

## HWS INTRAMURALS RULES: 5V5 BASKETBALL

### Eligibility

1. Must be a full-time student, graduate student, faculty, or staff member of HWS.
2. Current members of varsity or junior varsity intercollegiate sports or hardship athletes may not participate in their corresponding Intramural Sport or closely related sports.
  - a. If an Intramural sport occurs in the same semester as an intercollegiate sport or related sport those on the intercollegiate roster (via website) shall count as varsity athletes. Should they quit any time after the first game of the season they are still considered as part of that team until the following semester.
  - b. Any senior that has a season end in the same semester as an Intramural sport equal/similar to their varsity sport shall be classified as a varsity athlete until the following semester.
  - c. For questions on this please email Deven Siesel – [siesel@hws.edu](mailto:siesel@hws.edu) For this sport Basketball players are not permitted.
3. Players may only compete for one team per sport unless all captains agree to veto this rule. Participants can play on multiple teams if there are multiple divisions in existence i.e., an open division and statesmen division would allow a Hobart student to play in both or same thing for a William Smith Student and a heron division.
4. A person who has received professional playing status in a particular sport may not compete in that sport or any related sport.
5. Participants are required to check-in with Intramural staff at each event. Intramural staff personnel may ask for an HWS ID at any point and time to verify identities. If you cannot produce one you cannot play.

### Sportsmanship Rating System:

1. Each team will be given a sportsmanship rating by staff members.
2. A team must have an average score of 3.5 or higher to be eligible to earn any awards associated with that sport and could forfeit their ability to participate in playoffs
3. Special game situations: A team winning a game by way of a forfeit shall receive a score of 5. A team losing a game by way of a forfeit shall receive a score of 2.5 unless they give advance notice in which case, they will receive a 3.5

SCORE	PLAYER/TEAM ACTIONS	CAPTAIN ACTIONS	TRASH	ACTIONS BY I STAFF
<b>5 (Excellent)</b>	<b>Very respectful of IM staff, opposing players, and teammates. Games start on time; language was inclusive &amp; non-offensive.</b>	<b>Respectfully communicates with IM staff to understand the rules and officiating decisions. Has strong relationship with team members and is able to anticipate/resolve conflict efficiently &amp; effectively</b>	<b>No trash left behind</b>	<b>No actions were taken</b>
<b>4 (Good)</b>	<b>May vocally question some calls, but move on quickly, no major trash talk or curse words, game starts on time</b>	<b>Very much in control of self and mostly in control of team doesn't help intervene right away but before becoming an issue</b>	<b>Very little trash</b>	<b>1-2 minor warnings where play doesn't stop but officials got annoyed or had to tell players to knock it off</b>
<b>3 (Moderate)</b>	<b>No aggressive arguing with staff/teams makes a decent number of vocal comments about officiating, game started late</b>	<b>Good control of self but little control over team on minor issues and only intervenes to keep something from become major issue</b>	<b>Some trash</b>	<b>2+ minor warnings or 1 stoppage of play warning</b>
<b>2 (Poor)</b>	<b>Constantly verbally questioning calls, trash talking other teams, excessive cursing</b>	<b>Little control of self or team intervenes as a last resort to keep game going (captains must meet with Assist. Direct before next game or it will be a forfeit)</b>	<b>Lots of trash</b>	<b>2+ minor warnings &amp; 1 stoppage of play warning</b>
<b>1 (Unacceptable)</b>	<b>Ejections of players, constant verbal dissent, constant trash talk, excessive cursing</b>	<b>Little control of self and no control of team doesn't intervene at all (captains must meet with Assist. Director before next game or it will be a forfeit)</b>	<b>Lots of trash</b>	<b>Several minor warnings or 2+ stoppage of play warnings</b>
<b>0 (Fighting)</b>	<b>Physical altercations, threatening comments, game gets too physical without actual fights breaking out</b>	<b>No control of self or team (All players must meet with Assist. Director before they are permitted to play any Intramurals)</b>	<b>Lots of trash</b>	<b>Game ended for sportsmanship reasons</b>

