

Intramural Sports

BLC INTRAMURAL BASKETBALL (5 ON 5) RULES

I. Eligibility

- a. Any undergraduate student, enrolled in a minimum of one credit hour, with a valid Bethany ID card is eligible until they withdraw from the college of fail to comply with other eligibility guidelines.
- b. Any faculty member or administrative/staff personnel employed by the college w/ an administrative/staff ID card.
- c. Current school year intercollegiate student-athletes are eligible to participate in all IM sports NOT related to their respective sport in their NCAA traditional season. Refer to IM handbook for further details.

II. Roster Size

- a. Unlimited number of players. (A maximum of ten "Intramural Champion" t-shirts will be awarded to the winning team.)
- b. New players may be added to the roster during any regular season game by emailing the IM Coordinator. Players may not be added during play-offs. Players must have participated in at least one regular season game to be eligible to participate in play-offs.
- c. Students can only play on one team.

III. The Game

- a. A game will consist of a 20-minute running time first half, a 5-minute halftime, and a 20-minute second half with the last two minutes being stop time. During the last two minutes, the clock will stop for fouls, violations, and timeouts but not after made baskets.
- b. Games starting on time will begin with a jump ball and thereafter the alternating possession rule will apply.
- c. If the game is tied at the end of regulation, a 3-minute stop-time overtime will be added and continued until a winner is determined.
- d. Both teams will have two 45-second time-outs per game. One timeout will be allowed in the occurrence of overtime.
- e. Mercy Rule: If a team is ahead by 50 points or more at any time following the start of the second half, the game will be ended. If a team is ahead by 25 points or more with 5 minutes remaining in the second half, the game will be ended.

IV. General Rules

- a. Official MSHSL BB rules will be followed except where specified below. Any questions on rules should be brought to the IM Coord..
- b. Teams must begin the game with at least three players, but may finish the game with a minimum of two players.
- c. When an individual commits their 5th foul, they are disqualified from the contest. One-and-one bonus will be implemented on the opposing team's seventh foul in a half. Double bonus (two freethrows) will be awarded on the tenth foul in a half.
- d. On a freethrow, only 6 players may occupy marked lane spaces. Defensive players must fill the bottom two spaces and they may take the third lane space. The offensive player s may fill the second lane spaces on both sides. The offense may not have more than two players rebounding. Players may move down the lane toward the basket if the spaces are not filled.
- e. Players may enter the lane after the ball has left the shooter's hand on a freethrow. The shooter and other players not on the lane may not enter the lane or step on the freethrow line until after the ball has hit the backboard or rim.
- f. Substitutes may enter the game only on a dead ball.
- g. In the event of a technical foul (for any reason), the opposing team will be given two free throws and awarded the ball. Two technical fouls will result in that player being ejected. Fighting will result in both teams being disqualified from the league.
- h. No jewelry may be worn. Opposing teams must wear contrasting colored shirts or jerseys (pinnies will be provided).

V. No Show

A No Show will be assessed when a team fails to be present with the required number of players at 10 minutes past a scheduled game time. A team committing their first No Show must contact the Intramural Office within 24 hours and indicate that they wish to stay in the league. A team committing a second No Show will not be permitted to play the remainder of the season.

VI. Conduct and Disqualification:

Good sports conduct is essential in IM Sports contests. Therefore, if a player or players are ejected from a game for any infraction including poor sportsmanship, they will receive a minimum, automatic one game suspension. The suspension of that player becomes effective immediately following the ejection and carries through the remainder of that game and the following game. While on suspension, the player is not allowed to participate in any IM Sports-sponsored sport, special event, or activity. In order to be reinstated for play, the player(s) must meet with the IM Coordinator. Failure to meet with the IM Coordinator maintains the suspension in full effect. When appropriate, the IM Coordinator may suspend the player(s) for a longer period. In extreme situations, the matter will be referred to the Dean of Student Services.