



For all rules, please default to the official NCAA Basketball rule book.

I. Policy and Procedures

- A. For all Policy and Procedures, please refer to Columbia University's Intramural Handbook which can be found on perec.columbia.edu under Intramurals, Rules & Policies, as well as under Handbooks/Manuals on the Columbia University's imleagues.com website. All Intramural participants are responsible for knowing all of the Intramural Policy and Procedures.
- B. Leagues offered:
 1. **Men's:** Graduate and Undergraduate Divisions
 2. **Women's**
 3. **Open-Recreational:** a mixed gender league that is open for anyone to register and participate. This league is encouraged for teams not looking for gender-specific requirements. ***No Co-Rec rules will apply.***
- C. All players must present a valid Columbia University identification (CUID) or Dodge Fitness Center identification (DFCID) to Intramural Staff in order to play.
- D. All games are played at the Dodge Physical Fitness Center. Teams must arrive ready to play no more than **5 minutes** after their scheduled game time or a forfeit will be declared.

II. Team Size

- A. Five (5) players constitute a full team.
- B. Teams may start and finish the game with four (4) players.

III. Equipment

- A. Players must wear soft, dry rubber-soled **sneakers**. No other types of footwear will be allowed.
- B. Players must wear athletic clothing such as shorts or sweatpants. Jeans or dress pants are not permitted.
- C. Pinnies will be provided and must be worn unless a team has matching jerseys with legible numbers and the officials can differentiate between the teams. **Players must wear a t-shirt underneath their pinnies. A player cannot just wear a pinnie.**
- D. The Columbia Intramural Sports Department shall provide a standard, regulation-size ball.

- E. No hats, jewelry, or watches may be worn during a game. Referees will assess a technical foul against any player found to be wearing these items during play. Exceptions may be made for mandatory medical and religious paraphernalia, at the discretion of the Columbia Intramurals Department.

IV. Time Factors and Substitutions

- A. The game will consist of two 20-minute halves, running time, with a five minute half-time. The clock will stop for all timeouts. It will also stop for all dead ball situations in the last **two (2) minutes of the 2nd half**.
- B. The game will be terminated and a winner declared if a team is losing by 35 points or more with 10 minutes or less remaining in the second half (Mercy Rule.) The winning team must not play below their abilities in order to allow the losing team to catch-up. If a team is suspected of playing down, the Official and/or Supervisor may stop the game immediately.
- C. Each team is entitled to three (3) 45-second timeouts per game. A Technical Foul will be assessed for delay of game.
- D. Only players on the court may call timeouts.
- E. Substitutions are allowed any time the ball is dead but they must not delay the game. **All players must report to the score table prior to entering the game. They may not enter the game until an Official beckons them in.**
- F. Games may end in ties except in the playoffs.

V. Overtime – (Occurs in Playoffs Only)

- A. In the event of a tie game in the playoffs, an overtime period of three (3) minutes will occur, with the last minute stopping on dead balls.
- B. Team fouls will carry over from the second half of the game.
- C. Timeouts will not carry over from regulation time. Instead, each team will receive one 45-second timeout in each 3-minute overtime period.
- D. The overtime will start with a jump ball from center court.
- E. In the event of a tie at the end of the 3-minute overtime, another three-minute overtime will be played. The process will be repeated until there is a winner.

VI. Start of Game

- A. Determining possession: A jump ball shall begin each game and overtime period. Possession shall otherwise be determined by an alternating possession arrow.

VII. Violations

- A. When a violation occurs, the offending team loses the ball. The new offense will restart play with an out of bounds throw-in from the nearest spot of where the violation occurred.
- B. Violations include:
1. **3-Seconds:** Offensive players cannot be in the paint/lane for more than **3 seconds**. A player must have both feet outside of the paint/lane to reset the count.
 2. **10-Seconds:** A team has **10 seconds** to advance the ball past half court from the time they legally touch the ball in that team's backcourt.
 3. **Traveling:** A player shall not **travel** or walk with the ball.
 - After establishing a pivot foot, a pivot foot may be lifted but not returned to the floor before the ball is released for a pass or shot.
 - The pivot foot may not be lifted before the ball is released to start a dribble.
 - If the player jumps, neither foot may be returned to the floor before the ball's release.
 4. **Double Dribble:** A player shall not dribble the ball a second time after the player's first dribble has ended, unless the player subsequently loses control because of 1) a try for goal, 2) a bat by an opponent, or 3) a pass or fumble that has touched or been touched by another player.
 5. **Backcourt violation:** Once the offense has brought the ball across the mid-court line, they cannot go back across the line during possession.
 6. **5-seconds:** While inboundng the ball, the player cannot hold onto the ball for more than **5-seconds**.
 7. **Closely guarded violation:** A violation may be called against an offensive player with the ball if that player is closely guarded by a defensive player within six feet for five seconds or more without passing, shooting, or dribbling. Once the player dribbles while being closely guarded, the 5-second count restarts. If defensive players switch but both are within six feet, the same 5-second count continues.
 8. **Carrying:** When a player dribbles the ball with their hand under the ball as to carry the ball while running.
 9. **Basket Interference:** When a player touches the ball when it is in the cylinder (imaginary area directly above basket), on the ring, or within the basket. Touching the basket when the ball is in it and when the ball is on the ring is also basket interference.
 10. **Goaltending:** When a player touches the ball on its downward motion directly above the basket after an attempted shot. Goaltending during a foul shot results in a technical foul.
 11. **Out-of-Bounds**
 12. **Free-Throw Violations**

