

5V5 BASKETBALL

NFHS Rules will govern play with the following exceptions and highlights:

ELIGIBILITY

All participants must show their University of Oklahoma HSC issued ID prior to each contest. Participants that are already on the roster are allowed to show a government issued ID. Eligibility status is the responsibility of each individual participant and the Team Captain and can be found in the Intramural Sports Policies and Procedures manual.

TEAMS

1. A team will consist of five (5) players. A team may start (and play) with as few as four (4) players.
2. If a team drops below the minimum of four (4) players due to injuries or fouls they will be allowed to continue.

THE GAME

1. A game will consist of two 20-minute halves (running clock).
2. During regulation play, the clock will only stop for time-outs and injuries.
3. The clock will stop on every official's whistle in the last two (2) minutes of the second half.
4. A three (3) minute halftime will separate the first and second halves (if possible).
5. Teams are allowed two (2) time-outs per game of 30 seconds in length each. One (1) timeout is allowed during each overtime period. Time-outs will carry from the first half into the second half. Time-outs do not carry into overtime.
6. If a team gains a forty (40) or more point advantage at any point in the second half the game will be called.
7. If a team gains a twenty (20) or more point advantage with 2 (two) or less minutes in the second half the game will be called.

EQUIPMENT

1. Intramural Sports Staff will provide a game ball for each scheduled contest.
2. Athletic shoes and athletic attire are required for participation.
3. Any athletic brace worn on the knees or ankles does not have to be covered up provided it meets the manufacturer's original specifications. Casts, guards or braces that are hard or unyielding worn on the elbow, forearm, wrist or hand will not be allowed even if it is covered.

4. The Intramural Staff will provide jerseys per team.

LIVE PLAY & VIOLATIONS

1. The game shall begin with a jump ball between one player from each team. All other players must be positioned outside of the restraining circle.
2. Alternating possessions will be awarded in all other held ball situations and to start the second half.
3. If an overtime period is needed, a jump ball at center court will occur with the teams facing the same direction as they were at the end of the second half.
4. Substitutes must check-in with the scorekeeper and be signaled in by the intramural staff prior to entering the game.
 - a. No substitutes will be allowed for a shooter in free-throw situations, unless the player is injured or unable to continue; in this scenario the substitute will be the player designated to shoot the free throw.
5. 3 Seconds: A player shall not remain in his/her free-throw lane for three seconds.
 - a. Ball becomes dead when violation occurs and is awarded to the opponent.
6. 10 Seconds: A player shall not be, nor may the player's team be, in continuous control of the ball which is in the team's backcourt for 10 seconds.
 - a. Ball becomes dead when violation occurs and is awarded to the opponent.
7. Backcourt: A player from the same team shall not be the first to touch a ball in the backcourt after it has been in team control in the frontcourt.
 - a. Ball becomes dead when violation occurs and is awarded to the opponent.
8. Goaltending: occurs when a player touches the ball during a try or tap for field goal while the ball is in its downward flight entirely above the bucket ring level.
 - a. Ball becomes dead, 2 or 3 points awarding to the offensive team dependent on location of try for goal.

FOULS

1. Players are disqualified after committing their 5th personal foul or their 2nd technical foul. A technical foul is registered as a player and team foul.
2. On the 7th team foul in each half, the bonus (one and one) situation will be in effect. On the 10th team foul of each half, the double bonus situation will be in effect with 2 free throws given.
 - a. The bonus is not in effect for the opponents on a team control foul (offensive player has possession of the ball when foul is committed by anyone on the offensive team).
All player or team control fouls will result in NO basket and loss of possession.
3. Personal Foul - A personal foul is a player foul which involves illegal contact with an opponent while the ball is live, which hinders an opponent from performing normal defensive and offensive movements. A personal foul also includes contact by or on an airborne shooter when the ball is dead.
 - a. Counts as a personal and team foul.

4. Player Control Foul - A personal foul committed by a player while he or she is in control of the ball, or by an airborne shooter.
 - a. Counts as a personal and team foul.
5. Intentional Foul - A personal or technical foul that may or may not be premeditated and is not based solely on the severity of the act. These actions can include Contact that neutralizes an opponent's obvious advantageous position, contact away from the ball with an opponent who is clearly not involved with a play, Contact that is not a legitimate attempt to play the ball or excessive contact with an opponent.
 - a. Two free throws and possession of the ball is awarded to non-violating team.
 - b. Counts as a personal and team foul.
6. Technical Foul - Technical fouls can be flagrant or non-flagrant in nature. Abusive behavior towards the referees or supervisors, disregarding the rules, or any unsportsmanlike conduct.
 - a. Two shots and the ball are awarded to the non-violating team.
 - b. Counts as a personal and a team foul.
 - c. In the case of double technical fouls, no shots will be awarded.
 - d. Two technical fouls on one player will result in that player's automatic ejection.
 - e. Three technical fouls on one team will result in the game being forfeited by the offending team.
7. Flagrant Foul – A flagrant foul may be a personal or technical foul of a violent or excessive nature, or a technical noncontact foul which displays unacceptable conduct. If personal, it involves, but not limited to violent contact such as striking, kicking and kneeling. If technical, it involves dead-ball contact or noncontact at any time which is extreme or persistent, vulgar or abusive conduct. Fighting is a flagrant foul.
 - a. All flagrant fouls count towards the player and team foul count.
 - b. Two foul shots and the ball are awarded to the non-violating team.
 - c. A flagrant foul will result in an automatic ejection.

OVERTIME

1. Regular Season: Games that end in a tie at the completion of regulation will result in a tie.
2. Playoffs: A tie score after regulation time will result in a three (3) minute overtime period. The clock stops during the last minute for all whistles. If the score is tied at the end of the first overtime period, each overtime period thereafter is one (1) minute in length. All whistles will then stop the clock.

COED MODIFICATIONS

1. Teams shall consist of at least 5 players with at least one male or one female per team.
2. Failure to meet the minimum player requirement for each gender will result in a forfeit for the team short of players.