



# RECREATION SERVICES

*Illinois State University*

## RecSports 5-on-5 Basketball League Rules RULES OF PLAY

National Federation Rules govern all play.

### GENERAL RULES

1. **Game time is forfeit time**, unless a team has the minimum number of players to start the game (four). Teams may finish the game with less than four players. If a team has at least 4 players at the scheduled start time, they must start the game. Any late arriving player may only enter the game after checking in with the official or scorekeeper of the game.
2. **Each game will consist of two eighteen-minute halves.** The clock will run continuously (except for timeouts and injuries) except for the last two minutes of the second half when it will stop for all fouls, violations, and timeouts.
  - **Note:** The game clock will be stopped at every whistle in the final two minutes of the second half if a team is trailing by 15 or less points.
  - **MERCY RULE:** If a team leads by 15 or more points at or under the final two minutes of the second half, the game is over.
  - **In case of a tie (Playoffs Only):** an additional **three minutes** will be played without a change of baskets. A jump ball starts the overtime period. The clock will stop on every whistle in the **last minute** of each overtime. One timeout will be granted to each team in the overtime with no carry over of time-outs from the regular periods. All other game rules apply in overtime.
3. **The game will start with a jump ball between any two opposing players.** Thereafter, any jump/held ball situation will alternate possession out-of-bounds at the nearest spot as determined by the Official. The second half starts with possession at mid court by the team that did not win the last alternate possession.
4. Teams are allowed two 30 second timeouts per game and one 30 second timeout per overtime. Timeouts do not carry over and may be called by team players or coach on the court and/or bench.
5. **No free throws are awarded for a non-shooting common foul until a team reaches their seventh team foul per half.** Upon a team reaching their seventh team foul, the opposing team will shoot a one-and-one. When a team commits their tenth foul in a half, the opposing team will be awarded two free throws after a foul is called until the half is complete.
6. **A player will be ejected for any flagrant foul.** Excessive swinging of the elbows will result in a foul if contact is made with an opponent. Excessively swinging the elbows with the intent to injure or harm another player will result in a **technical foul** if there is contact with an opponent. Excessively swinging the elbows will result in a violation if there is no contact with an opponent.
7. Any flagrant or technical foul called by the Official or Supervisor results in two free throw attempts by any member of the offended team. Intentional fouls called by the Official or Supervisor will result in two free throw attempts by the player violated. In either case, possession is always maintained.
  - **If any one player receives 2 technical fouls in the same game, he/she will be automatically ejected.**
  - *If a team receives a third technical foul in the same game, that team will lose the game and be charged with a forfeit.*

8. A player who is bleeding, has an open wound, or has an excessive amount of blood on his or her uniform shall be directed to leave the game. The player shall not reenter until the next opportunity to substitute and the bleeding is stopped, the wound is covered, or the uniform is changed. If the clock is stopped due to an injury, the injured player must leave the game and shall not reenter until the next opportunity to substitute, unless a time-out is called and the player is able to return to the game before the time-out is expired.
9. Players checking into the game must report to the scorekeeper before doing so. They must **inform the scorekeeper** of their number and then **wait to be beckoned into the game** by an Official. Players and/or spectators may **not** sit at or on the scorer's table. Players and/or spectators may not stand so the view of the court is restricted by the scorekeeper.

**\*\*\*The RecSports office reserves the right to put into effect any new rulings regarding RecSports policies and unsportsmanlike conduct\*\*\***

## **GENERAL INFORMATION**

- A. All RecSports participants **MUST** have one of the following forms of identification to play:
  - Valid ISU Student ID.
  - Valid Faculty/Staff ID with a photo ID.
  - Lincoln College Student ID with ISU Student Rec. Building Pass.
- B. All games will be played at Horton Field House on the main courts. **Teams are expected to report to their court and check in 10 minutes before game time.**
- C. NO TOBACCO, FOOD OR BEVERAGES (except water with secure top) allowed in the main courts of Field House.
- D. RecSports will provide **game basketballs only**. Teams are recommended to wear like colored shirts with numbers, pennies will be provided for teams without uniforms. By mutual consent, teams may use their own basketball.
- E. **Ejections:** Any form of physical combat (punching, kicking, etc.) at any time during one's use of the facility while a RecSports event is taking place will result in immediate ejection with further action taken on an individual basis. The officials of each game may eject any player or bystander for inappropriate behavior at any time. It is the responsibility of the team captain to make sure ejected players leave the area. **Ejected players must be out of sight and sound within one minute or a forfeit may be declared.**
- F. **Sportsmanship:** All team members, coaches, and spectators are subject to sportsmanship rules as stated in the Recreational Sports Guidelines. Each team's sportsmanship will be evaluated by RecSports Officials and Scorekeepers assigned to the game. Captains may see their team's sportsmanship total at the end of each game. **Teams may total 50 sportsmanship points each game. A team must average a "40" to be eligible for playoffs.**
- G. After one forfeit, teams become ineligible for playoffs. Teams are dropped from competition after two forfeits. If a team knows that they are unable to make a contest, they must notify the RecSports Office (438-2577) before 4:00 P.M. on the scheduled day of the game to not receive a forfeit charge (they will receive a loss and "25" sportsmanship, but are still eligible for playoffs).
- H. **Rosters:** Changes may be made to the roster up until the start of the team's second scheduled game. Changes **must** be recorded on the official roster form and **must** be done in the presence of a RecSports Supervisor. All player information must be included for any player to be eligible to participate. **After the second scheduled game, there will be no additions or changes allowed to the roster.**
- I. **Spectators:** We ask that individuals who come to watch **sit upstairs in the bleachers**. Anyone who does not comply with this policy and causes a problem on the sidelines may be removed from Horton Field House.

**TOUCHING the basketball rim, DUNKING the basketball, or HANGING on the net at any time will result in IMMEDIATE EJECTION.**