

JOHNS HOPKINS INTRAMURALS
5 ON 5 BASKETBALL RULES

1. TEAM MANAGERS:

- Team managers are responsible for informing their teammates of all Intramurals governing rules and policies.
- Team managers are responsible for looking up their team's schedule and notifying their teammates on upcoming games.
- Schedules will be posted on <http://johnshopkins.imtrackonline.com/>, once on the website you will click on the 5-on-5 Basketball link, and then find the appropriate league that your team has entered.
- Team managers are responsible for their team and fan behavior before, during and after their game.
- Only the team captain may address an official on matters of rule interpretation or to obtain essential information.
- Team managers are responsible for any equipment given to them, such as team jerseys and basketball balls. (Team managers, you will be charged for the missing items)
- **Teams are required to designate a person to work the scorer's table during their game. If this is performed by a player, they are ineligible to play during that half or game. Players cannot switch during a half of play; the same player must work the table for the entire half.**

2. PLAYERS:

- All players must present their J-Card or Rec Center membership card to the Intramural Supervisor on duty. (Note: there will be NO exceptions)
- All players must have a valid membership to the O'Connor Recreation Center.
- Guest CANNOT play in any Intramural League.
- Currently rostered varsity players are ineligible to play intramurals for that academic year; in the sport they hold their varsity status.
- Preferred maximum number of players per roster is 10. The rosters are capped at 20.
- Players may only play on one team per league (i.e. one Men's open, Greek and Res. Hall). Switching from one team to another is illegal, and will result in a suspension from participating in any Intramural activity for the remainder of the season. If this occurs, it may result in games for both offending teams being forfeited.
- Minimum number to start the game is 4. **Co-Rec:** Minimum number to start is 4 and requires 2 females. If at any time, there are not 2 females, a forfeit will result.
- Teams must have a minimum of 3 players on the court at all times and can finish the game with 3 players.
- Substitutions are unlimited. Subs may enter the game only on a dead ball, timeout or after first free throw is taken. Subs may not enter the game until they check in at the scorer's table and an official calls them on the court.

3. ELIGIBILITY:

- Players must be current Homewood and Peabody students, faculty, staff, or Hopkins affiliate with a valid membership to the O'Connor Recreation Center and must show proper identification, i.e. a J-Card, before game time. Alumni are ineligible to play.
- An individual must compete in at least 1 game during the regular season to be eligible for the playoffs; their name must be present on a regular season score sheet.
- Teams may add/drop players to roster until last game of regular season.
- Teams cannot add players after their final regular season game.

4. FORMAT:

- Leagues will consist of a 3-5 game regular season
- Playoffs will be a single elimination tournament.
- Eligibility for playoffs: "2.5" sportsmanship rating.
- Teams that forfeit will be ineligible for playoffs.
- Forfeits without a call in will receive a 0 for the sportsmanship rating.
- Teams are given one call in forfeit and are also given a 3 sportsmanship rating.

5. EQUIPMENT:

- The Intramural office will provide game balls. However, both teams may agree to use another ball as long as it's regulation and checked by either the Intramural Supervisor or the game official.
- All participants must wear the proper athletic attire to participate, including proper court shoes, shorts and t-shirts.
- No hats or caps
- No jewelry is allowed, with the exception being medical identification jewelry.
- No cast or splints (hard or soft) are permitted.
- Team jerseys will be provided for each team if necessary. T-shirts must be worn underneath the provided intramural jerseys. Participants are allowed to wear their own team jerseys, but the jerseys must be the same for each team member, and contain a number on the back.
- Teams cannot wear yellow uniforms.

6. GAME TIME:

- Before the game begins: players must check in at the scorer's table with their J-Card or Rec Center membership card.
- **GAME TIME IS FORFEIT TIME!**
- The game time provided on the intramural web site is the start of the game. If a team does not have 4 players by the start time, they will forfeit the game.
- 2-20 minute halves, 3-minute half time; continuous running clock until the last two minutes of the second half. Clock stops on every dead ball during the last two minutes of the second half. This includes timeouts, fouls, and ball out of bounds.
- Regular season games can end in ties.
- During playoffs, if there's a tied game at the end of regulation time, there will be a three minute overtime period.
- Each team receives one 1 minute timeout per half and 1 timeout in overtime. Timeouts do carry over, but not into overtime.
- Mercy Rule: Up by 30 points at halftime or any time in the second half, or up by 20 with 2-minutes left in the second half.

7. METHOD OF SCORING:

- Co-Rec Scoring is 3pts/4pts/1pts for women and 2pts/3pts/1pt for men.
- All other leagues its regular scoring rules 2pts/3pts/1pt
- A team is in the bonus on the seventh team foul; shooting 1 and 1 free throws
- A team is in the double bonus on the tenth team foul; shooting two free throws

8. SUBSTITUTES

- Subs must check-in to the scorer's table before entering the game. Player must wait until an official calls you in; Subs may enter in at any dead ball.
- Any player who is disqualified shall not re-enter the game. The ejected player shall be asked to exit the court as quickly as possible; if player is not willing, his/her team will be charged with a forfeit and game will be called.

9. START PLAY:

- Jump ball starts the game and overtime. Teams will start the game going the direction opposite their bench. The second half is started by the possession arrow.

10. BALL IN AND OUT OF PLAY:

- The ball is out of play when:
 - A player steps on or the ball bounces on any part of the court boundary or contacts anything outside the boundary of the court.
 - The ball contacts any support structure or backside of the backboard.
 - It is the decision of the referee for stoppage of play. The ball will be put back into play with a throw-in at designated spot.

