

## **5v5 Basketball Rules**

**LU IMS 5v5 Basketball will abide by current National Federation (High School) Basketball Rules except for the modifications listed below. All rules are subject to change at the discretion of the LU IMS Director.**

### **I. Eligibility**

- Participation is open to all currently enrolled Liberty University students (Online, Graduate, & Law included) as well as all Faculty/Staff of LU. All areas of eligibility are covered in the Policies & Procedures section in the LU IMS Handbook.
- All participants must have a current membership to the LaHaye Student Union in order to participate in LU IMS 5v5 Basketball.

### **II. Team Rosters**

- Participants can only compete for one basketball team per semester.
- Each team consists of a minimum five (5) players, one whom is designated captain. Only the captain may address an official on rules interpretations.
- All participants must have a valid LU ID card (Flames Pass) in order to sign into each game. Online students who do not have a LU ID must show proof of their current class schedule.
- Four (4) players must be present and checked in for a game to begin. After game begins, players who arrive late must check in at the table and may enter the game during a dead-ball period.
- Substitute players reporting into the game should move along the sideline of the court to the scorer's table. Substitutions are not to be made until acknowledged and summoned to come onto the floor by one of the officials during a dead ball.
- The benches for the players will be on opposite ends of the scorer's table for each court. Teams shall warm up and shoot at the end of the court farthest from their own bench for the first half. All spectators and fans must remain outside of the playing area, behind the divider walls. NO EXCEPTIONS

### **III. Equipment**

- All players must wear similar colored numbered jerseys or numbered pinnies. Pinnies will be provided for each team by LU IMS if needed.
  - If one player does not have the same jersey on then all players will be required to wear pinnies.
  - No numbers greater than double digits will be accepted.
  - Taped on numbers are not allowed. They must be written, painted, or sewn on shirt.
  - Appropriate gym footwear must be worn to participate.
  - Each team must use their own basketball for warm-up. Basketballs are available for checkout from the front desk at the LaHaye Student Union. LU IMS will provide the game ball.
  - No participants may wear caps or bandanas while playing.
- Jewelry, casts, or any other items deemed dangerous by the official MAY NOT BE WORN during the game. Jewelry consists of any visible rings (including wedding bands),

watches, necklaces, earrings, studs, bracelets, etc. Only medical alert bracelets are permitted.

- Any player in the game found to be wearing prohibited equipment will be assessed a technical foul. No warnings will be given!
- The opposing team will shoot two (2) free throws and is awarded the ball at midcourt

#### **IV. Timing of Game**

- Game time is Forfeit Time! A team needs at least four (4) legal and checked in players to begin the game.
- Games are divided into two halves of 20 minutes each. The time between halves will be left to the discretion of the Head Official. It will not exceed two (2) minutes.
- Mercy Rule
  - If a team is leading by 50 points or more at halftime or at any point of the second half the game will end.
  - If a team is leading by 35 points or more at or below the 5:00 mark of the second half, the game will end.
- LU IMS basketball will use “running time” which means the clock will not stop with one exception being timeouts.
  - The clock will continue to run on fouls, violations, free throws, and out of bounds situations.
  - After timeouts, the clock will start when the ball is touched inbounds, or becomes live on a free throw attempt (passed to the free throw shooter).
  - The clock will stop and start as in high school basketball the last two minutes of each half.
  - The clock will continue to run after a made basket.
  - 20 at 2:00 Rule- A running clock will be used during the final two (2) minutes of both halves if a team is leading by at least 20 points.
- Each team receives three (3) timeouts per game. All timeouts are one (1) minute in length. Only the designated coach/captain or players on the court may call a timeout. Subs may not call timeouts.
- Games that are tied at the end of regulation will proceed to an overtime (OT) period.
  - Overtime (OT) will last three (3) minutes with the clock stopping on violations and fouls throughout the final minute of the overtime period.
  - A jump ball at center court will be used to start each OT period.
  - Teams will continue to shoot at the same basket as in the second half.
  - All timeouts and fouls will carry over from the second half and each OT period.
  - Each team receives an additional timeout for each OT period.

