

Campus **Recreation**

University of South Carolina Student Life

5v5 Intramural Basketball League Rules

Please refer to the Participants' Manual for a complete list of all Intramural Sport guidelines & procedures

Section 1: General Information

General IM Procedures

- Teams should arrive 15 minutes before the game to check-in with the supervisor.
- Teams are expected to begin the game at the agreed scheduled time.
- All participants must display a valid Carolina Card before each game in order to play.
 - i. You may also use your digital Carolina Card through the GET mobile app. No ID – No Play – No Exceptions!

Defaults

- A default will result in the team automatically losing and receiving a 3-sportsmanship rating, and the game will be scored as the maximum mercy rule for that sport.
- The deadline to notify the Sport Programs Office that their team is unable to play their scheduled game and receive a default is 3pm the day of their game (M-F) or 12pm if their game is on Sunday.
- If a team defaults twice during the regular season, this is referred to as a “double default” which is equivalent to a forfeit and results in a **forfeit fee of \$25** being assessed to the captain. The captain will be suspended from Intramurals until this fee has been paid on DSE. The team will receive a 3-sportsmanship rating for each default.
- The UofSC Sport Programs Office can be reached:
 - i. By email at sportprograms@mailbox.sc.edu
 - ii. By phone at 803.576.9387
 - iii. In person at the Strom Thurmond Wellness & Fitness Center – Room 201D

Forfeits

- A forfeit will result in the team automatically losing and receiving a 1-sportsmanship rating, and the game will be scored as the maximum mercy rule for that sport. A **forfeit fee of \$25** will be assessed to the captain, and the captain will be suspended from Intramurals until this fee has been paid on DSE.
- If a team forfeits twice during the regular season, this is referred to as “forfeiting out” and they will be removed from the league. A **second forfeit fee of \$25** will be assessed to the captain, and the captain will be suspended from Intramurals until both fees have been paid on DSE.

Team Choice (5 minutes: 5 minutes)

- The captain of the team present who has the minimum required number of players to play, can choose to accept the default/forfeit or enact team choice at the game start time. If the team enacts the team choice rule, they cannot change their mind and accept a default/forfeit later.
 - If both teams are present but neither team has the minimum number of required players at game time, the Sport Programs Leader will start the game clock but neither team will receive points during the first 5 minutes.

- During the first 5 minutes, if only one team meets the minimum number of required players, no points will be awarded but they will have the opportunity to enact “team choice” for the second 5 minutes. If they accept the default, the game will be called, otherwise points will be awarded during the second 5 minutes according to the team choice point guidelines.
- **5v5 Basketball (10:10 points)**

Sportsmanship

- Each team will be given a sportsmanship rating 1-5, in accordance with the Participants’ Manual, from the officiating crew/on-site supervisor following the game.

Playoffs

- All teams are eligible for post season play provided that they
 - i. Win at least one game in the season.
 - ii. Do not forfeit more than once
 - iii. Do not default more than twice
 - iv. Complete the season with the required sportsmanship rating (3.0).
- **If a team receives more than one game with a sportsmanship of 2, they will forfeit the remainder of the playoffs. A team that receives below a 2 in any playoff game will automatically be forfeited.**
- During playoffs, if a game is tied at the end of regulation, a four (4) minute period will be played.
 - i. If still tied at the end of the first overtime period, a second one will occur (and so on)
 - ii. The ball will be re-jumped at center court to begin every overtime.
- Each team is entitled to 1 time-out per overtime period (which do not carryover.)

Miscellaneous

- To receive the latest USC Intramural Sports schedules, scores, and updates be sure to log onto **sc.dserec.com/online/dashboard**
- No jewelry can be worn during games. Captains are responsible for making sure all jewelry is removed before a player takes the court.
- Protest: The only 2 things that can be protested are rule interpretation & player eligibility.
 - i. In order to protest rule interpretation, you must tell the supervisor you wish to protest before the next play.
 - ii. Player eligibility protests can be made before, during, or after the game to any supervisor or professional staff member.

Section 2: Rules & Sport Specific Information

The game will be played according to the current National Federation of State High School Association’s rules if not explicitly stated in this document

Locations

- Games will be played at the STWFC Court 4 & Blatt PEC Room 305 Courts A & B.
- Your game location will be on DSE before your scheduled matchup.

Players

- Each team will consist of five (5) players on the court at one time with unlimited substitutions.
 - A minimum of four (4) players are required to play.

CoRec Rules

- A women’s ball is the default ball used in CoRec games.

- A men's ball will only be used if both team captains agree to that.
- A legal CoRec lineup must meet the following requirements:
 - At least one person of each gender
 - Meet the minimum of four (4) players on the floor to start a game
 - Never go over three (3) participants of the same gender
 - Acceptable ratios are:
 - 3-1, 3-2, 2-2
- There are no differences in CoRec scoring.

Equipment

- 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 Carolina Card ID from equipment issue if open.
- Non-Marking athletic shoes and athletic attire are required for participation.
- Any athletic brace with exposed metal must be covered and/or taped. Intramural Sports will not be responsible for providing athletic tape.

Timing

- The game will consist of two (2) twenty (20) minute halves.
 - The clock will run continuously throughout the first half and 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.
- Half time will be 3 minutes. The referee has discretion to reduce the length of half time if conditions deem it necessary, or if teams are ready to play.
- Teams are permitted 3 time-outs per game. Each time-out will last 30 seconds.
 - Timeouts will only be granted by the players on the floor.

Scoring

- Made shots behind the 3-point arc will count as three (3)
- Made shots within the 3-point arc will count as two (2)
- Made free throws will count as one (1) point
- **Mercy Rule:** The game will end immediately if:
 - A team is up by 35 or more points at any time during the second half of the game.
 - A team is up by 20 or more points under two minutes in the second half the game.
- During the regular season, if a game ends in a tie, a five (5) person free throw shoot-out will occur
 - Must consist of five (5) players that ended the game on the court
 - Shootout will be a sudden death format
 - Shoot until one team makes and the other misses.
 - If all five players make it the order will begin from the beginning.
 - Must consist of the five (5) players that ended the game on the court

The Game

- The game starts with a jump ball; thereafter, any held ball situation, and the start of the second half, will use the alternating possession procedure.
- Substitutions shall be made only during dead ball situations: time-outs, violations, and fouls
 - Substitutes **MUST** check in with the scorekeeper prior to entering the game and may not be allowed to enter until motioned in by an official.

- During Free Throws:
 - Other than the shooter, the number of players permitted in marked lanes spaces will be four (4) defensive players and two (2) offensive players with the lane spaces closest to the basket remaining vacant.
 - Players not in marked spaces on the foul lane must be positioned behind the free throw line extended, and the three-point arc.
 - Players in marked lane spaces may enter the lane as soon as the ball is released from the free throw shooter's hand.
 - It will be a violation if the free throw shooter has taken longer than ten (10) seconds starting when the ball has been received from the official.
- Hanging on the rim at any time is prohibited and will be penalized with a technical foul except in a situation to prevent injury.
- Any player receiving two (2) technical fouls in a game will be ejected from the contest. If a team accumulates three (3) technical fouls in a game, that game will end in a forfeit, regardless of the score.