

Basketball Rules

Basketball 5v5 Rules

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, and B 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 anyone.
- B League – Intermediate level of competition. Players' main goal is to be active and have fun. Open to anyone.
- 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 anyone.

Game Play – A League with Refs

- Refs control position of in-bounds 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.
- During a forfeit the winning team will claim a 15-0 victory in order to keep the point-diff standard for all forfeits.

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 be rewarded during a shooting motion at all times in the game.
- 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 score boards will be made available.
- During a forfeit the winning team will claim a 15-0 victory in order to keep the point-diff standard for all forfeits.

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-reffed 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.
- 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". They 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 their substitution into the game.
- Should the referee deem the game to be unruly or the actions of any player to be unacceptably dangerous, they reserve 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.

Number of Players

- Each player can be on one team. However, a single organization can have multiple teams if there is no overlap in players between the teams.
- 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

Uniforms

- Teams should come with 2 sets of shirts; a white/light set and a black/dark set.
- Home team will wear white/light and away team will wear black/dark.
- 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 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.

Basketball 3v3 Rules

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 all leagues in the basketball tournament. See 'Number of Players' section for how many t-shirts will be awarded.
- A League – Higher level of competition. Players may have played in high school or have a higher level of skill. Open to anyone.

- B League – Intermediate level of competition. Players' main goal is to be active and have fun. Open to anyone.
- 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 anyone.

Game Play

- Games will consist of two 20-minute halves, with no more than 3 minutes 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 and give periodic updates.
- Do not deliberately stall or attempt to freeze the ball.
- 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 or rock-paper-scissors. Possession will then alternate on jump balls and at the start of the second half.
- After team A scores, team B shall get possession at the top of the 3 point line.
- The person checking the ball needs to pass the ball in (They cannot just shoot it or dribble it in). They have 5 seconds to do so.
- The ball shall be cleared (both feet and ball) behind the 3 point line on any change of possession (ex: steals, air balls).
- Time permitting, overtime will be a single period of 3-minutes with time stoppage in the last minute; if the score is still tied, the game will be declared a tie.
- During a forfeit the winning team will claim a 15-0 victory in order to keep the point-diff standard for all forfeits.

Number of Players

- All players must register on IMLeagues.com before playing in a game.
- Each team on the field shall consist of 3 players. A team must have a minimum of 3 players to start a game. A maximum of 6 champion t-shirts will be awarded per team.

Uniforms

- Teams should come with 2 sets of shirts; a white/light set and a dark set.
- 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.

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-reffed 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 unrefined 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 the second 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”.
 - They 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 their substitution into the game.