

Princeton University Intramural Sports 5on5 Basketball Rules



The Intramural Sports program is self-officiated by teams participating in league play. Teams are required to read and understand the rules prior to their first game of play. If participants have questions regarding the rules, the IM Supervisor will be present to clarify all rule interpretations, however they are not the referee for the game. Teams must call all penalties and infractions using the “honor system”. The rules listed below must be followed by all teams in order for the games to remain consistent for league play. IM Policies can be found at <http://campusrec.princeton.edu/intramural-sports>.

I. EQUIPMENT/UNIFORM/ELIGIBILITY

- a. All Players **MUST** present a Princeton University ID card in order to participate.
- b. Only Princeton University students, faculty, and staff members are eligible to participate. Faculty and Staff must have a Dillon Gymnasium membership, or pay the guest rate, for entry to facility.
- c. Team captain must check out an intramural basketball from the IM Supervisor using their I.D.
- d. Teams should wear similar color T-shirts or must check out pinnies from IM Supervisor.
- e. No hats with brims or jewelry are allowed to be worn during play.
- f. Non-marking soled sneakers must be worn at all times.
- g. No current Basketball varsity and junior varsity athletes are eligible to play.
- h. Each team (A skill level only) is allowed a maximum of 2 active sport club basketball team members. **Club players are not eligible to participate in the B skill level leagues.**
- i. Players must play in at least **ONE** regular season scheduled game in order to be eligible for the playoffs.
- j. Each participant in intramural basketball may play for only ONE team, no matter what level (For example, an Open A participant may **NOT** play for two different Open A teams or an Open A and Open B team. This participant can play for an Open A team and a CoRec A team).

II. NUMBER OF PLAYERS/GAME TIME/FORFEIT PENALTY

- a. Teams will be composed of 5 players. In Co-Rec the ratio must be 3:2. A team must have 4 players to begin a game (for CoRec the ratio would be 2:2).
- b. The Intramural Supervisor will keep the score and time for each game.
- c. A team that fails to have 4 players within 10 minutes after starting time will forfeit the game.
 - i. Note that playoff seeds will be based on a points system. Forfeiting a game will result in your team losing points. Forfeiting 2 games will result in your team being removed from the league.
 - ii. Players must participate in at least 1 regular season scheduled game in order to play in the playoff tournament.
 - iii. A Forfeit is when a team is scheduled and no one from the team arrives for their game. Each Forfeit costs a team \$25.00.
 - iv. A Default is when less than the minimum required for a legal team arrives, and both teams decide to scrimmage and use the time reserved for their game. Defaults only count as a loss for your record, and no money is charged to the team. However, a team with 2 defaults, or combination of 1 forfeit and 1 default will be removed from the league immediately.

III. GENERAL RULES AND REGULATIONS

- a. **Beginning Play** – the team that puts the ball into play will be determined by a coin toss.
- b. **Playing Time** – teams play two 20-minute running time halves. Halftime is 3 minutes maximum.
- c. The clock stops the last 2 minutes of the second half and in overtime period for: ball out of bounds and free throw shots.
- d. **Overtime** is played only during Playoffs. Regular season will end in a tie score. Overtime periods are 5 minutes each.
- e. Teams are allowed one time-out per half, and one in overtime.
- f. **Jump Balls** – in the event that a held ball occurs, the ball is awarded on an alternate basis, beginning with the team which initially put the ball into play.
- g. After free throws are shot with two minutes left in the game, the team that had the possession before the 2-minute mark takes the ball out of bounds. If a shot was launched as the clock reached the 2-minute mark, the team that was on defense takes the ball out of bounds. If there is uncertainty over possession, the alternate possession rule is in effect.
- h. Three-pointers are in effect in Dillon. The defense decides if a shot is two or three points. If there is uncertainty, the defense should ask the shooter to make the decision.
- i. **Fouls and Violations** – Traveling, double dribble, three seconds or other offensive violations are called by the **defensive** team and result in a change of possession at the out of bounds spot nearest the infraction. **Only players on the court may call a violation.**
 - i. **Only the player being fouled can call a Personal Foul.**
 - One free throw will be awarded for each foul (whether shooting or non-shooting).
 - Fouls will be tallied and free throws will be shot at the end of the first half and at the last two minutes of the second half.
 - Free throws are shot in a line-up fashion, and no one may shoot twice unless every team member has shot once.
 - A team can start the order over again when the free throws are shot in the second half.
 - **The offensive team will remain with possession when a foul is called.**
 - ii. Disputed calls are resolved by the Team Captains only (whether they are on/off the court).
 - iii. During the last two minutes of the second half, no matter what the foul (whether shooting or non-shooting), the player who was fouled shoots **one** foul shot and his/her team takes the ball out from the sideline. If the foul was a shooting foul and the shot went in, then one free-throw is shot and the team on defense gets the ball.
- j. **Conduct** – Each team is responsible for the conduct of the individual members of the team and spectators.