#### **V. General Rules**

- Two (2) point field goals and three (3) point field goals will be used.
- A jump ball will occur only at the beginning of the game and any OT periods.
- Alternate Possession-The team not gaining possession on the initial jump ball will be awarded the ball at the next jump ball situation. The other team will be awarded possession at the next jump ball.
- No dunking is permitted during pre-game warm-ups, at halftime, after the game, or during any other dead ball period. It is permitted during live action.

- Hanging on the rim is prohibited at all times. A technical foul will be issued to all violators.

## **VI. Violations and Throw-Ins**

- Some violations include the following:
  - Traveling
  - Double dribble
  - Carrying/palming the ball
  - Intentionally kicking the ball with the leg
  - Excessively swinging the elbows (even w/o contact)
  - Five (5) second closely guarded count in the front court
  - Ten (10) seconds in the backcourt
  - Three (3) seconds in the lane
  - Basket interference
  - Goaltending
- After any violation, the ball is awarded for a throw in at the spot nearest to where the violation occurred.
- Two (2) or three (3) points are awarded on goaltending depending on the position of the shooter at the time of the shot.
- After any called timeout, the ball is awarded at the spot nearest where the ball was at the time of the timeout.
- The throw in count ends when the ball is released by the thrower. It is a violation if the thrower does not release the ball within five (5) seconds.
- It is a violation for any player to hit the backboard unless they are legitimately attempting to block a shot. This will result in a goaltending call.

## **VII. Common Fouls and Penalties**

- A personal foul is a player foul which involves illegal contact with an opponent while the ball is live, which hinders the opponent from performing normal offensive or defensive movements.
- A personal foul also includes contact by or on an airborne shooter when the ball is dead.
- Examples of personal fouls:
  - Illegal Use of Hands
  - Holding
  - Illegal Blocking
  - Illegal Screening
  - Pushing
  - Charging
  - Hand Checking
- A player control foul (charging) occurs when a personal foul is committed by a player in possession of the ball or while in flight as an airborne shooter. There are no free throws for the offended team following a player control foul. Additionally, no basket will be scored when an airborne shooter is charged with a player control foul.
- After a non-shooting foul (common foul before the bonus or any player control foul), the ball is awarded out of bounds for a throw in at the spot nearest where the foul occurred. Simultaneous personal fouls (double fouls) against opposing players (1

- against a player from each team) result in no free throws for both teams and a throw in at midcourt for the team to be awarded the next alternating possession.
- Fouls against the shooter will be shot throughout the game. Except in the final two (2) minutes of the second half and any OT, the clock will not stop during the free throw attempts.
    - An airborne shooter who is fouled by an opponent while in the air, but after the ball is released on a try, is considered to be in the act of shooting until both of the airborne shooter's feet return to the ball.
  - Bonus free throws are awarded to the offended team following common non-shooting personal fouls on and after the seventh team foul of the half. No bonus free throws are shot following a player control foul.
    - For seventh, eighth, and ninth team fouls committed in the half, the shooter will shoot the bonus (1 and 1).
    - For team fouls ten (10) and above, two (2) shots will be awarded to the shooter for any common, non-player control foul.
  - During free throw attempts, a maximum of six (6) players are permitted to line up along the lane for rebounding.
    - The bottom spaces (below the block) will remain vacant at all times.
    - The defense must occupy the first space on each side above the block. Players may NOT position themselves on the block separating the lane spaces.
    - The offense has the option to occupy the next lane space on each side. In the event that the offense does not wish to occupy these lane spaces, the spaces will remain empty. The defense may NOT occupy the second space on either side.
    - The defense has the option to occupy the top lane space (closest to the shooter) on each side. In the event that the defense does not wish to occupy these lane spaces, the spaces will remain empty.
    - Thus, 2-4 members of the defense will line up along the lane while 0-2 members of the shooting team will take a lane space (not including the shooter).
    - No player, the shooter or those players lined up along the lane, may enter the lane until the free throw attempt has hit the rim. The remaining players from both teams not lined up along the lane must remain behind the free throw line extended and the three-point line until the ball hits the rim.
    - The ball becomes live when it is placed at the disposal of the free thrower.
  - During free throw attempts, all players may attempt a rebound when the ball has made contact with the rim.

