



5v5 BASKETBALL RULES & REGULATIONS

Please consult the Intramural Sports Participant Handbook for the complete list of Intramural Sports policies.

Facility

1. Games will be played at the Student Recreation Center (SRC) on the Upper Courts.

Eligibility

1. Please reference the Intramural Sports Participant Handbook for player eligibility guidelines.
2. The Competitive Sports staff assumes responsibility for the investigation of eligibility for all participants upon request. University ID or SRC membership cards will be required during all intramural activities. Any individual the Competitive Sports staff deems to be ineligible will not be allowed to participate.
3. Participants must have an SRC membership and purchase an IM All Access Pass before being permitted to play any intramural sport activity. Information on applying for an SRC membership card can be found on WVU's website, found here: <https://campusrecreation.wvu.edu/membership> or at the SRC Front Desk. Information on purchasing IM All Access Passes can be found on WVU's website, found here: www.wvugo.wvu.edu or at the SRC Front Desk.

4. Students

- a. All graduate and undergraduate students enrolled in academic courses are eligible to participate in Intramural Sports activities.

5. Faculty and Staff

- a. All full-time and part-time faculty and staff members at WVU are eligible to participate in Intramural Sports activities given that they have obtained an SRC membership card.

6. Spouses/Affiliates

- a. Spouses of full-time and part-time students, faculty and staff members are eligible to participate in Intramural Sports activities given that they have obtained an SRC membership card.
- b. Employees who are classified as "Affiliates" with West Virginia University are eligible to participate in Intramural Sports activities given that they have obtained a WVU membership card.

7. Varsity Student Athletes, Coaches, and Staff

- a. Any person whose name appears on a collegiate varsity, junior varsity, or freshman roster as a player or a coach will be ineligible in that specific intramural sport after August 1st in the year they have quit the team, or their eligibility has expired. This includes all players who are "red shirted" in any sport, anyone who practices with a team regularly but does not participate in intercollegiate competition, and coaches, staff, or other individuals listed on the team roster.
- b. Former collegiate varsity athletes may participate in their related sport once eligible, however they must participate in the Competitive League (if offered, regardless how long they have been removed from a varsity roster) and a limit of one player is allowed per team roster in all sports.

8. Sport Club Members

- a. Sport club members are defined as individuals who meet any one of the following criteria:
 - i. Name appears on sport club team roster during the academic year

- ii. Signed a consent form and is actively participating in club functions
 - iii. Actively participating with the club during their season
- b. Current sport club members may participate in their related sport either in competitive or recreational leagues, but must adhere to the following restriction:
 - i. 2-4 player teams = 2 club members
 - ii. 5-8 player teams = 3 club members
 - iii. 9+ player teams = 4 club members

Game Time & Timing Regulations

1. All games will consist of two 20-minute halves with a running clock. The time between halves will be left to the discretion of the game officials/site managers, but not to exceed 5 minutes.
2. All games will be a running clock except for the last 2 minutes of the second half. During the last 2 minutes of the second half, the clock will stop in accordance with the National High School Federation Rules.
 - a. Each team shall be allowed 3 time-outs per half, each lasting 30 seconds. There will be one time out for each overtime period. Time outs do not carry over into the overtime period from regulation time.
 - b. Overtime: *Games ending in a tie during the regular season shall be recorded as a tie and no overtime will be played. Games ending in a tie in the post season will be followed by a 3-minute overtime period in which the clock will only stop in the last minute, in accordance with the National High School Federation Rules. The first overtime will begin with a jump ball. Additional overtimes will be played with a running clock for two-minutes and possession alternates based on the first jump ball in over time. Each team will have one timeout for all play beyond regulation (no carry over).*

Mercy Rule

1. If a team is up by 15 or more points at the 2-minute mark of the second half, or any time after that, the clock will continue to run. If the difference drops below 15 points, then the clock will stop on all dead ball situations.
2. If the winning team is ahead by 50 points with 5 minutes remaining in the game, 40 points with 4 minutes remaining, or 30 points with 3 minutes remaining, the game will be called. If the officials feel as though the winning team is avoiding mercy rule by stalling, they have the right to end the game and call it mercy rule.

