

NU Intramural Sports

5 vs 5 Basketball Rules

GENERAL RULES:

1. **All players must present their valid Northeastern University Photo ID to play.** No exceptions! Current, valid NU photo identification must be present in order to participate. Participation will be denied to anyone without their current, valid NU photo identification card.
2. **Jewelry is not allowed to be worn by any participant during an Intramural event.** Any and all dangerous equipment must be removed prior to participation. Jewelry cannot be taped or covered with a band-aid.
3. **GAME TIME IS FORFEIT TIME!** The minimum number of players must have their Husky Cards turned in, be present on the field and in uniform for a team not to forfeit. The team manager must be responsible for collecting his team's IDs and registering their uniform numbers with the IM staff.
4. **3 Unsportsmanlike Penalties** will result in a team disqualification regardless of the score. 2 Personal Unsportsmanlike Penalties will result in the player leaving the game. Only a team's designated Captain is allowed to confer with the officials. There is a ZERO TOLERANCE policy for any unsportsmanlike behavior directed towards players, officials, and staff.
5. The supervisor on duty reserves the right to remove any player from competition who has violated any NU Intramural Policy or Rule and/or endangered any player or IM staff member. Ejected players must leave the facility. Any player or team that exhibits a pattern of troublesome behavior will be removed from intramural sports. Supervisors also have the authority to end a game.
6. Participants are not allowed to play in a manner that is potentially dangerous or reckless. Safety for all our participants is our number one priority. Any action(s) that is deemed dangerous and/or reckless by the game's official or the Intramural Sport Supervisor will result in either an unsportsmanlike penalty or an ejection depending on the severity of the action. Intramural managers and players should consider this rule their warning not to play in a dangerous or reckless manner.

THE GAME AND FIELD:

1. **Game Length:** The game consists of two 20-minute halves with an intermission of 3 minutes. The clock will run continuously, except during the final 10 seconds of the first half and the final minute of the second half only if the game is within 15 points. At this point, the clock will be stopped for all dead-ball situations. The supervisor has the authority to shorten any game due to time restraints or any other reason.
2. **Mercy Rule:** If a team is ahead by 30 points at anytime during the 2nd half, the game will end by Mercy Rule.
3. Games tied during regular season will have 1 and only 1 overtime period. During playoffs, there will be as many overtime periods as necessary to determine a winner. Overtime will be three minutes in length. The clock will stop the last minute of the overtime period.
4. Each team will have three regular 1 minute timeouts for the game. Each team will receive one regular timeout each overtime period. Timeouts do not carry over from regulation to overtime.
5. **DUNKING IS ILLEGAL!** Touching, grabbing, hanging, and dunking prior to, during, and post game is a violation of the Marino Recreation Center Facility Policy and Intramural Sports Rules It will result in immediate ejection from the game and dismissal from the Marino Recreation Center.
6. **Special Areas of Play:** Subs must remain in their designated area by the glass and may only enter the court with the referee's permission.

7. All play will be governed by National Federation High School Rules except where indicated. Campus Recreation will provide the game ball.

PLAYER RULES AND FOULS:

1. A team will consist of 5 players with a minimum of 4 players on the court at all times to continue the game. Co-Rec teams must consist of three (3) females and two (2) males. In order for a game to be official, teams must have at least two (2) females and two (2) males or three (3) females and one (1) male. At any point in the game, the number of males on the court cannot be more than the number of females on the court, and there must be at least one player of each gender.
2. Substitutes must notify the referee before entering play and may only enter at the referee's signal. Substitutes must remain in the designated area during play.
3. The bonus will be in effect on the 7th team foul. The offended team will be awarded a one plus one free throw attempt. On and after the 10th team foul, the offended team will be awarded 2 free throw attempts.
4. There will be ZERO TOLERANCE for unsportsmanlike conduct of any kind. Inappropriate behavior will result in suspension of the player and/or team from intramural sports.
5. The following is a partial list of prohibited acts for which a technical foul will be assessed for any of these infractions:
 - verbal abuse of an official
 - obscene gestures
 - taunting (ex. Blocking a shot and yelling at opponent)
 - fouls with intent to injure
 - fighting
 - entering the court without permission of an official
6. All technical fouls will count toward a player's total personal fouls. All technical fouls are two shots and the ball possession.
7. Two unsportsmanlike technical fouls on same person is an automatic ejection. One extreme unsportsmanlike technical or flagrant foul *will* result in an ejection, at the discretion of the official or supervisor.
8. On free throws, players may enter the lane once the ball has hit the rim. The lane space closest to the free throw shooter is left unoccupied.