

# University of South Carolina Beaufort

## 5v5 Intramural Basketball League

**\*Please refer to the Captains Manual for a complete list of all Intramural Sport guidelines and procedures**

**\*League will be played according to the National Federation of High School basketball rules with the following exceptions:**

### **A. General IM Procedures**

1. All participants must display a valid USCB ID card before each game in order to play.
  - a. No ID – NO PLAY – NO EXCEPTIONS!
2. Game time is forfeit time. In order to avoid a forfeit, teams should arrive at least 15 minutes before their scheduled start time
3. No jewelry can be worn during games. Captains are responsible for making sure all jewelry is removed before a player takes the court. A player may be given a technical foul if found with jewelry on after teams have been warned.
4. Sportsmanship: If a player is ejected, their team will play down a player for the remainder of the game.

### **B. Location**

1. Games will be played at the Sand Shark Recreation Center, Courts 1 & 2

### **C. Players**

1. Each team will consist of 5 players on the court at one time with unlimited substitutions. To avoid a forfeit, there must be at least 4 players at game time to play.

### **D. Equipment**

1. Intramural sports will provide the official game ball. If both teams agree to use a different ball, it may be used. Warm up balls may be checked out with a valid ID from equipment issue.
2. Non-Marking athletic shoes and athletic attire are required for participation.
3. Any athletic brace with exposed metal must be covered and/or taped. IM sports will not be responsible for providing tape.

### **E. Timing**

1. The game will consist of **(2) two (20) twenty minute halves**. The clock will run continuously throughout the first half AND the first 18 minutes of the second half, except for when a time-out is called or at the referee's discretion. During the last 2 minutes of the second half, the clock will stop on all whistles.
2. Half-time will be 3 minutes. The referee has discretion to reduce the length if conditions deem it necessary, or if teams are ready to play.
3. Teams are permitted **two timeouts per game**. Each timeout will last **30 seconds**. Timeouts may only be granted by players on the floor.

### **F. The Game**

1. The game is started with a jump ball; thereafter, any held ball situation, and the start of the second half, will use the alternating possession procedure.
2. Subs shall be made only during dead ball situations – timeouts, violations, and fouls
3. Subs **MUST** check in with the scorekeeper prior to entering the game, and may not be allowed to enter until motioned by an official

4. During free throws:

- a. Players may enter the lane as soon as the ball is released from the free throw shooter's hand
- b. It will be a violation if the free throw shooter has taken longer than 10 seconds starting when the ball has been received from the official

5. Hanging on the rim at any time is prohibited and will be penalized with a technical foul, except in a situation to prevent injury.

**G. Scoring**

1. Made shorts behind the 3 point arc will count as 3. Made shorts within the 3 point arc will count as 2. Made free throws will count as 1.
2. Mercy rule: If a team is up by 35 or more points at any time during the second half, the game will be called and the team in the lead will be declared the winner.
  - a. If a team is up by 20 more points under 2 minutes in the second half, the game will be called.
3. During the regular season, if a team ends in a time, a five (5) person free throw shootout will occur
  - a. Must consist of 5 players that ended the game on the court
  - b. Shootout will be a sudden death format
  - c. Shoot until one team makes and the other team misses.
  - d. If all 5 players make it, the order will begin from the beginning.

**H. Playoffs**

1. All teams are eligible for playoffs, provided that they do not forfeit more than once.
2. During playoffs, if a game is tied at the end of regulation, a 4 minute period will be played.
  - a. If still tied at the end of the first overtime period, a sudden death shootout will occur.
  - b. Each team is given 1 additional timeout in overtime.