

INTRAMURAL 5-on-5 BASKETBALL—2022-23

Locations/Times/Format:

- All competitions will take place during the Activities Period in Murphy and Sullivan Gyms
- All games will be full-court (side courts) 5-on-5

Divisions:

- Assuming there are an adequate number of teams who register, there will be four divisions—Freshman, Sophomore, Junior, and Senior/Staff
- You are **strongly** encouraged to sign up **only** with students from your grade level to avoid scheduling conflicts with advisories or other commitments
- Mr. Martin reserves the right to shrink the number of divisions if necessary either for the regular season or the playoffs (based on the number of team registrations)

Fee:

- There is no fee for this season

Length of Season:

- The length of the regular season and format of the post-season tournament will be determined based on the number of teams that register; expect the season to run from mid-February into April

Player Eligibility:

- Each team must identify one captain who will be responsible for communicating with and registering the team
- You may sign up with up to twelve players on the team (to prevent forfeits due to unavailability for illness, make-up tests, etc.)
- If you cannot find a team but would like to participate, please email Mr. Martin at bmartin@ignatius.edu
- Current members of the freshman, JV, or varsity basketball teams are NOT permitted to play this session
- Winter and spring sport athletes should check with their coaches to ensure that it's okay to play
- Due to lifting requirements, team or club meetings, advisories, or other potential conflicts, it is recommended that IM teams do not consist entirely of players from the same sport or activity—**be sure to build a roster that will always enable you to field a team of 5 players for your IM game**
 - with the limited number of days of the week that certain grade levels can play, Mr. Martin will not be able to accommodate special scheduling requests based on your roster composition
- Teams may NEVER share players; only rostered players may compete

Rule Enforcement:

- Games will typically not have referees until the latter stages of the tournament—players will call their own fouls; captains are responsible for civilized resolution of any and all disputes (e.g., fouls, scoring, etc.)
- Mr. Martin reserves the right to amend the rules slightly as needed

Game Length:

- All games will be 20 minutes with a continuously running clock
- Whenever possible, the scoreboards in the gyms will be used to keep the clock; otherwise, captains are responsible for keeping the game time
- Due to the nature of the running clock, there will be no time-outs
- Up to four games may be played simultaneously during each 20-minute slot (two in Murphy, two in Sullivan); be sure to check the schedule carefully

Footwear/Attire:

- Appropriate non-marking basketball or athletic shoes MUST be worn during games; absolutely no school shoes are ever permitted
- Players may wear shorts and t-shirts for their game, but must return to appropriate dress code when done playing

Beginning Play:

- Captains determine opening possession via rock/paper/scissors --winner starts with the ball

Press:

- Teams may press full-court if they choose until there is a 15-point difference; once a team is up by 15, pressing is not allowed

Scoring:

- Captains are responsible for keeping the score of the game—be sure to check with each other regularly for accuracy
- In Murphy Gym, all baskets will be worth either 2 or 3 points
- In Sullivan Gym, all baskets will be worth 2 points (because there are no full 3-point lines on the side courts)
- There are no foul shots—the ball should be taken out at the top of the key following any fouls (this rule is subject to change for the tournament at Mr. Martin's discretion)

Substitutions:

- Players may sub in/out of the game on any dead ball; be sure to announce the sub loudly enough so everyone knows to pause play
- Any player who shows up for the game must play in the game
- Captains are responsible for ensuring reasonably equitable playing time for all team members

End of Game Procedures:

- The captain of the WINNNG team must report the score of the game immediately to Mr. Martin via the Google Form that he will share with all captains
- THERE CAN BE NO TIES! If the game is tied when the buzzer sounds, use free throws to quickly determine the winner
- At the conclusion of the final games for the day, basketballs **MUST** be returned directly to Mr. Martin (or whatever adult may be filling in for him)

Standings:

- Standings will be available to captains on a Google spreadsheet
- Tournament seeding will be based on regular season winning percentage
 - o Tiebreaker will be based on a coin toss
 - o Forfeits will be counted as TWO LOSSES, so don't forfeit—they will significantly hurt your seeding
- Regular season scheduled games that don't get played due to snow days or other unforeseen circumstances will most likely not get made up

Prizes:

- Winning team members will receive official intramural championship t-shirts, or an alternative of comparable value

Fans/"Coaches":

- Only rostered players may be on the sidelines— no exceptions
- All fans, "coaches," or other members of a team's entourage need to be either on the track (Murphy) or in the balcony (Sullivan)
- Captains are responsible for controlling your fans
- Any student causing an undue disruption will be asked to leave the gym; extreme behaviors may result in a team forfeit

Code of Conduct and Sportsmanship:

All intramural participants are expected to act in a manner consistent with the "men for others" philosophy that rests at the heart of our school's mission. Each participant is accountable for his own actions, and the team captain is responsible for the actions of the entire team. Unsportsmanlike conduct will not be tolerated. Examples of such conduct includes, but is not limited to:

- o Verbal or physical threats or abuse
- o Profanity
- o Obscene gestures
- o Disparaging/disrespectful language
- o Fighting
- o Complaining/arguing with referees or other intramural officials

Failure to adhere to these expectations could result in disciplinary action including, but not limited to, ejection from the game, forfeiting the game or season, suspension from future intramural activities, and referral to the school administration.