5v5 BASKETBALL RULES





VIII. Fouls

- A. Hand checking and other rough play shall not be permitted. Violating the principle of verticality shall result in a foul. Illegal contact consists of the following:
1. **Hitting**
 2. **Pushing**
 - Pushing includes a player displacing the opponent or “going over the back” while rebounding. The principle of verticality cannot be violated.
 3. **Slapping**
 4. **Holding**
 5. **Hand checking**
 - Placing two hands on the player with ball, placing an extended armbar on the player with ball, keeping a hand on a player with ball, or contacting player with ball with alternating hands.
 6. **Illegal screen**
 - A legal screen must be stationary with hands and arms close to the body prior to contact and with feet no more than shoulder-length apart.
 7. **Player control (Charging)**
 - A defender does not have to remain stationary to draw a player control foul, as long as they are in legal guarding position.

8. Blocking**9. Double fouls**

- If two opposing players, A1 and B1, commit a foul simultaneously while A2 has the ball, a foul is charged for both players and the ball is awarded to the team with the ball and taken out where A2 had the ball. If neither team had possession of the ball, the alternating possession determines the possession after the double foul is called.
- B. If a player is shooting while being fouled, that player will shoot two free throws (unless their shot was successful, then they will only get one shot). If that player was attempting a three-point shot while being fouled, they will shoot three shots (unless their shot was successful, then they will only get one shot).
 - C. Any player accruing **five personal fouls** during the course of play shall be disqualified for the remainder of the game.
 - D. If an opponent is airborne, whether or not they have the ball, legal guarding position must be obtained before the opponent left the floor—otherwise the opponent has fouled if they contact the offensive player.
 - E. Flagrant, intentional, and technical fouls shall be counted as personal fouls and will count both against the player and their team.
 - F. All unsportsmanlike acts will earn a technical foul. All unsportsmanlike fouls will result in two free throws by the non-committing team. After the free throws, the ball will be in possession of the non-committing team at mid-court.
 - G. A combination of two technical, intentional and flagrant fouls committed by a single player will result in ejection from the game.
 - H. Hanging on the rim for any reason other than to avoid injury to oneself or another player shall result in a technical foul assessed to the violator.
 - I. Slapping the backboard is not a technical in itself, but intentionally hitting the backboard hard enough to alter the flight of the ball will result in a technical.
 - J. The opposing team cannot touch the ball when a player is inbounding the ball. It is a technical foul.
 - K. Calling a timeout when a team doesn't have any left is a technical foul.
 - L. A technical foul will result in two free throw attempts and the ball at half court.
 - M. All flagrant fouls that attempt to injure or involve fighting, will result in an automatic ejection.
 - N. At their discretion, referees may eject a player for any act they determine warrants such a punishment.
 - O. Any player ejected from the game will be suspended from at least the team's next game and must meet with the Director of Intramurals prior to being reinstated.
 - P. A forfeit shall be assessed against the team of any player who is ejected and refuses to leave the court.
 - Q. A combination of three technical, flagrant, or intentional fouls committed by a single team during one game shall result in that team forfeiting the game, and possible suspension of the team from the league.

Free Throws:

- A. The Bonus rule (1 and 1) free throw situation is awarded to a team when the opposing team commits its seventh or greater foul during a half or overtime period. The Double Bonus (2 shots) shall be awarded for the tenth and all future fouls during a half or overtime period.
- B. Three free throw attempts are granted to a player fouled while attempting a three-point basket if the shot is missed. One free throw attempt is granted to a player who makes a three point shot while being fouled.
- C. All intentional, flagrant, and technical fouls shall result in the non-committing team receiving two foul shots and possession of the ball at mid-court.
- D. Players may not stand in the lowest free throw box.
- E. Players may move from their designated free throw lane space when the ball is released. The shooter may not cross the free throw line until the ball hits the rim. Players outside the three-point arc may not enter until the ball hits the rim.
- F. If the ball does not touch the rim on a free throw attempt the non-shooting team will get possession under the opposing team's basket.

Consistency is crucial. Illegal contact that is not called encourages and leads to rough, unsafe play. Officials need to determine how much contact is part of the game and acceptable and how much crosses the line, becoming a foul.

Only the captain or designated captain can approach officials or activity supervisors during or after the game.

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