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McGILL INTRAMURALS BASKETBALL 5x5 RULEBOOK

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ID. CARDS

- Prior to the start of intramural games students must present their valid McGill ID card to the timer. Staff and Alumni must present their valid Sports Complex Membership Cards. Please indicate to the timer which team you will be playing for. **NO ID. - NO PLAY!**
- All player IDs will be inspected by the scorekeeper and immediately handed back to the participant. IDs will NOT be kept by the scorekeeper and are not the responsibility of the McGill Intramural program.

DEFAULT RULE

- A five **(5) minute** delay to the start of the game will be granted if a team has an insufficient number of players to begin.
- The amount of time that the start of the game was delayed will be subtracted from the first half of play.
- Should a team still have too few players following the delay, the game will be classified as a default. The offending team automatically loses the game **20-0**. If both teams do not have enough players, it will result in a double default.
- To begin the game, each team must have a minimum of four **(4) players** on the court, dressed, signed-in and ready to play at the scheduled starting time.

EQUIPMENT

- One (1) game ball and two (2) warm up balls will be supplied. Game balls are not to be used or distributed for warm-up.
- Teams playing in the first and last games of the evening should help the officials set up the benches.

UNIFORM

- All OPEN/MIXED/WOMEN teams must supply their own matching uniforms with unique number to each player on the back. See Article 4.1 (McGill Intramural Uniform Policy) of the IM Handbook.
- All PLAY-FUN teams do NOT need to supply their own uniforms with numbers. The home team is required to wear a light shirt and the away team is required to wear a dark shirt. **NO LIGHT GREY ALLOWED**

RULES

F.I.B.A. rules apply, with the following modifications and exceptions:

PLAYERS

- Both men & women can make player substitutions on all dead balls (ie. The officials will handle the ball on all dead balls)
- MIXED - Minimum: 2 males* + 2 females* + a 5th player (gender non-specific)
- Should a team, at any given time (due to ejections or injuries), be unable to align at least 2 males* AND 2 females*, that team will forfeit the game

*For the purposes of our program, the terms 'men' and 'women' are inclusive of two-spirit, trans, and gender non-confirming members of our community. We have trained our staff to understand gender as a spectrum and encourage individuals to self-select where they feel they belong within the participation structure. McGill Recreation welcomes and encourages all participants

GAME TIME

- **Two (2) twenty (22) minute** halves (running time).
- Only the last **thirty (30) seconds** of the first half and the last **sixty (60) seconds** of the second half will be stopped time. If the score is within **ten (10) points** the last **two (2) minutes** will be stopped time.

FOULS

- Players foul out of the game after the fifth personal foul
- Players do NOT foul out in PLAY-FUN leagues

OVERTIME

- There is no overtime except during the playoffs.
- If a playoff game is tied after regulation time, there will be **one five-minute** overtime period. Each team will receive 1 time out in the overtime period.
- Team fouls are reset to 0 at the start of overtime, **bonus will be on the 6th team foul during overtime.**
- If after this the game remains tied, the winner will be the first team to score **three (3) points.**
- A jump ball will begin each period of overtime.

TIME OUTS

- Each team is permitted one **(1) time out** per half, and one **(1) time out** per overtime period.
- Time outs are not cumulative (i.e., if a team does not use their time out in the first half, they are not entitled to two **(2) time outs** in the second half).
- As per FIBA rules time-outs can ONLY be granted in the following situations:
 - On a dead ball
 - A successful last free throw
 - Following a made basket against the team requesting the time-out.
- **Time outs may NOT be called during live play. Note: An in-bound is considered a dead ball and a timeout can be called.**
- If a team requests a time out and they do not have a time out remaining, they will be charged with a technical foul.
- In the last 2 minutes after a time out teams will have the choice of either inbounding the ball in the front court or the back court. If the team decides to take it from the front court, they ONLY have the front court to inbound. The ball is administered at the throw-in line (just above foul line extended) in the front court.

TECHNICAL FOULS

- By a player or coach – **1 free throw** – no line-up, and back to point of interruption. Point of interruption means the play returns to the situation before the technical was called.
- 2 Technical fouls result in an automatic game ejection, and an automatic 1 game suspension.

UNSPORTSMANLIKE FOULS - UNSPORTSMANLIKE CONDUCT- EXCESSIVE CONTACT

- Two **(2) shots** plus **possession** of ball.
- 2 Unsportsmanlike fouls result in an automatic game ejection, and an automatic 1 game suspension.
- The combination of 1 Technical foul and 1 Unsportsmanlike foul will also result in an automatic game ejection, and an automatic 1 game suspension.

FREE THROWS

- Regular foul shots are 2 shots to make 2 (**2 to make 2**).
- In a **Bonus** situation beginning from the **8th team foul** in each half, a **2 shot penalty** situation will be awarded.
- Players may move upon release of the ball.
- The free throw shooter and people lined up outside the 3-point line must wait for the ball to hit the rim before crossing their respective lines.

FIGHTING/ROUGH PLAY

- The referee may (at his/her discretion) stop a game if they feel play has become too rough (e.g., frequent intentional fouls in last seconds to stop clock).
- Fighting will not be tolerated and offenders will be immediately ejected (Disqualifying Foul) from the game and must leave the playing area.
- The sanction for any player(s) fighting is two **(2) shots** plus **possession** of ball OR by means of the alternating possession arrow.
- The Intramural Protest and Disciplinary Committee reserves the right to take further action with regard to fouls/suspensions once the official's report has been filed.
- A captain's job is to control his/her players.

TEAM SPIRIT RATING

BASKETBALL

5 – EXCELLENT

- Excellent team spirit towards opponents and officials (e.g., team always maintains an outstanding attitude, captains always question officials in a respectful manner and entire team shakes hands at the end of the game).
- Entire team maintains self-control at all times.
- No major fouls/incidents.
- Fouls are next to none.

4 – GOOD

- Good team spirit towards opponents and officials (e.g., team always maintains a good attitude most of the game, no conflicts).
- Entire team maintains self-control at all times.
- No major fouls/incidents.
- Fouls are few.

3 – AVERAGE

- Good team spirit towards opponents and officials (e.g., negative attitudes are limited to an individual rather than the entire team).
- Lack of self-control is limited to an individual, not the entire team. Most of team respectful.
- 1 of the following = automatic 3 rating
 - Technical foul
 - Foul-out
 - Unsportsmanlike foul

2 – POOR

- Poor team spirit towards opponents and officials. Lack of respect shown towards opponents and officials. Use of profane and/or vulgar language.
- More than one team member shows a lack of self-control.
- Major fouls have been awarded.
- 2-3 of the following = automatic 2 rating
 - Technical foul
 - Foul-out
 - Unsportsmanlike foul

1 – NOT ACCEPTABLE

- Terrible team spirit toward opponents and officials. Frequent use of profane and/or vulgar language, acts of verbal or physical intimidation.
- The majority of the team shows a lack of self-control and respect for opponents and/or officials.
- Several major fouls have been awarded.
- Multiple ejections or disqualifying fouls
- 4+ of the following = automatic 1 rating
 - Technical foul
 - Foul-out
 - Unsportsmanlike foul
- Players showing up intoxicated.
- Mass confrontation/fighting/brawl