



5 ON 5 BASKETBALL RULES

This is supposed to be a fun league, always remember this.

Rules, Schedules and Team Contacts are posted on the following website:
http://web.jhu.edu/recreation/intramurals/gro_sports/

All players must be current Homewood and Peabody students, faculty, or staff with membership to the O'Connor Recreation Center and must show proper identification, i.e. a J-Card or Recreation Center Card, in order to access the facility.

The home team will provide a scorekeeper.

1. TEAM MANAGERS:

1. Team managers are responsible for informing their teammates of all Intramurals governing rules and policies.
2. Team managers are responsible for their team and fan behavior before, during and after their game.
3. Only the team captain may address an official on matters of rule interpretation or to obtain essential information.
4. Team managers are responsible for any equipment given to them, such as team jerseys and basketball balls. (Team managers, you will be charged for the missing items)

2. PLAYERS:

1. All players must present their JCard to the Intramural Supervisor on duty...NO ID, NO PLAY!!!! (Note: there will be NO exceptions)
2. Maximum number of players per roster is unlimited.
3. Players may only play on one team. Switching from one team to another is illegal, and will result in a suspension from participating for the remainder of the season. If this occurs, it may result in games for both offending teams being forfeited.
4. Teams must have 5 players on the court at all times. Minimum number to start and end the game the game is 4.
5. Substitutions are unlimited. Subs may enter the game only on a dead ball, timeout or after first free throw is taken. Subs may not enter the game until they check in at the scorer's table and an official calls them on the court.

3. ELIGIBILITY:

1. Players must be current Homewood and Peabody students, faculty, or staff with membership to the O'Connor Recreation Center and must show proper identification, i.e. a J-Card or Recreation Center Card, before game time.
2. An individual must compete in at least 1 game during the regular season to be eligible for the playoffs. Teams may add/drop players to roster until last game of regular season.

4. EQUIPMENT:

1. The Intramural office will provide game balls. However, both teams may agree to use another ball as long as it's regulation and checked by either the Intramural Supervisor or the game official.
2. All participants must wear the proper athletic attire to participate, including proper court shoes, shorts and T-shirts. Marking soled shoes are NOT allowed on the basketball courts.
3. No hats/caps/bandanas
4. No Jewelry is allowed, with the exception being medical identification jewelry. Participants may not cover up jewelry with tape, band-aids or other such items, all jewelry must be removed.
5. No cast or splints (hard or soft) are permitted.

6. Team jerseys will be provided for each team if necessary. T-shirts must be worn underneath the provided intramural jerseys. Participants are allowed to wear their own team jerseys, but the jerseys must be the same for each team member, and contain a number on the back.

5. GAME TIME:

1. Before the game begins: players must check in at the scorer's table.
2. The game time provided on the intramural web site is the start of the game. If a team does not have 4 players by the start time, they will forfeit the game.
3. 2-20 minute halves, 3-minute half time; continuous running clock until the last two minutes of the second half. Clock stops on every dead ball during the last two minutes of the second half. This includes timeouts, fouls, and ball out of bounds.
4. In the occurrence of a tie game at the end of regulation time, there will be a three minute overtime period. Each team receives 1-1 minute timeout per half and 1 timeout in overtime. Timeouts do carry over, but not into overtime.

6. METHOD OF SCORING:

1. Scoring is 2pts/3pts/1pt.
2. A team is in the bonus on the seventh team foul; **shooting 1 and 1 free throws**
3. A team is in the double bonus on the tenth team foul; **shooting two free throws**

8. SUBSTITUTES

1. Subs must check-in to the scorer's table before entering the game. Player must wait until an official calls you in; Subs may enter in at any dead ball.
2. Any player who is disqualified shall not re-enter the game. The ejected player shall be asked to exit the court as quickly as possible; if player is not willing, his/her team will be charged with a forfeit and game will be called.

9. START PLAY:

1. Jump ball starts the game and overtime. Teams will start the game going the direction opposite their bench. The second half is started by the possession arrow.

10. BALL IN AND OUT OF PLAY:

1. The ball is out of play when: A player steps on or the ball bounces on any part of the court boundary or contacts anything outside the boundary of the court. The ball contacts any support structure or backside of the backboard. It is the decision of the referee for stoppage of play. The ball will be put back into play with a throw-in at designated spot.

11. PENALTIES, FOULS, AND VIOLATIONS:

1. On a free throw a player shall:
 - Attempt a free throw from within the free throw circle and behind the line.
 - Player has 10 seconds to shoot the free throw.
 - No faking a free throw attempt.
 - Players may not enter the lane until the ball has been released.
 - Men's games the top box closest to the shooter shall not be occupied
 - Women's and Co-Rec games the low box nearer the basket shall not be occupied.
2. Violations on free throw:
 - by the free thrower or a teammate results in turnover and no point is awarded.
 - by opponent, if try is good, point good; if no good, re-try.
 - by each team simultaneously, is dead ball; alternating possession.
3. Violations on inbounds:
 - May not leave designated spot, except after a basket.
 - 5 seconds to throw the ball in.
 - thrower may not touch the ball until it has touched another player.
 - ball may not enter the basket before touched by another player.
 - Must be behind the out of bounds line.
3. Player may not double dribble.

4. Violation during jump ball is a re-jump.
5. Teams have 10 seconds to advance the ball to the frontcourt.
6. No offensive players shall be in the key for more than 3 seconds.
7. Players may not swing elbows, even if no contact occurs.
8. No players shall hand check.
9. No players shall commit goal tending or basket interference:
 - Violation will result in counting the basket.
 - Violation by both teams results in alternating possession.
10. Teams shall not:
 - have more than 5 players on the court; result is technical foul.
 - request extra time-out; result is technical foul.
 - commit an unsportsmanlike foul.
 - use foul, inappropriate language.
11. Substitutes shall not enter the game until the official signals.
12. A player shall not:
 - have more than 5 fouls.
 - strike or attempt to strike a player or official anytime before, during or after the game.
 - slap or strike the backboard to interfere with the ball's flight.
 - delay the game.
 - disrespectfully address an official or supervisor.
 - use profanity.
 - Climb on a teammate.
 - grab/hold a player's jersey.
 - enter the court from the bench for any reason.
 - trip, push, charge in to or impede the progress of an opponent.
13. A technical or flagrant fouls result in two free throws for the opposing team and possession of the ball.

Two technical fouls = player ejection and one flagrant foul equals player ejection. Three team technical fouls = team disqualification. Any team receiving below a "2.5" average for their entire regular season will not be eligible for the playoffs.

13. Safety and Liability

- The game of basketball is a contact sport and injuries (while mostly minor) do occur. Players should participate with this understanding. Also, participation in the Intramural Program is completely voluntary. Johns Hopkins University is not responsible for injuries incurred during intramural play. It is strongly recommended that participants have satisfactory health status.

14. Alcohol and Drug Policy

- Alcohol and Drugs are prohibited. Anyone suspected of being under the influence will be asked to leave the intramural premises. Failure to do so will result in suspension from all intramural activities.