subsequent delay by any player on that team shall result in a team technical foul.
20. The Washburn Intramural Sportsmanship Rating System will be in effect. Any person receiving a yellow card must come out of the game until the next available substitution. Any person receiving a red card or second yellow card will be ejected from the game. All ejected players must leave the SRWC immediately and arrange to meet with the Intramural Program Coordinator before they or their team are eligible for further competition.

## **COREC BASKETBALL MODIFICATIONS**

1. Each team consists of 5 players: 3 men and 2 women OR 3 women and 2 men.
2. A team may start the game with 3 players, but not more than 2 players of either gender.
3. Points will be scored as follows:

	<u>MEN</u>	<u>WOMEN</u>
Free throw	1 point	1 point
Field goal	2 points	3 points
3-point goal	3 points	4 points

Note: Women will shoot 3 free throws for regular shooting fouls and 4 free throws for a shooting foul behind the three-point line. The bonus will be 1 and 1 for men and women.

1. During the last two minutes of the second half, the clock will not stop if either team is ahead by twenty-five (25) points or more.
2. A regulation women's ball will be used.

Revised 10/2010

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