

5v5 BasketballRules IntrntParticipant







5v5BasketballRules IntramuralSports

- 1. The clockwill start on the first live ball of eachhalf and run continuously for the 1st half and the first 18 minutes of the second half unless stopped for a:
 - i. Teamtimeout
 - ii. Referectimeout
 - iii. Endof the 1st half
- 2. The clockwill stop in the last two (2) minutes of the second alf when an official:
 - i. Callsafoul
 - ii. Signalsaheldball
 - iii. Callssal the ba



THE REPORT OF THE

5v5BasketballRules

IntramuralSports

3. To start the second halfthe ball shalbe put in playby a throw-in under the alternating possession

- procedure. offigia**a APP CONSESS** (IN) 1313h)-9.1 (en) JumpBall
 - 1. Foranyjump ball, eachjumper shallhave both feet within that half of the centerrestrainingci
 - 2. Whenthe official



5v5 BasketballRules IntramuralSports

- 1. A player is out of boundswhen he/shetouchesthe floor, or any other object other than a player/person,on or outside a boundary.
- 2. The ball is out of bounds when it touches or is touched by:
 - i. A player who is out of bounds
 - ii. Any offreed person, the flood, and and offse offse, and and offse offse, and any offreed person, the flood, and any offse offse



5v5BasketballRules

IntramuralSports

- iii. Thefirst markedlanespaceson each side of the lane, above and adjacent to the neutral-zone marks, shall be occupied by opponents of the free thrown teammate of the free thrower shall occupy either of these marked lane spaced ayers may not stand on top of the neutral-zone marks.
- These condmarked lane spaces on each side may only be occupied by teammates of the free thrower.
- v. Thethird markedlanespaceson each side, nearest the free thrower, may only be occupied by the opponents of the free thrower.
- 3. Not more than one player mayoccupy anypart of a markedane space Anyplayer, other than the free thrower, who does not occupy a marked lane space must be behind the free throw line extended and behind the three point line.
- 4. Freethrows awardeddue to a personal foul shall be attempted by the offended player. If such playermust withdraw because of an injury or disqualification, his/her substitute shall attempt the throws unless no substitute is available, in which case any teammate may attempt the throws.
- 5. Thetry shallbe made within ten (10) second safter the ball has been placed at the disposable the free thrower at the free throw line.

RULESIX: FOUL SANDPENALTIES

SectionOne: TechnicaFouls

A. Administration

- 1. A technical foul should be called for:
 - i. Unsportsmanli21-5 \$t) \$\frac{1}{2} \tag{0.27} \tag{0



TEN KENEMANUME

5v5BasketballRules

IntramuralSports

- 4. Aflagrantfoul maybe a personalor technical foul of a violent nature, or a technical non-contact foul, which displays unacceptable conduct may or may not be intentional.
- 5. A player control foul is a commonfoul committed by a player while he or she is in control of the ball, or by an airborneshooter.
- 6. Adoublepersonalfoul is a situation in which two opponents commit personal fouls against each other at the sametime.
- 7. Atechnicalfoul is a foul that is unsportsmanlik@ndmayincludecontactor non-contactor both.



5v5 BasketballRules Intramural Sports