

5v5 IBL Gameplay Rules

General Gameplay Rules, Forfeits, Team Uniforms

- All IBL Gameplay will follow NFHS High School playing rules with exceptions listed below.
- Teams are expected to be on the court, ready to play, with the minimum number of players wearing the assigned team color at their scheduled time. A minimum of 4 players must be on the court at the start of a game to avoid a forfeit. Forfeited contests **WILL NOT** be rescheduled.
- Players must remove ALL jewelry prior to participating. This includes, but not limited to: rings, bracelets, necklaces and earrings. Baseball caps, hats with a bill and bandanas with a knot are also not permitted. Medical bracelets or necklaces are allowed; however, they must be taped down prior to entering the game. Basketball or Athletic Shoes must be worn on the court. No Boots, dress shoes, sandals/flip flops, etc.

Sportsmanship and Expected Behavior Guidelines

- Good Sportsmanship and Fair Play is expected at all times. Any player, coach, or spectator may be given a technical foul or be ejected from the game/match for any actions occurring before, during or after that event. Participants will not be told at the time of their ejection as to the length of their suspension. Any and all decisions regarding suspensions will be handed down from the League Director.
 - Should a team receive three (3) technical fouls during the course of a game, then the game will be declared over and the win shall be awarded to the opposing team. The offending team must meet with the Assistant Director of Intramurals prior to their next scheduled game.
 - If a player is given a technical foul for abusive language towards an official or another player, then he/she must leave the game until the next dead ball situation.
 - