

THE PENNSYLVANIA STATE UNIVERSITY AT ERIE  
THE BEHREND COLLEGE  
OFFICE OF INTRAMURAL AND RECREATIONAL PROGRAMS

**5 on 5 Intramural Basketball Rules**

INTERCOLLEGIATE BASKETBALL RULES WILL GOVERN PLAY UNLESS SPECIFICALLY MODIFIED IN ITEMS BELOW. MODIFICATIONS ARE INTENDED TO GIVE TEAMS THE GREATEST AMOUNT OF ACTUAL PLAY IN THE TIME PERIOD ALLOTTED TO EACH GAME.

Major Modifications:

1. There is a limit of two ex-college basketball players per team. Teams with any ex-college basketball players are required to enter the competitive division. If you played college basketball you must have sat out one entire season to lose the “ex-college player” label.
2. Players may only compete on ONE team.
3. Current varsity basketball players are not eligible. Those individuals who lose their varsity status after fall semester may be eligible to compete after first checking with the Intramural Director.
4. The game will consist of two 17-minute halves, with about a 3-minute half time. Teams must have five players to start the game, but may finish with four players if one becomes injured or disqualified. The ten-minute forfeit rule is in effect.
5. The game clock will NOT be stopped for foul shots or dead balls. However, during the last 2-minutes of the 2nd half (and overtime), the clock will be stopped for all dead balls.

There will not be a shot clock used, however, throughout the game teams must line up promptly for foul shots. Officials are instructed to penalize teams who attempt to consume time by using obvious stalling tactics during these situations. Officials may order the time stopped and charge the offending team with a technical foul for such tactics.

6. Each team may call one time-out each half and in overtime. Additional time-outs will not be granted. Only players in the game and on the team in possession of the ball may call time-outs, not coaches or substitutes on the sidelines. During a dead ball any offensive or defensive player in the game may call a time-out.
7. TIE GAMES - An extra period of two minutes will be played. If the game remains tied at the end of this period, a second overtime will be started and it will be sudden death. That is, the first two points (field goal or foul shots) will end the game. Overtime will be treated the same as if it were the end of the 2nd half.
8. SUBSTITUTIONS - May be made anytime the ball is out of play. Substitutes must report to the scorer’s table and wait for the official to call them in.
9. FOUL SHOTS - Will be taken when the foul is committed against a player who is in the act of shooting or on a technical foul. For all other fouls, the ball will be taken out of bounds and the offending player will be charged with a personal foul.

**EXCEPTION-** In the last two minutes of each half and in subsequent overtime periods, all fouls excluding player control fouls will be shot. During these times all non-shooting fouls are to be one and one.

10. **JUMP BALL** - In all held ball situations teams will alternate taking the ball out of bounds at the spot nearest where the jump ball situation occurred.
11. Teams may add new eligible players anytime up until playoffs. **NO NEW PLAYERS ONCE PLAYOFFS START. ONLY PLAYERS WHO HAVE PLAYED WITH A TEAM IN AT LEAST ONE REGULAR SEASON CONTEST MAY PLAY FOR THAT TEAM IN THE PLAYOFFS.**
12. Unsportsmanlike conduct, undercuts, abusive language, etc... will not be tolerated. A technical foul will be given. Two technical fouls will result in immediate ejection from the game. Extreme misconduct will result in immediate ejection from the game. **THE IM STAFF ON-SITE ALSO HAVE POWER TO EJECT PLAYERS FOR THESE REASONS EVEN IF THE OFFICIALS DO NOT.**  
  
Technical fouls also count towards an individual's number of personal fouls.
13. If possible players must wear the same color t-shirts as their teammates or we will play shirts and skins.
14. The captain is the representative of the team and is the only one who may address an official on matters of interpretation or to obtain essential information, if it is done in a courteous manner. Each captain is also responsible for controlling their supporters. The officials may call fouls on either team if their supporters act in an abusive manner or interfere with the game in any way. Discretion will be used in these situations so a team is not unjustly penalized. A warning will be given first in this situation.

**The intramural participant is encouraged to consider his/her personal health and physical condition prior to participation in intramural activities. Such participation involves physical exertion, fundamental skills for that sport or activity, and may involve physical contact. The participant, being aware of any conditions predisposing him/her to injury or illness, and in consideration of the inherent physical exertion and possible contact involved in intramural participation, may wish to seek the advice of a physician prior to participation.**

**\*\* TEAM CAPTAINS ARE RESPONSIBLE FOR COMMUNICATING THE ABOVE RULES AND REGULATIONS TO THEIR TEAMMATES. IF YOU HAVE ANY QUESTIONS, PLEASE CONTACT THE INTRAMURAL OFFICE AT 898-6280**