



INTRAMURAL SPORTS

**Intramural  
5-on-5 Basketball  
Rules**

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## I. Governing Rules

1. All Intramural participants must present a valid Skyhawk ID card in order to participate. **No exceptions.**
2. All regulations regarding forfeits, defaults, protests, and rescheduling are outlined in the program handbook. These rules **must** be followed to the letter.
3. Intramural sports are offered to UT Martin students on a voluntary basis and each student participates at their own risk. Participants are responsible for ensuring that they are physically fit to participate in the selected sport(s), and are encouraged to check with their family physician or Student Health prior to participation.
4. The officiating will be done by referees who are in absolute control of the game. The official shall have the power to make decisions on any matters or questions not specifically covered in the rules.

**Current TSSAA Rules will govern play with the following modifications:**

## II. The Game, Players, Court & Equipment

### 1. Starting Play

- A. Prior to the start of a game, the officials for the game will conduct a captain's meeting in which they will cover certain rules, answer any questions the captain's/team's may have and determine first possession.

### 2. Players

- A. Games are played by 2 teams of 5 players each. A minimum of 4 players, Men's, Women's, & Co-Rec (2 men & 2 women), is needed to start play. The game may continue with less than 4 if the team has a chance to win.  
**Co-Rec Modification:** Legal teams cannot have more than one (1) of either gender on the court (3M, 2F) (3F, 2M).
- B. All players not in the game must remain on their side of the court and behind the solid blue line surrounding the court.
- C. Only dressed players and coaches are allowed on the teams' sideline. All spectators must remain in the assigned seating areas.
- D. Each team is allowed 2 designated coaches on the sideline; coaches must be registered on the team roster. The coaches are not able to call timeouts or make any decisions for the team.

### 3. Player Equipment-Required

***Should there be any question regarding the legality of any equipment, the supervisor on duty will make the final ruling.***

#### A. Jersey

- i. Players of opposing teams must wear jerseys of contrasting color, without pockets, and numbered on either the front or the back (provided if

necessary). If both teams have jerseys of the same color, the home team on the scoresheet will have the choice of jersey color.

**B. Pants/Shorts**

- i. All participants must wear pants or shorts without any belts, belt loops, pockets, or exposed drawstrings. Players will not be able to turn illegal pants inside out in order to play.

**C. Shoes**

- i. Shoes must be a court specific shoe or made with a non marking outsole. Cleats, street shoes, boots, sandals, and bare feet are prohibited.
- ii. Vibrams or any other “toe shoe” will not be allowed.

**4. Player Equipment-Optional**

- A. Knee pads made of a soft, pliable and nonabrasive material are acceptable.
- B. Headwear with no hard, unyielding material will be allowed. Players may wear a headband no wider than 2 inches and made of nonabrasive unadorned single-colored cloth, elastic, fiber, soft leather or rubber.
- C. Rubber or cloth elastic bands may be used to control hair.

**5. Player Equipment-Illegal**

- A. A player shall not wear anything potentially dangerous to another player or which the referee considers dangerous or hazardous including:
  - i. Helmets, billed hats, caps, visors, or any headwear with a hard surface (knots, plastic/metal hair pieces, etc.).
  - ii. Jewelry (watches, rings, necklaces, piercings, etc) All piercings must be completely removed. **Taped or covered piercings will not be allowed. Any player caught with a covered piercing will have to leave the game until the piercing is removed.**
  - iii. Protective padding is also prohibited.
  - iv. Hard casts, hard splints, and knee braces made of hard unyielding material (unless hinges are covered on all sides with at least ½ inch of closed cell slow recovery rubber or another material of similar thickness and physical properties and all of its edges are overlapped).
  - v. Equipment which includes computers or any electronic or mechanical devices for communication.
  - vi. Exposed metal on clothes or person (i.e. zippers).