11. PENALTIES, FOULS, AND VIOLATIONS:

- On a free throw a player shall:
 - Attempt a free throw from within the free throw circle and behind the line.
 - Player has 10 seconds to shoot the free throw.
 - No faking a free throw attempt.
 - Players may not enter the lane until the ball has been released.
 - Men's, Women's and Co-Rec games the low box nearer the basket shall not be occupied.
- Violations on free throw:
 - by the free thrower or a teammate results in turnover and no point is awarded.
 - by opponent, if try is good, point good; if no good, re-try.
 - by each team simultaneously, is dead ball; alternating possession.
- Violations on inbounds:
 - May not leave designated spot, except after a basket.
 - 5 seconds to throw the ball in.
 - thrower may not touch the ball until it has touched another player.
 - ball may not enter the basket before touched by another player.
 - Must be behind the out of bounds line.
- Player may not double dribble.
- Violation during jump ball is a re-jump.
- Teams have 10 seconds to advance the ball to the frontcourt.
- No offensive players shall be in the key for more than 3 seconds.
- Players may not swing elbows, even if no contact occurs.
- No players shall hand check.
- No players shall commit goal tending or basket interference:
 - Violation will result in counting the basket.
 - Violation by both teams results in alternating possession.
- Teams shall not:
 - have more than 5 players on the court; result is technical foul.
 - request extra time-out; result is technical foul.
 - commit an unsportsmanlike foul.
 - use foul, inappropriate language.
- Substitutes shall not enter the game until the official signals.
- A player shall not:
 - fighting, striking or attempting to strike a player, official or staff at any time before, during or after the game. This will remove the player from any further Intramural activities for a minimum of 1 year.
 - have more than 5 fouls.
 - slap or strike the backboard to interfere with the ball's flight.
 - delay the game.
 - disrespectfully address an official or supervisor.
 - use profanity.
 - grab/hold a player's jersey.
 - enter the court from the bench for any reason.
 - trip, push, charge in to or impede the progress of an opponent.
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- Team fouls are as follows
 - 7 team fouls = 1 and 1 free throw shot
 - 10 team fouls = 2 free throw shots
- A technical or flagrant fouls result in two points for the opposing team and possession of the ball at half court.
 - Two technical fouls = player ejection and one flagrant foul equals player ejection. The team is given and automatic 2 sportsmanship rating.
 - Three team technical fouls = team disqualification. The team is given and automatic 0 sportsmanship rating

13. CO-REC MODIFICATIONS

- Players: Game consists of two teams of 5 players; Minimum to start the game is 4. Minimum to end the game is 3 (at least one of the players must be a female).
- There must be at least 2 women playing on the court at all times.
 - Acceptable combinations:**
2 male & 3 females, 3 male & 2 females, 1 male & 4 females, 5 females, 2 males & 2 females, 1 male & 3 females, 4 females.
- Only 1 male player (offensive & defensive) may enter the free throw lane (paint area) at any time, they can shoot or rebound in the free throw lane.
- Co-Rec Scoring is 3pts/4pts/1pts for women and 2pts/3pts/1pt for men.
- Free throw will be the same for males and females.

14. SPORTSMANSHIP:

- **Fighting, striking or attempt to strike a player, official or staff at any time before, during or after the game, will remove the player from any further Intramural activities for a minimum of 1 year.**
- The Intramural staff on duty will grade all teams on their sportsmanship and has the authority to ask anyone to leave the gymnasium. A team's sportsmanship is a reflection of its **players** as well as **fans**.
- **Playing Intramural Sports is NOT a right, it is a privilege.** Therefore, the Intramural program reserves the right to take away that privilege from any team or individual that does not abide by the governing rules and regulations, as well as does not exhibit good sportsmanship and fair play.
- Any player who uses foul language, violently protests a call, or curses an official or supervisor, will be removed from the game and will automatically be suspended from his/her team's next match.
- Any team that has a player ejected for an unsportsmanlike conduct, flagrant or tech will automatically receive lower than a 2 sportsmanship rating.
- A player that is ejected for any reason must come in to speak to the Assistant Director of Intramurals before their team's next game. The ejected player is suspended from all Intramural activities until the Assistant Director of Intramurals reinstates him/her.
- The ejected player will have to make an appointment to meet with the Assistant Director of Intramurals during office hours (Monday through Friday, 10:00 a.m. - 4:00 p.m.) before he/she is eligible to participate again.
- **Minimum 1 game suspension for all ejections.**
- **Any player who fights amongst players or touches an official or supervisor will be placed on suspension from all Intramural activities for a minimum period of one calendar year from the time of the incident and a report will be sent to Judicial Affairs.**

15. PROTEST:

- A team captain may only protest before or during the game, **not after**.
- In protesting an official's call, the team may only protest a rule interpretation or eligibility and not a judgment call.
- A timeout must be utilized in order to protest, and a team may get it back if the interpretation goes your way.
- All player eligibility protest during the regular season will go to the Assistant Director of Intramurals to be reviewed and decided upon.
- All protests during the playoffs will/can be decided by the Intramural Supervisors /Coordinators on duty.

16. Safety and Liability

- The game of basketball is a contact sport and injuries (while mostly minor) do occur. Players should participate with this understanding. Also, participation in the Intramural Program is completely voluntary. Johns Hopkins University is not responsible for injuries incurred during intramural play. It is strongly recommended that participants have satisfactory health status.

17. Alcohol and Drug Policy

- Alcohol and Drugs are prohibited. Anyone suspected of being under the influence will be asked to leave the intramural premises. Failure to do so will result in suspension from all intramural activities.