Player Equipment

1. Head decorations, head wear, and jewelry are illegal player equipment. Only headbands less than 2 inches wide, made of nonabrasive, unadorned, single-colored cloth, elastic, fiber, soft leather, pliable plastic, or rubber will be permitted during the game. No bandannas (“do rags”) or hard-billed caps are allowed.
2. We encourage teams to come ready to play in their own jerseys with numbers. In the event that teams do not come ready to play in their own jerseys with numbers, the Competitive Sports Staff will provide numbered pinnies for the team.
3. All jewelry of any type must be removed.
4. All players must wear non-marking, rubber-soled, close ended athletic shoes.

5. You must schedule an appointment with a Competitive Sports Coordinator prior to playing if you have a special equipment need (i.e. medical). All equipment decisions made on site by the Intramural Staff on duty shall be final.
6. The Competitive Sports Staff will provide a game ball. This ball will not be used during warm-ups. The Student Recreation Center will have a limited number of balls that can be used in the racks on the Upper Courts. Teams are advised to bring their own ball to warm up with.

The Team

1. A team will consist of 5 players. The minimum number of players required to start play is 4. Play must start if 4 players are present. If 4 players are not present at the allotted game time, the team will lose 2 points for every minute they are late, plus loss of game time. During the game, if a team must play with fewer than four players, it will be the officials' discretion whether to continue said game.
 - a. **CO-REC:** A team will consist of at least two males and two females. A complete team may have 3 males and 2 females or 2 males and 3 females.
1. If a team is not ready for play at game time, a grace period of up to 5 minutes will be automatically enacted. The game clock will run through the grace period. (Ready for play means dressed, on the field/court, & signed in).

Minutes Late	Penalty	Sportsmanship
0-4:59 minutes	Awarded two points per minute	Max 3.0
5 minutes	Forfeit	Max 1.0

2. One non-playing coach will be allowed on the bench. The non-playing coach *must* check in to be considered eligible for team area privileges. All other non-players must be outside the designated team area. Coaches must remain in the immediate area of the bench; they cannot walk the length of the sideline. Team captains are responsible for their team's as well as fans' behavior.
3. The non-playing coach will be recognized when it pertains to time-outs. Any other players on the court may also request a time-out.
4. Valid WVU ID Cards are required for participation.

Substitutions

1. All substitutes must report to the scorer's table and wait for a dead ball in order to enter the game. Exceptions include injured players, players who foul out, or who are ejected. Substitutions that are not waved in by the official may be rejected.

Start of Play

Jump Ball

1. A jump ball will be used to start the game and the overtime period and any subsequent overtime periods. All other jump ball situations during the game will be determined by alternating possession.

