

MIT INTRAMURALS

5 VS 5 BASKETBALL RULES

Eligibility

All team members must have a current DAPER membership and be either:

- A MIT undergrad or grad student who is registered for the semester
- A member of the Staff, Faculty, Instructors, Lecturers or Post Docs
- A member of MIT Alumni Club of Boston (MITCOB) who is registered with DAPER
- A spouse or partner of any eligible player who has an active DAPER membership

IM participants may only compete on one team in each league per sport. Roster changes may be made up to the start of playoffs. During this time, players may join, quit, or switch teams. Once playoffs begin, rosters will be locked.

Varsity basketball players are not eligible to participate in IM basketball.

Leagues

Here are basic descriptions of levels of skill and competition within each league. Leagues may be combined or split at manager's discretion. Champion t-shirts are awarded to A, B, and Co-Rec Leagues. See 'Number of Players' section for how many t-shirts will be awarded.

A – Open to men and women with no male-to-female ratios. Experienced players who may have been playing together for some time

B – Open to men and women with no male-to-female ratios. Majority of team has played the sport but not necessarily on a formal team

C – Open to men and women with no male-to-female ratios. A casual league for those who have never played or wish to play leisurely

Co-Rec – An intermediate level league that has specific male-to-female ratios during play. See 'Number of Players' section for male-to-female ratios.

Game Play

-Games will consist of two 20-minute halves, with no more than 5 for half time.

-The clock will not stop except for the last two minutes of both halves.

-It is the responsibility of one player on the sideline to keep the time.

-A player on the sideline should keep score from the sideline. Scoring is in units of 2 and 3s.

-The team that initially puts the ball into play will be determined by a coin toss.

-Time permitting, overtime will be a single period of 5-minutes with time stoppage in the last minute; if the score is still tied, the game will be declared a tie.

-During the playoffs digital score boards will be made available.

Sportsmanship

-Proper sportsmanship is expected of all teams at all times.

-Most IM Basketball games are not refereed. The captains are expected to control the behavior of their team members.

-The sport manager reserves the right to remove any player or team from the league without prior warning if there are any incidents of unacceptable sportsmanship.

-Any complaints should be reported to the manager immediately.

Reporting Scores

-It is the responsibility of the **WINNING** team's captain to record the score on IMLeagues.com. It will be assumed that there was a double forfeit if no score is recorded 72 hours after the game was played.

Forfeits

-If the minimum number of players are not present by game time, the other team has the option of calling a forfeit on that team OR waiting 10 minutes.

-If a team does not have the minimum number of players by 10 minutes past the scheduled game start, it counts as a forfeit.

-The penalties associated with a forfeit can be avoided by communicating to the sport manager and opposing captain that you will not be able to field a team. Further advance notice reduces the penalty, as it gives the manager a better opportunity to use that field/court time for other games:

- * More than 72 hour advance notice results in no penalty. We will try our best to reschedule the game but are limited by facility space. If the game cannot be rescheduled, it will not count towards your record.
- * 24 - 72 hour notice results in loss if game cannot be rescheduled (but no fine)
- * Less than 24 hour notice results in forfeit and fine

Fines

-Fines will be issued according to the IM Handbook Section XII. Refer to the handbook for more information.

-Failure of either team to commence play at game time will cause either or both of them to be charged with a forfeit and a corresponding fine.

-Failure to attend captain's meeting: \$15

-Forfeited Matches- First infraction: \$25. Second infraction: \$50 and disqualification from playoffs. Third infraction: \$75 and removal from league.

-Dropping out of league (once games have been scheduled): \$75

Injuries

-All IM Basketball games will take place in the Z Center. If an injury occurs, send a teammate to summon help at one of the desks within the Z Center. The Z Center staff can provide 1st aid and summon additional help if needed.

-Please report any injuries to the Intramural Office via the Injury Report Form (<http://bit.ly/1VwUyAD>)

Number of Players

-MIT intramural teams are open to men and women, and there are no male-to-female ratios that need to be adhered to, except in the co-rec leagues.

-All players must register on IMLeagues.com before playing in a game.

-Each team on the field shall consist of 5 players. A team must have a minimum of 4 players to start a game. A maximum of 12 champion t-shirts will be awarded per team.

-Co-Rec: Co-Rec is a league that mandates a 3:2 ratio of opposite gendered players on the court (i.e. 3:2 male to female or 2:3 male to female).

Playoffs

A & B leagues will have playoffs. Unless the manager requests special conditions, the following guidelines will be used in all IM sports for determining qualifications for playoffs:

1. Total points (a) two points for a win (b) one point for a tie (c) no points for a loss
2. Head-to-head result
3. Goal differential (in case of less common scoring system, the manager will determine the method of goal scoring)
4. Goals for/Goals against
5. Coin toss

Uniforms

-The team defined as "home" (via IMLeagues) should wear white/light colors, and the team defined as "away" (via IMLeagues) should wear dark colors. At the very least, your team should be wearing the same color uniforms.

-There will be pinnies available at the Z Center front desk for one of the teams to wear if people do not come wearing matching colors

-All jewelry and watches need to be taken off.

Time-Outs

-Each team is allowed one time-outs per half. These do not accumulate and will be one minute in duration. One time-out will be granted for the over time period if necessary. Unused time-outs during the first half do not carry over to the second half.

-Time-outs must be called by someone on the court.

-Calling a time-out when your team no longer has any results in a two-shot technical foul and loss of ball.

Equipment

-Teams are encouraged to bring their own ball. If no one has a ball, one can be borrowed from the Z Center Vassar Desk in exchange for an ID card.

-Referees should bring a whistle and a stopwatch.

Fouls and Violations

-Teams in games without a referee have to call their own fouls.

-The two captains are the ultimate arbiters of all fouls and violations. It is their responsibility to agree on the enforcement of fouls and violations.

-There are no foul shots in unrefed game, all fouls result in the ball being checked at the top of the 3-point line. Except for any foul in the last 2 minutes of each half, which will be considered shooting foul and 2 free throws will be awarded.

-Games with referees have fouls and will count fouls as such:

-There are no personal fouls.

-The seventh team foul results in a 1 and 1 free-throw.

-The tenth team foul results in 2 free throws.

-Fouls reset to zero at the end of the first half but in the event of an overtime continue from the amount at the end of the second half.

-Dunking is not allowed in any leagues.

-Substitutions can only occur on a dead ball.

-A made basket is not a dead ball.

-The player must notify the other team of his or her substitution into the game.

-In general, IM Basketball follows NCAA Basketball regulations, except when a rule is explicitly explained above. A complete set of rules is available at this link: <http://www.ncaapublications.com/productdownloads/BR15.pdf>

Please direct all requests for clarification of rules or policies to the league manager.