

British Columbia Institute of Technology – Recreation Services

Intramural 5v5 Basketball Rules

Section 1: Intramurals Procedures and Guidelines

Authority, eligibility, scheduling, forfeits, concedes, conduct, sportspersonship and other intramural procedures are covered in detail in the BCIT Intramurals Procedures & Guidelines.

Section 2: 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 3: Game Play

3.1 Overview

1. BCIT Intramural 5v5 Basketball games are officiated- The Sports Programs and Intramurals Coordinator and/or Intramural 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 and recorded as 20-0.
4. We will not be using a shot clock. However, teams that deliberately stall will be given a 10 second warning at the referee's discretion. 8 second backcourt and over and back at center line are in effect.
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.

3.2 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 10 points or less.

3.3 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 and/or sit in the substitution chairs, 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.

3.4 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.

3.5 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. Eight (8) - Team fouls results in 2 Free Throws

Section 4: 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 Section 6 of the BCIT Recreation Services Intramurals Procedures & Guidelines for further information regarding sportspersonship.