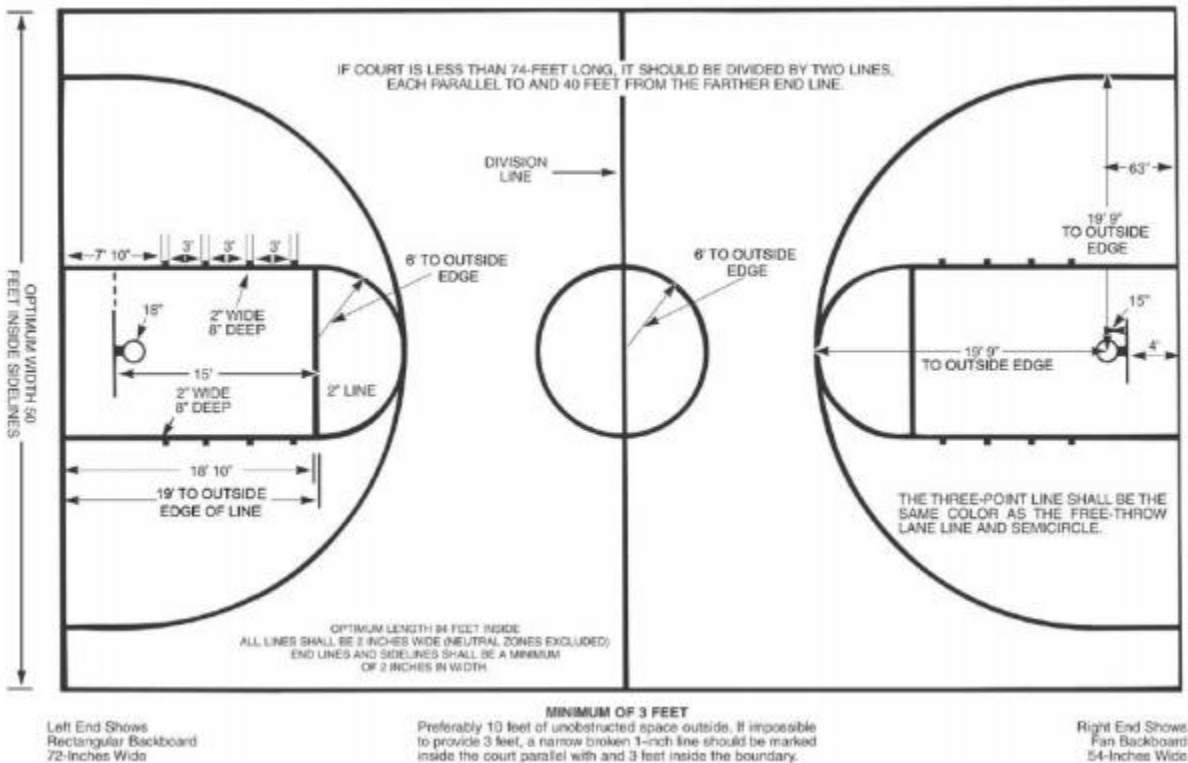
Scoring

1. A successful try, tap, or thrown ball from the field by a player who is located behind the team's own 19-foot, 9-inch arc counts three points.

- A ball that touches the floor, a teammate inside the arc, an official, or any other goal from the field counts two points for the team into whose basket the ball is thrown.

Court Dimensions

- Courts are lined with 2" end lines and sidelines. The ball becomes out of play when it contacts any part of that boundary.



Violations

Closely Guarded

- While closely guarded anywhere in the front court, holding or dribbling the ball for five (5) seconds will result in a violation. The ball will be given to the defending team. Note: A player can be "closely guarded" for about 12 seconds without a 5-second violation (4 seconds holding the ball + 4 seconds dribbling the ball + 4 seconds holding the ball again).

Fouls

Personal Fouls

- Personal fouls involve contact during a live ball, including when committed by or on an airborne shooter. **PENALTY FOR PERSONAL FOULS:** Awarding of one, two or three free throws when in the act of shooting, or a made basket or the ball for a throw-in to a player of the offended team.
- No free throws for:
 - a common foul before the bonus rule is in effect
 - a double personal foul
 - a double technical foul
 - a player control foul

3. Two free throws awarded if the foul is intentional or flagrant, plus the ball opposite the table at mid-court for throw-in.

Technical Fouls

1. A technical foul is awarded but is not limited to:
 - a. A player touches the ball while in flight on a free throw
 - b. A player calls time out when the team has none left
 - c. A player hangs on the rim
 - d. A player intentionally slaps the backboard while the ball is in flight toward the goal, causing a vibration on the rim and gaining an advantage.
 - e. A player reaches over the in-bound line and touches the ball while the opposing player is in possession of the ball.
 - f. In the official's judgement a player is acting in an Unsportsmanlike manner (i.e. cursing, fighting, complaining, etc.).

Bonus Free Throws & Disqualification

1. When one team commits 7, 8, or 9 fouls during the half, their opponent will shoot the one and one bonus. On the 10th team foul during the half, their opponents will shoot two shots. **EXCEPTION:** Player control fouls.
2. If an individual accumulates five fouls for the game, they are considered "fouled out" and a substitution must be made for that player. If there are no more substitutes available, the team must play with four players. If a player's fifth foul brings a team to three players, then it will be the official's discretion if the game should continue or it will be counted as a loss.
3. A player will automatically be ejected after two (2) technical fouls are called on that individual. However, a conduct technical may result in automatic ejection and/or forfeiture of the game. A team committing three (3) conduct technical fouls (i.e. fighting, cursing an official, etc.) shall receive a forfeit and a loss for that game.

