

# Princeton University Intramural Sports 5on5 Basketball Rules



## 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.
- 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 is allowed a maximum of 2 active sport club basketball team members.
- i. Players must play in at least **ONE** regular season scheduled game in order to be eligible for the playoffs.

## 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. Each team should provide a scorer. The running score on the score sheet is the official score.
- c. A team that fails to have 4 players within 10 minutes after starting time will forfeit the game.

## 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. Overtime periods are 5 minutes each. 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. One overtime period only. Overtime is played only when time allows. No overtime period can start after 50 minutes after the hour. Tied score after one overtime results in the game ending in a tie (exception: Playoffs).
- 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 the court or not).
  - 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.
- k. **Reporting Score** – At the end of your game, leave your score sheet on the court clipboard. If you are playing the final game of the evening, return the clipboard to the Intramural Supervisor.
- l. Each participant in intramural basketball may play for only one team, no matter what level (A participant may **NOT** play for two different “A” teams or both an “A” and “B” team for example. This rule hold true for both regular season and the playoffs.).