Based upon team sportsmanship ratings HWS Recreation Administrative staff can conduct a meeting with team captains or individual players if it is believed to be necessary

**Max Rosters & Participants on Field:** Max Rosters = none    Max on court = 5    Minimum to start and continue play = 4

**Forfeits:** Forfeits can be called for any of the following reasons:

1. A Captain requests it on behalf of their team
2. A player or spectator refuses to leave the field/court after being instructed to do so by Intramural Staff
3. A player is deemed as dangerous to spectators, players, and/or Intramural Staff
4. A Team does not have enough players to start and/or continue play

**Start of Game:** All intramural events are tightly scheduled based on facility availability to allow for maximum participation, so keeping the games on schedule is very important. Please have your team at the field checked-in and ready to play at least ten (10) minutes before your scheduled game time. If one team is late/is not present, the captain of the team that is present and has the minimum number of participants required to play will be given two options (once a decision is made it cannot be changed):

- Take the forfeit immediately
- Give the team five (5) minutes to show

\* If the team shows, the game must be played with only the remaining amount of time left. If the team still does not show, it will be a forfeit.

Games will start with a jump ball.

### **General Play**

1. If a team chooses to start a match down a player(s), they may not add additional players unless opposing team's additional player(s) arrive
2. Rosters are locked after a team's final regular season game.
3. Two twelve-minute halves with clock stopping the final minute of the game only.
4. Scoring: 2's and 3's or 1 for free throws
5. 2 timeout per game of 60 seconds per team
6. 3 minutes or less for halftime

### **Mercy**

Soft Mercy = If a team is up by 20 points or more clock runs for everything except injuries (this includes timeouts).

Hard Mercy = If a team is up by 30 points at any point in then the game will be called.

### **Overtime**

Regular season games can and will end in a tie should one occur. During playoff play the following will be the overtime procedures: 3 minutes regular rules apply all fouls are 1 and 1.

### **Field/Court**

Games will be played on a Bristol Field House main court. All normal basketball lines apply.

### **Rules**

**5 seconds** – Play has 5 seconds to inbounds the ball from out of bounds= **Turnover**

**8 Seconds** – After gaining possession a player has 8 seconds to get the ball past the half court line = **Turnover**

**Goal Tending** – Defense may not make contact with the net or rim at any point and may not hit a ball if it has begun its descent = **Shot counts and proper points automatically awarded**

**Shooting Fouls** – Players fouled while in a shooting motion (no rebounding free throws, make or miss other team gets possession) = **3 pointer = 3 free throws    2 pointer = 2 free throws**

**Non-Shooting Fouls** – Non-offending team gets the ball out of bounds for an inbounds play.

**Jump Ball** – If a player from each team has possession of the ball at the same time or a double foul is called = **Team with possession arrow gets the ball**

**Illegal Substitution** – Substitutions may be made during dead ball situations, or their team is in control of the ball, and it hasn't been checked yet = **Turnover or 1 and 1 free throw**

**Delay of Game** – Defense must check the ball back immediately after the offense is on the court and players have 5 seconds to shoot a free throw = **Turnover + 1 and 1 free throw**

**1 and 1** – Players are fouled while shooting and the ball goes in, or any fouls committed on the offense in the final minute of time = **player receives an extra free throw if they make the first**

**Too many players on the court** – maximum of three players on the court at one time per team = **Turnover or 1 and 1 free throw**

**Travel** – Players may not take more than 2 steps without dribbling the basketball = **turnover**

**Double Dribble** – Players may not dribble with both hands, play may not pick-up their dribble then dribbles again unless the defense knocks the ball away = **turnover**

**Carry** – A player's hand cannot come to a rest underneath the ball when dribbling = **turnover**

**Charge** – If the defense has both feet set and doesn't lean into the offense but the offense runs into them = **turnover**

**Block** – If the defense does not have both feet set or leans into the offense and offense runs into them = **If shooting = shooting foul if not = checkup top**

**3 seconds** – If an offensive player has both feet inside the lane or key for 3 seconds = **turnover**

#### Playoff Determining Factors

Overall Record -> Sportsmanship Rating -> Head-to-Head -> Point Differential