**6. Playoff Requirements**

- A. All teams that have a minimum of a 3.0 sportsmanship after the regular season will be eligible for playoffs.
  - i. Depending on league size, a team may be required to have a .500 record or better to be eligible for playoffs
  - ii. In order to advance in playoffs, all teams must maintain a 3.0 sportsmanship. All teams may appeal a sportsmanship rating to the Coordinator of Intramural

Sports. Any team receiving less than a 3.0 sportsmanship must meet with the Intramural Sports Coordinator before their next contest.

### **III. Game Time is Forfeit Time**

#### **1. Forfeits**

- A.** If a team does not report to their designated court for their game at the scheduled time they will be assessed a forfeit.
- B.** All forfeits will be assessed a \$20.00 Forfeit Fee that *must* be paid prior to the team's next game. The captain of the team will be suspended from all intramural sports until the forfeit fee is paid.
- C.** Teams will only be allowed 1 forfeit per sport. After the second forfeit is assessed the team will be dropped from that sport and will still be required to pay the forfeit fee. If payment is not received the team could potentially be dropped from considered participation for future sports.
- D.** The score for a forfeit will be 10-0.
- E.** After two forfeits a team will be removed from the league.

#### **2. Defaults**

- A.** If a team knows ahead of time that they will not have enough players to play a legal game, then they may default.
- B.** The team captain must fill out the default form online by 3:00pm the day of the game, or 5:00pm the Friday before a Sunday game.
- C.** No fees will be assessed for defaults.
- D.** After a team has received 1 default in one sport future defaults within that sport will be considered forfeits.
- E.** The score for a default will be 3-0.

#### **3. 10 Minute Rule**

- A.** If, at game time, a team does not have enough players to start a legal game the opposing team's captain will have the option of waiting an additional 10 minutes for the other team to obtain enough players to play a legal game.
- B.** If the 10 Minute Rule goes into effect the game clock will start at the scheduled game time and play will commence once enough players from the offending team have arrived.
- C.** If a team exercises their option to grant a 10-minute grace period for a late team, then 3 points/4 points for CoRec per minute will be awarded to the team who granted grace.

#### **4. Rescheduling**

- A.** If a team knows they will not be able to make it to their scheduled game but would like to reschedule the game they must contact the opposing team's captain and both captains must communicate with the Coordinator of Intramurals to find a time to reschedule 24 hours prior to the scheduled start time of the game or by 5pm on the Friday before a Sunday game.

- B. A game can only be rescheduled once. If a team attempts to reschedule a game that has already been rescheduled, if they are unable to play the game they will be assessed a forfeit.

#### **IV. Periods, Time Factors, & Substitutions**

##### **1. Game Length**

- A. A regulation game consists of two 16 minute halves with a continuously running clock except for the last two minutes of each half. Halftime will be 3 minutes in duration.
- B. Teams will change ends of the court to begin the second half.
- C. In the last minute of each half the clock will stop when an official:
  - i. **Signals:**
    - a. Fouls
    - b. Jump balls
    - c. Violations
    - d. Ball out of Play
  - ii. **Stoppage of play due to:**
    - a. Injury
    - b. Confer with the table
    - c. Due to unusual stop of play in retrieving a dead ball
    - d. For any emergency
  - iii. **Grants a player's oral request for a time-out. Players must:**
    - a. be in control of the ball or at disposal of a player of their team
    - b. during dead ball situations

**NOTE: The clock will *NOT* stop when a basket is made.**

##### **2. Time-Outs**

- A. Each team is allowed two, 30-second timeouts during each half and will have one 30 second timeout for all overtime periods. All timeouts do not carry over from one half to the next.
- B. A time-out may only be called during dead ball situations or by the team in possession of the ball.

##### **3. Substitutions**

- A. Substitutions may occur only during a dead ball, must be immediate, and must be announced to the score table.
- B. Players entering the court must obtain permission from a court official prior to entering the game.

##### **4. Overtime**

- A. If, at the end of a regulation game, the score is tied a 3-minute overtime period will be used to determine the winner. In regular season play, if a winner is not determined by the end of the first overtime then the game will result in a tie. In

Playoffs, if a winner is not determined in the first overtime then each overtime that follows will consist of one (1) minute in length until a winner is determined. All rules governing regulation play will also regulate play during the overtime period. All Fouls will carry over to the overtime period(s).