### **VIII. Intentional, Flagrant, and Unsportsmanlike Fouls**

- An intentional foul at any time during the game results in two (2) free throws and the possession of the ball out of bounds at the spot nearest to where the foul occurred. Two (2) free throws are awarded regardless if a basket is scored on the play.
- A technical foul at any time during the game results in two (2) free throws and loss of possession. The opposing team will receive a throw-in at mid-court. Upon the second technical foul charged to an offender, that same person is ejected from the game. If a player receives four (4) technical fouls over the course of a semester, he/she will be suspended for the rest of the season immediately.

- Simultaneous technical fouls against opposing players (1 against a player from each team) result in no free throws for both teams and a throw-in at mid-court for the team to be awarded the next alternating possession.
- Unrelated technical fouls against opposing teams (1 against a player from each team not in the same incident) result in penalties assessed in order of occurrence with free throws shot for each foul.
- Any profanity (or anything that sounds like profanity) or degrading of the officials will result in a technical foul and immediate ejection. Anyone ejected from a game will be expected to leave the gym. Failure to comply will result in forfeiture of the game.
- Altercations involving two or more players will result in flagrant technical fouls.
  - The offending players will be ejected from the game.
  - They must meet with the LU IMS Director or Associate Director before they may participate again in LU IMS.
  - Outright fighting will result in expulsion and suspension from further LU IMS participation for one (1) year and reprimands can be give out in accordance to the Liberty Way.
- All unsporting and contact technical fouls count toward a player's five (5) fouls for disqualification and toward team fouls in reaching bonus free-throw situations.

## **IX. Sportsmanship**

- The mission of LU IMS is to provide a recreational environment for the LU community that is safe and enjoyable. While the game atmosphere is often competitive, ensuring participant safety, providing a fun, social atmosphere, and promoting sportsmanlike behavior among participants, spectators, and team followers are our primary concerns. The game atmosphere should remain good-natured at all times. Participants shall maintain good sportsmanship throughout their participation in all facets of LU IMS.
- The LU IMS Sportsmanship Rating System is intended to be an objective scale by which teams' attitude and behavior can be assessed throughout the LU IMS league and playoff seasons. Behavior before, during, and after an LU IMS contest is included in the rating. The team captain is responsible for educating and informing all players and spectators affiliated with his/her team about the system.
- A team is responsible for the actions of the individual team members and spectators related to it. Additionally, LU IMS does not recognize the use of coaches. Only the team captain shall speak to the officials regarding administrative matters (protests, ejections, disqualifications, etc.). Furthermore, the team captain's effort in assisting officials/staff to calm difficult situations and to restrain troubled teammates is vital in controlling team conduct.
- Sportsmanship is vital to the conduct of every LU IMS contest. In order to encourage proper conduct during games, officials, administrative personnel, and supervisors shall make decisions on whether to warn, penalize, or eject players or teams for poor sportsmanship. These decisions are final! The LU IMS administrative staff will rule on further penalties due to unsportsmanlike conduct.
- Each participant should choose his/her team members carefully, as all team members will suffer the consequences of any disciplinary action taken by the LU IMS staff against that team for violation of the LU IMS rules and sportsmanship guidelines. Protest or appeals of sportsmanship ratings will not be recognized. The LU IMS administrative staff reserves the right to review any rating given to a team.

- Additional information regarding team and participant sportsmanship including the rating method, factors, and scale is available in the Sportsmanship section of the LU IMS Handbook, available online at [www.liberty.edu/ims](http://www.liberty.edu/ims).