

Co-Rec 5 v 5 Basketball

****ALL PLAYERS MUST PRESENT THEIR RED UMBC ID CARDS TO BE ELIGIBLE TO PLAY IN THE GAME. ****

Notes: There will be a ten minute grace period given to teams with at least one player present but less than the minimum number required to begin play. Two forfeits and your team will not be able to compete in the postseason, but will be allowed to finish out the season. First forfeit = loss of ½ of deposit. Second forfeit = loss of entire deposit.

The game: will consist of two 20 minute halves, with a 2 minute rest between halves. Teams must have at least 4 players on the court to start and continue a game. The clock will not be stopped for free throws, held balls, out of bounds, etc. however during the last minute of the halves, and of overtime, the timer will stop to watch each time the ball is out of play (Exception: the clock will continue after successful field goals). 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. The official may stop the clock and charge the offending team with a technical foul for such tactics.

Female Requirements: A female from each team must be on the court at all times. Teams will play with 3 males and 2 females or 4 four males and 1 female on the court at all times. If one team has 2 females on the court, the other team must have two females on the court or play one player down (3M, 1F)

Timeouts: each team has one timeout per half and in overtime period. Only players in the game and on the team with possession of the ball may call timeouts, not coaches or substitutes on the sidelines. During a dead ball, any offensive or defensive player in the game may call a timeout.

The games: an overtime period of three minutes will be played. If the score remains tied at the end of the period, a second overtime will be played. Timing procedure for the last thirty seconds of the overtime period will be the same as the end of the second half. Each OT 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. EXCEPTION: in the last two minutes of the second half, and in subsequent overtime periods, all fouls excluding player controls fouls will result in free throws. During these times, all non-shooting fouls are to be two free throws.

Players may enter the lane on free throws, when the ball hits the rim.

Bonus Situation: After a team has reached 10 team fouls all non-shooting fouls will result in shooting two free throws.

Substitutions: may be anytime the ball is dead, they must go to the score table and wait for the officials to call them into the game, and they must get to officials attention before entering the game.

Held Ball/ Jump 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: will be in effect wherever and whenever possible. If through whatever circumstance, games are played on courts without a 3-point arc, all shots are worth two points (except free throw-1 point).

Closely guarded: a five second count will be in effect when an offensive player is closely guarded (defender within 6 feet) in the front court whether he or she is dribbling or holding the ball.

Dunking: is permitted during an intramural game. No Hanging on rims. Hanging on rims will be called as a technical foul.

A player may only compete with one team. Once a player has played with a team he/she is not allowed to switch teams.

Technical Fouls: All technical fouls will result in two foul shots by a player on the opposing team that was currently on the court; plus possession of the ball at half court.

If a player receives two (2) technical fouls or one (1) flagrant he/she MUST leave the court of play and may not enter the rest of the game. He/She must leave the playing venue and will not be able to play again until they see the Intramural Sports Coordinator to further discuss the matter.

Players will be assessed a technical foul for all of the following:

- a. **Take a time-out with none remaining.**
- b. **Hanging on a basket and/or net (unless to protect other players or officials).**
- c. **Climb on a teammate to obtain a greater height.**
- d. **Illegal substitution.**
- e. **Have more than five players on the court during a live ball.**
- f. **Berate the officials or display unsportsmanlike conduct (this includes foul language)**
- g. **Out of Control fan(s) and/or coaches on sidelines.**

Fighting Technical & Flagrant Fouls result in a game ejection and foul against the team

Technical: Fighting or aggressive behavior

Flagrant: A hard foul with the intent to injure

Fighting, Technical & Flagrant Fouls: result in a game ejection and foul against the team

Technical: Fighting or aggressive behavior

Flagrant: A hard foul with the intent to injure

Mercy Rule: If a team is up by 35+ points at any time in the second half or if they are up 20+ points with 2 minutes or less in the game, the game will be called and they will be declared the winner by mercy rule.