

Oswego State

Campus Recreation – Intramural Sports

5 v 5 Basketball Rules

Pre-Game:

All Players must present a valid SUNY Oswego ID to be eligible to play.

Rule I. COURT, PLAYERS, AND EQUIPMENT

THE COURTS

1. All games will be played at Lee Hall Gymnasium.
2. Team area: All players and coaches not immediately involved in play must stay on their team's respective sideline.
3. All spectators must sit on the opposite sidelines when applicable. Spectators are not permitted by the player's bench or the score table. NO EXCEPTIONS.

PLAYERS

1. Five (5) players must be present to start a game. Four (4) players may finish. If a team gets below four players the Sports Official will end the game and give the team a loss in the standings.
2. Rosters: Team Captains must have a finalized roster by the team's third game for league play and by the start of the first game for tournament play. Only ten (10) players are allowed per roster. To be eligible for the playoffs a player must have played in at least one regular season game.
3. In the Co-Rec division, each team must have two (2) women on the floor at the start of the game and at all times during the game. If two (2) women are not present, the game will be declared a forfeit.

EQUIPMENT

1. Game Ball: The Campus Recreation Office will supply the game ball. Personal basketballs may be used but must be approved by the Intramural Supervisor and both team captains prior to play.
2. Shoes: Soft, dry, rubber-soled sneakers are the only footwear permitted on the floor. All players must carry their sneakers to the gym; it is important that mud and dirt is not tracked onto the gym floor. BLACK-SOLED shoes will not be allowed, unless they are basketball shoes.
3. Tape: Tape or bandages on the hand, wrist, forearm or elbow are prohibited except to protect an injury. The Intramural Supervisor must approve all tape or bandages prior to the start of the game. Under no circumstances will a player wearing a cast or splint be allowed to play.
4. Glasses: If glasses are worn they must be unbreakable. Each player is responsible for the safety of his or her own glasses.
5. Jewelry: Wristwatches, bracelets, rings, large or hoop earrings, or any items deemed to be dangerous by the referee are not permitted.

Rule II. PERIODS, TIME FACTORS, AND SUBSTITUTIONS

1. Period: The game will consist of two (2) halves of 20 minutes running time, with a five minute half time. The clock will stop for all timeouts and on all dead ball situations in the last two (2) minutes of the second half.

2. Forfeit. Any team not ready to play 5 minutes after the scheduled start time will lose by forfeit.
3. There will be a 35-point mercy rule after 10 minutes in the second half. In the judgment of the official(s), and/or supervisor, if a team is dragging or allows the team behind to make up baskets so the game will not be stopped, the game will be stopped immediately.
4. Time Outs: Each team is entitled to (2) 30 second time outs per half time outs do not carry over from the first half to the second half. A Technical Foul will be assessed for delay of game.
5. Substitutions are allowed any time the ball is dead but they must not delay the game. All substitutions must be recognized by at least one official.
6. Overtime: In the event of a tie game, an overtime period of two (2) minutes stop time will be played. Each team will be awarded only one time out for each overtime. Fouls will be shot with the bonus rule in effect. In the event of another tie, the process will be repeated until there is a winner.

Rule III. OTHER GENERAL BASKETBALL RULES

1. Jump Balls: Alternating possession rule is effect per NCAA regulations.
2. Foul Shots:
 - a. All Intentional Fouls will result in 2 shots and possession of the ball for the opposing team.
 - b. All Technical Fouls will be shot at the time they occur.
 - c. The bonus rule (1 and 1) will be in effect starting on the 7th team foul of each half. The double bonus (2 shots) will be in effect on the 10th team foul of each half.
3. Each player will be allowed five personal fouls per game. After the fifth foul that player will be removed from the floor.
4. Official's Decisions:
 - a. ALL DECISIONS OF THE OFFICIAL(S) ARE FINAL.
 - b. Arguing with the officials or other unsportsmanlike conduct may result in a technical foul and/or ejection from the game.
5. Technical Fouls:
 - a. All Technical Fouls will be shot at the time they occur.
 - b. All referees are instructed to call a technical foul without hesitation on any player or coach demonstrating unsportsmanlike conduct. This includes swearing, arguing, deliberate stalling of a game, or any conduct an official deems unnecessary.
 - c. A technical foul will be assessed on any substitute who enters without an official's recognition.
 - d. A bench technical will be assessed to the team unless a player can be singled out. Two bench technicals during the course of the season will result in a forfeit of that game and the team's removal from the league.
 - e. Any player or coach who has two technicals called on them will be automatically ejected from the game and must leave the gymnasium and Lee Hall. Three technicals over the course of the full season will be grounds for expulsion from the league.
 - f. Any team accumulating a total of three technicals during the course of the game will forfeit the game at the point of the third infraction.
 - g. A technical foul is considered a personal foul.
 - h. Clock will stop when a technical foul is committed.
6. Flagrant Fouls: All flagrant fouls that attempt to injure or involve fighting, will result in an automatic suspension from intramurals and the individual(s) must meet with the Director of Campus Recreation before being reinstated.