

BRITISH COLUMBIA INSTITUTE OF TECHNOLOGY INTRAMURAL 5v5 BASKETBALL RULES

Section 1: Intramurals Procedures and Guidelines

Eligibility, protests, forfeits and concedes, conduct, appeal, and attire are covered in detail in the BCIT Intramurals Procedures & Guidelines.

Section 2: Authority

The Sports Programs and Intramurals Coordinator and/or Intramurals Staff has the authority to ensure games run in an appropriate and proper manner. They may deal with any forms of unsportsmanlike conduct in any manner that they may deem necessary to ensure program integrity and safety. This includes, but is not limited to ejecting players, forfeiting a team, and forfeiting a contest.

Section 3: Number of Players

Each team must have a minimum of 5 eligible and registered players for the duration of the league. The maximum number of players per team is 12, unless otherwise permitted by the Sports Programs and Intramurals Coordinator.

Section 4: Transfers and Additions

No player, having played for one team, shall play for any other team during the league's schedule. Special consideration, however, may be given to players on a forfeited team and players on overcrowded teams. All transfers must be approved by the Sports Programs and Intramurals Coordinator in advance.

Players cannot be added to the roster after the conclusion of the regular season. All playoff participants must have played a minimum of two regular season games. It is the Team Captain's responsibility to ensure players sign in with Intramurals Staff every game to ensure players are eligible for playoffs. If playoff eligibility is in question, the Sports Programs and Intramurals Coordinator will default to what is recorded on sign-in sheets. Special considerations are assessed on a case-by-case basis.

Section 5: Rules

Gameplay

1. All BCIT Intramural 5v5 Basketball games are officiated by student staff referees. The Sports Programs and Intramurals Coordinator and/or Intramurals Staff will make final on-site decisions, should game-related conflicts arise that are unresolvable by the Team Captains and officials involved the game.
2. Each game must start with a minimum of 5 players on each side.
3. Games will begin at the assigned time. A 10-minute grace period will be given to each team; after this time, a forfeit will take place. A forfeit constitutes a loss in the standings.
4. Game will play with 24 second offensive shot clock for each offence. Shot clock will reset to 24 seconds with offensive and/or defensive rebound.
5. If the game is tied when time expires, a 2-minute overtime period will be played. If after a 2-minute overtime period, the game is still tied then a final point will be played to declare the winner.

6. Two 1-minute time-outs are granted to each team for the entire game. A player can call the time-out in a dead-ball situation.
7. First possession of the game will be decided by a jump ball. The one losing initial jump ball gets possession for the next jump ball situation. Alternating possession between teams thereafter for all jump ball situations.

Time

1. A game consists of two 20-minute running periods, with one 3-minute break in between. The clock will not stop during fouls. Intentionally fouling is highly discouraged and may result in warnings and/or ejections.
2. In the last 2 minutes of the game the clock will be stopped for all official's whistles if the score differential is 5 points or less.

Substitutions

1. Substitutions can be made by any team when the ball becomes dead or prior to the check-ball. The substitutes from the bench must approach the scorer's table, put their hand up as an indicator that they want to enter the game and wait for the official to call them into the game when appropriate.
2. There will be no time stops during substitutions.

Scoring:

1. Every shot inside the arc shall be awarded 2 points.
2. Every shot behind the arc shall be awarded 3 points.
3. Every successful free throw shall be awarded 1 point.

Fouls/Free Throws:

1. A personal foul is a player foul which involves contact with an opponent while the ball is alive or the ball is in possession of a player while the individual is in control of the ball.
2. A player shall not hold, push, charge, trip, nor impede the progress of an opponent by extending an arm, shoulder, hip, knee, or by bending the body into other than normal positions, nor use any rough tactics.
3. Officials/Scorekeepers will be counting personal fouls. Players receiving 6 personal fouls in a game will "foul out" and be ineligible to return for that game.
4. All Personal Fouls will count as Team Fouls.
5. Six (6) - Team Fouls results in BONUS (1 & 1 Free Throws – Fouled player must make the first free throw to shoot the second)
6. Ten (10) - Team fouls results in DOUBLE BONUS (Fouled Player takes BOTH free throws)
7. All fouls, violations and dead-ball inquires please refer to the [referee handbook](#).

Section 6: Captains

1. Captains are responsible for informing and ensuring their team abide by all guidelines, policies, and procedures throughout the duration of the league program.
2. Captains are responsible for signing the score sheet before the start of each game.

3. Captains are responsible for ensuring all players of their team for any given match have signed in on the scoresheet.
4. Captains are responsible for maintaining communication with the Sports Programs and Intramurals Coordinator for all Intramural-related matters.

5. Captains are responsible for managing their team's (including spectators, if applicable) sportspersonlike conduct and making corrective action (if required).
6. Captains are responsible for confirming the correct score is recorded.

Section 7: Sportspersonship

Teams and players are expected to exhibit sportspersonlike conduct throughout the league program. Players may be penalized, ejected from the game, or possibly suspended from further games depending on the severity of the offense. See BCIT Intramurals Procedures & Guidelines for further information regarding sportspersonlike conduct.

7.1 – Sportspersonship Program

After each game, Intramurals Staff will assess and rank the fair play of each team on a scale of 0-5 by answering the following: "Did the team significantly contribute to the enjoyment of this game in spirit and sportspersonship?". If a team is given a score equal to or less than 3, the Captain will be notified by the Sports Programs and Intramurals Coordinator and possibly required to make corrective action prior to the next game.

At the end of the season, teams will be disqualified from playoffs if their sportspersonship average is below 4. Teams will be provided with a written rationale for this decision. Team Captains may provide a written appeal within 3 business days of receiving a disqualification statement. The final decision will be made by the Sports Programs and Intramurals Coordinator and Intramurals Staff.

Scaling:

- 0 – Poor Sportspersonship (fight, player ejection, etc.) or Default without 2 days' notice
- 1 –
- 2 –
- 3 –
- 4 –
- 5 – Good sportspersonship