**B.** The clock will stop during the last minute of the overtime period.

**5. Mercy Rule**

**A.** If, at any time after the ten-minute mark in the second half, a team is ahead by 50 or more points the game will be declared complete. If a team is up by 30 with 10 minutes remaining in the game the game will be declared complete. If a team is up by 20 with two minutes remaining then the game will be declared complete. If at any point during a contest a team begins to make a mockery of the game, the officials, supervisors, or professional staff may declare the game complete.

**v. Conduct of Players and Others**

**1. Fouls and Penalties**

**A. Personal Fouls**

- i.** Any player charged with a fifth personal foul will be disqualified from the game.
- ii.** Bonus Situations – Upon being charged with a seventh team foul, per half, the opposing team will shoot one plus one free throws.
- iii.** Double Bonus – Upon being charged with a tenth team foul, the opposing team will shoot two free throws during **any** foul the remainder of the game.
- iv.** Technical fouls **will** count towards the personal foul count as well as the team foul count.
- v.** During free throw situations, players will hold for the release.

**B. Technical Fouls**

- i.** At the official's discretion, excessive hanging on the rim and unnecessarily slapping of the backboard will result in technical fouls.
- ii.** Profanity, foul or abusive language, will not be tolerated and is considered a technical foul, whether it is directed toward an official, player, spectator, or oneself.
- iii.** Kicking, spiking, or throwing the ball in an unsportsmanlike manner will result in an automatic technical foul.
- iv.** Players receiving two (2) technical fouls will be disqualified from the rest of that game and will be ejected. They will be required to meet with the Coordinator of Intramural Sports or the Assistant Director. Players committing excessive unsportsmanlike fouls will be required to meet with the Coordinator of Intramurals or Assistant Director prior to playing their next game.
- v.** If a team receives three (3) technical fouls during a contest, the game will be declared a forfeit.

- vi. If a team receives five (5) technical fouls during a season, they will be disqualified from the league and will not be refunded entry fee.
- vii. If a team receives a technical foul, the offended team will receive two points and the ball at half court. There will not be free throws shot for technical fouls.

If the technical foul is because of jewelry or some other minor infraction, it is not necessary to see the Coordinator of Intramurals or Assistant Director and will not count towards one of the technical fouls towards a forfeit or ejection.

### **C. Intentional/Flagrant Fouls**

- i. Any foul deemed intentional by an official will result in immediate ejection from the game. The offended team will receive two (2) points and the ball at the point of interruption. An intentional foul is defined as any act to hurt the opponent or put the safety of the opponent in jeopardy.
- ii. Fouls that are committed in an attempt to conserve the clock must not be excessive in force and must be in an effort to play the ball or the resulting foul will be labeled an intentional foul. Players will not be ejected for performing any of these actions.
- iii. Any foul that is determined to where the intent was to hurt or injure another player, this will be deemed a flagrant foul. If a player receives a flagrant foul, they will be ejected from the game and will be suspended until they meet with the Coordinator of Intramural Sports or Assistant Director.

### **D. Physical Abuse and Disorderly Conduct**

- i. All cases of physical abuse and disorderly conduct will be forwarded to the Office of Student Affairs for review. Participants whose cases are under review will be suspended from further play until the case has been resolved.

## **vi. Co-Rec Modifications**

1. Games are played by 2 teams of 5 players each. A minimum of 4 players is needed to start play. The game may continue with less than 4 if the team has a chance to win. A legal team will consist of no more than one (1) of a specific gender Ex. 3 Male/2 Female, 3 Female/ 2 Male.
2. Substitution must be made so that it does not cause the gender ratio to be more than one of each.
3. If a Female participant scores a two (2) point basket, they will be awarded three (3) points. If a Female participant scores a three (3) point basket, they will be awarded four (4) points.
4. Male participants will be awarded two points for inside the arch and 3 points for any made baskets outside of the arch.