



## 5-on-5 Intramural Basketball League –2013-14

- The league will be **FIVE weeks long + TWO weeks of Playoffs**, starting the 3<sup>rd</sup> week of the Quarter.
- Teams may have a roster of between **6-10 players**. We will play **5-on-5 – FULL COURT**. Teams must submit a roster of player names and numbers before the start of the league and before the start of each game. **Players cannot switch teams or teams cannot add players after WEEK TWO of the league**. During the game, subs must report to the scoring table and be waived in. **All students must sign the attached WAIVER before playing.**  
*\*Only current Baker College students in good academic standing (not on academic probation) are eligible to play. 85% class attendance will be mandatory!*
- Games will take place on Thursday afternoons. Game times will be during the 3:00-5:00pm time frame. Games will consist of **TWO 20-MINUTE halves, with a 2-MINUTE half-time intermission.**  
*\*If four players are not here within 10 minutes of the game's start time, the game will be forfeited.*
- The **GAME CLOCK** will be a **running clock**, except for the last TWO MINUTES of the 2<sup>nd</sup> half. If the game is tied after regulation, there will be a 2-minute OVERTIME, with the clock stopping on dead balls.
- **POINTS:** All baskets inside the arc are **ONE POINT**. All baskets outside the arc are **TWO POINTS**.
- **TIMEOUTS:** Each team will have ONE 1-minute timeout in the 1<sup>st</sup> half and TWO 1-minute timeouts in the 2<sup>nd</sup> half. In overtime, each team will get ONE timeout.
- **POSSESSION:** A jump ball will start the game and overtime. All other Jump ball situations will result in alternating possessions. The ball will be put into play at half-court to start the SECOND half for the team receiving the next alternating possession.
- **FOULS:** TEAM FOULS will be tracked. After **SEVEN** team fouls, The opposing team will shoot a one & one. After **TEN** team fouls, the opposing team will shoot a double bonus.  
*\*Any individual who commits FIVE fouls will be ejected.*

*If a player is fouled while taking a shot, the player will get ONE free throw, unless he is fouled beyond the arc, then he will get TWO free throws.*

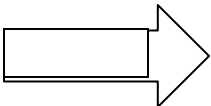
- **TECHNICAL FOULS:**

- 1) An automatic technical will be assessed to a team if someone fouls from behind an opposing player who is on a “breakaway”.
- 2) **Dunking or hanging from the rim will result in a technical foul, no exceptions, and will carry over to the next game.**
- 3) Arguing with the officials will result in a technical foul.
- 4) Using obscene gestures, profanity or taunting will result in a technical foul.
- 5) Other technical fouls will be determined by the officials.
- 6) Anyone who gets TWO or more technical fouls in a game will be ejected and suspended from the next game.
- 7) **If you receive TWO unsportsmanlike Technical Fouls within ONE game *or* across TWO games, you will be suspended for one game, and possibly suspended from the rest of the league.**

- **SPORTSMANSHIP GRADING:**

**A sportsmanship grade will be used in addition to the win-loss record to determine eligibility for the playoffs. Every team must average a C+ or higher to qualify for the playoffs.**

- **QUESTIONING A CALL:** Only the team **CAPTAIN** can question a call made by the officials.
- **STOPPING A GAME:** Officials can stop a game at any time they deem necessary. If a game is stopped, the official will file a report and the Health and Fitness Director and officials will meet to determine further action.
- **BLOW OUT RULE:** If a team is ahead by 15 points or more with 2 minutes to go in the game, the **MERCY RULE** will be applied, and the game will be called.
- If the officials suspect that a player is **under the influence of alcohol or drugs**, the player will not be allowed to play that game, and he will be subjected to a review to determine if he will be expelled from the league.
- **JEWELRY, HATS, AND ANY OTHER EQUIPMENT REPRESENTING POSSIBLE HAZARDS WILL NOT BE ALLOWED.** Also, **FINGERNAILS MUST BE TRIMMED AND BOXER SHORTS CAN NOT SHOW ABOVE UNIFORM SHORTS.** All players must wear sneakers.
- **UNIFORMS:** Teams can buy their own jerseys, borrow numbered “pinnies” supplied by the Fitness Center, or at the very least wear the same color t-shirts with numbers written on them. **\*\*All players must wear a number front and back. *No shorts below the hips.***
- **FEES:** Each **team** must pay a **\$30 forfeit fee** in order to participate. This fee will be refundable at the end of the league; 100% if there are no forfeits, 50% if only one forfeit. **Two forfeits and the team will be removed from the league with no refund of fees.** Each player will pay a **\$5 registration fee** to help pay for trophies and shirts. All fees ***must be paid prior to the start of the league.***



## Baker College of Flint Intramural Registration



Name: \_\_\_\_\_ Quarter: \_\_\_\_\_

UIN #: \_\_\_\_\_ Phone#: \_\_\_\_\_

Address: \_\_\_\_\_

Team Name: \_\_\_\_\_

### Baker College of Flint Intramural Waiver

Participation in the intramural sports program at Baker College of Flint is completely voluntary. Each individual assumes the risk for any harm or injuries during games. Baker College is not responsible for injuries that occur. Any injuries that do occur will be documented in an incident report. A first aid kit (with bandages and ice packs) is available for minor injuries.

I have read and understand the INTRAMURAL RULES.

\_\_\_\_\_  
PRINTED NAME

\_\_\_\_\_  
DATE

\_\_\_\_\_  
SIGNATURE

.....  
[Office use only]

Registration fee paid: (\$5)    Y    N  
Team forfeit fee paid: (\$30)    Y    N  
GPA eligibility checked?    Y    N  
Attendance Checked?    Y    N

Employee initials: \_\_\_\_\_