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

There will be no overlapping players for organizations with teams in multiple leagues. This means that if Organization X has an A, a B, and a C league team, the players on each team can only play on that team, and not both. In the end, every team for each organization will have a completely separate roster in IMLeagues. 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 League with refs - Higher level of competition. Players may have played in high school or have a higher level of skill. Open to men and women with no male-to-female ratios.

B League - Intermediate level of competition. Players’ main goal is to be active and have fun. Open to men and women with no male-to-female ratios.

C League - Lower level of competition. Typically players have little to no experience playing and are just looking to try a new sport. Open to men and women with no male-to-female ratios.

Co-Rec - An intermediate level league (approx B level competition) which has specific male-to-female ratios during play. See ‘Number of Players’ section for male-to-female ratios.

Game Play – A League with Refs
- Refs control position of inbounds and substitutions.
- 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.
- All shooting fouls will result in 2 free throws
- Personal fouls won’t be recorded
- In each half, team fouls will be recorded. The seventh foul will result in a one-and-one (unless it is a shooting foul) and the tenth foul will result in two free throws (NCAA rules). At halftime, the team foul count resets. As usual, personal fouls will not be recorded and any shooting foul results in two free throws.
- It is the responsibility of one player on the sideline to keep the time & score.
- A player on the sideline should keep score from the sideline. Scoring is in units of 2 and 3s. A digital scoreboard will be made available.
- The team that initially puts the ball into play will be determined by a jump ball.
- 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.

Game Play – B & C Leagues
- 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.
- Free throws will only be shot under 2 minutes in the 2nd half only, for all foul calls.
- It is the responsibility of one player on the sideline to keep the time & score.
- 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 scoreboards will be made available.

**Fouls and Violations**
- Player safety must be a priority in games
- In general, IM Basketball follows NFHS Basketball regulations, except when a rule is explicitly explained above. A complete set of rules is available at this link: https://www.nfhs.org/activities-sports/basketball/
- 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.
  - Teams in un-refereed leagues have the ability to call flagrant foul if they feel the foul was too hard and unnecessary. Flagrant fouls result in 2 free throws AND the ball.
  - If a flagrant foul is called, the team who calls it must fill out this sportsmanship form to provide info to the sport manager and IM office.
- There are no foul shots in unrefereed games, 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.
  - On non-flagrant, intentional fouls under 2 minutes, teams have the ability to call fouls on themselves as well as the other team. The player intending to foul only needs to use two hands and audibly say “Foul”. He/She should do this to avoid having to make hard fouls and this must be accepted by the opponent.
- Dunking is not allowed in any leagues.
- If the ball hits the top of the backboard and bounces behind the backboard then it is out. If the ball hits the top of the backboard and falls in front of the backboard it is in play.
- A ball that is kicked by a player intentionally will become the opponent's ball for a throw in.
- A ball that is kicked by a player unintentionally is in play until it rolls out of bounds.
- 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.
- Should the referee deem the game to be unruly or the actions of any player to be unacceptably dangerous, she/he reserves the right to terminate game play immediately. In doing so, play must cease and the referee must follow up with an immediate report to the sport manager and to the IM Executive Board so as to enable corrective and punitive action to take place.

**Sportsmanship**
- Proper sportsmanship is expected of all teams at all times. Attire and/or behavior that implies, or contains; inappropriate, offensive, or vulgar themes, language, images, or symbols, is not permitted within DAPER facilities. Individuals found with inappropriate attire can be denied participation in DAPER sponsored programs and events. Staff decisions regarding attire policy enforcement are final. Refer to MIT's Mind and Hand Book's section on Harassment, Freedom of Expression, and Institute Expectations of Student Behavior and Integrity for further elaboration of standards and expectations.
- 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 and/or via this form. Please also submit reports of any exceptionally good sportsmanship experiences.

**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 loss if no score is recorded 72 hours after the game was played.

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

**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 two time-outs per half. These do not accumulate and will be 45 seconds 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. Captains will have to agree on a ball to use for the game, if a game ball cannot be agreed upon then the game ball will be checked out from the Vassar desk and become the game ball.
- Referees should bring a whistle and a stopwatch.