

**Alice Lloyd College  
Intramural Athletics  
Official 5-On-5 Basketball Rules**

**General Rules**

1. The game should be played between two teams of 5 players each. Four players are required to avoid a forfeit.
2. There will be two divisions: Male and Female.
3. A speaking captain must be selected to make all decisions and shall be the only one who addresses the officials.
4. Team representatives, including players, substitutes, replaced players, coaches, and other persons affiliated with the team are subject to the rules of the game, and shall be governed by decisions of officials assigned to the game.

**Periods, Time Factors, Substitutions**

1. Length of Game- Playing time shall be 30 minutes, divided into 2 halves of 15 minutes each. The intermission between halves shall be 2 minutes. When overtime is used, there will be a 2 minute intermission.
2. Continuous Clock- The clock will start when the ball is tipped. It will run continuously the first half unless stopped for:
  1. Team time-out
  2. Referee's time-out
3. Stopped Clock- During the final 2 minutes of the game the clock will start and stop just like a regular NAIA college basketball game.
  1. Out-of-bounds
  2. Foul
  3. Team time-out
  4. Referee's time-out
4. Tie Game- Each overtime period needed will be 2 minutes long, and the clock will start and stop just like the last 2 minutes of the regulation play. Possession will be determined by a tip-off.

**Rules and Procedures**

1. Mercy Rule

1. If a team is 50 or more points ahead at halftime, the game shall be officially called.
2. If a team is 30 or more points ahead at any point during the 2nd half, the game will be officially called.
2. Five fouls by any one player will result in that player fouling out.
3. Conduct of Players and Others- Results in a technical foul (a possible ejection from game and/or season if staff deems necessary) when one of these occur:
  1. Any acts of unfair play.
  2. Using acts or words prior to the snap in attempt to interfere with the offense's signals or movements.
  3. Intentionally kicking at an opposing player.
  4. Intentionally swinging an arm, hand or fist at an opposing player.
  5. Using profanity, insulting others, or using vulgar language or gestures.
  6. Disrespecting an official
  7. Indicating objections to an official's decision.
  8. Intentionally contacting a game official physically during or after the game.
4. Technical Foul(s) - If a player receives 2 technical fouls in a game, he/she is immediately ejected from the game and must sit out the next game.