

5 on 5 BASKETBALL RULES

TOURNAMENT RULES WILL BE GOVERNED UNDER NATIONAL HIGH SCHOOL FEDERATION!

TEAM SHIRTS OR TEAM JERSEY IS REQUIRED!!!

GAME TIME is FORFEIT TIME. No grace period. **ONE FORFEIT and your team will be DROPPED from the competition.** Teams will also be dropped after two DEFAULTS.

FORFEIT = if NO players are at the court by game time. **DEFAULT** = if a team does not have the minimum number of players at game time

The GAME will consist of two 16-minute halves, with up to 5 minutes rest between halves. Teams must have at least five (5) players on the court to start and continue a game. Semi-final games are 20-minute halves. (*Games time duration depends on the number of teams registered*)

The CLOCK will NOT be stopped for free throws, held-balls, out-of-bounds, etc. **However, during the last minute of the second half and of overtimes the timer will stop the watch each time the ball is out-of-play** Throughout the game, teams must line up promptly for free throws. Officials will penalize teams that attempt to consume time by using obvious stalling tactics in these situations.

TIMEOUTS: Each team may call one (1) timeout each half and in each overtime period. Only players in the game and coach of the team in possession of the ball may call timeouts. During a dead ball any offensive or defensive player in the game may call a timeout.

TIE GAMES: An overtime period of two minutes will be played. If the score remains tied at the end of this period, a **second overtime** will be played and it will be **sudden-death**. That is, the first point (field goal or free throws) will end the game. Timing procedure for the last 30 seconds of the overtime period will be the same as the end of the second half. Each OT period will start with a jump ball.

FREE THROWS: will be awarded when a foul is committed against a player in the act of shooting or on a technical foul. For all other fouls, the ball will be taken out-of-bounds and the player committing the foul will be charged with a personal.

SUBSTITUTIONS: may be made anytime the ball is dead. Substitutes must wait for the official to call them into the game with the two official systems. Substitutes must get an official's attention and wait for a dead ball to be called in.

HELD BALL: In all held-ball situations teams will alternate taking the ball out of bounds at the spot nearest to where the situation occurs. The possession arrow will determine all held balls.

THREE POINT RULE: High school regulation line

CLOSELY GUARDED: A five-second count will be in effect when an offensive player is closely guarded (defender within 6 feet) in the frontcourt whether he/she is dribbling or holding the ball.

DUNKING: is permitted DURING an intramural basketball game. **However, participants are NOT permitted to dunk, attempt to dunk, hang on the net, etc. during pre-game, half-time or post-game.** Violators will be assessed technical fouls.

HEADGEAR: is NOT permitted. Headgear for religious or medical reasons (with doctor's excuse) will be permitted only with staff approval. Elastic headbands are permitted. **NO HATS, NO BANDANAS and NO JEWELRY.**

A PLAYER MAY COMPETE WITH ONLY ONE TEAM. Once a player has played with a team, he/she may not play for any other team, regardless of division. Violation will result in suspension of the player and forfeiture of the game/s in question. See IM General Rules for details.