Definitions

1. **BASKET INTERFERENCE**- Occurs when a player: Touches the ball or any part of the basket (including the net) while the ball is on or within either basket; Touches the ball while any part of the ball is within the imaginary cylinder which has the basket ring as its lower base; Touches the ball outside the cylinder while reaching through the basket from below; pulls down a movable ring so that it contacts the ball before the ring returns to its original position.
2. **BLOCKING**- Illegal personal contact which impedes the progress of an opponent with or without the ball.
3. **CHARGING**- Illegal personal contact caused by pushing or moving an opponent's torso.
 - a. A player who is moving with the ball is required to stop or change direction to avoid contact if a defensive player has obtained a legal guarding position in his/her path
 - b. If a guard has obtained a legal guarding position, the player with the ball must get his/her head and shoulders past the torso of the defensive player. If contact occurs on the torso of the defensive player, the dribbler is responsible for the contact.
 - c. There must be reasonable space between two defenders or a defensive player and a boundary line to allow the dribbler to continue in his/her path. If there is less than 3 feet of space, the dribbler has the greater responsibility for the contact

- d. The player with the ball may not push the torso of the guard to gain an advantage to pass, shoot, or dribble.
4. **CLOSELY GUARDED**- occurs when a player in control of the ball in his/her team's frontcourt, is continuously guarded by an opponent who is within 6 feet of the player who is dribbling the ball. The distance shall be measured from the forward foot/feet of the defender to the forward foot/feet of the ball handler. It shall be terminated when the offensive player in control of the ball gets his/her head and shoulders past the defensive player.
5. **CONTINUOUS MOTION**- Applies to a try or trap for field goals and free throws, but it has no significance unless there is a foul by any defensive player during the interval which begins when habitual throwing movement starts a try or with the touching on a tap and ends when the ball is clearly in flight; If an opponent fouls after a player has started a try for a goal, he/she is permitted to complete the customary arm movement, and if pivoting or stepping when fouled, may complete the usual foot or body movement in any activity while holding the ball. These privileges are granted only when usual throwing motion has started before the foul occurs and before the ball is in flight; Does not apply if a teammate fouls after a player has started a try for a goal and before the ball is in flight. The ball becomes dead immediately.
6. **GOALTENDING**- Occurs when a player touches the ball during a field-goal try or tap while it is in its downward flight entirely above the basket ring level and has the possibility of entering the basket in flight, or an opponent of the free thrower touches the ball outside the cylinder during a free-throw attempt.
7. **HELD BALL**- Opponents have their hands so firmly on the ball that control cannot be obtained without undue roughness. An opponent places his/her hand(s) on the ball and prevents an airborne player from throwing the ball or releasing it on a try.
8. **TRAVELING**- Moving a foot or feet in any direction in excess of prescribed limits while holding the ball.

Sportsmanship

Teams will receive a rating each week, by the officials' discretion, on a scale of 1.0-5.0, that will create an average at the end of the season. They must have an average of a 3.0 or above to be eligible for playoff participation. Sportsmanship ratings are outlined as follows:

- 5.0 = Superior → Outwardly enthusiastic and courteous to other teams and their players
- 4.0 = Good → Respectful, pleasant behavior, no warnings
- 3.0 = Average → Overall acceptable behavior, some issues with individual participants, receive and adhere to verbal warnings, no unsportsmanlike conduct fouls
- 2.0 = Poor → Little control over unsportsmanlike behavior, multiple unsportsmanlike conduct fouls, no ejections
- 1.0 = Unacceptable → No control over unsportsmanlike behavior, one ejection

Further questions can be directed to intramural.sports@mail.wvu.edu.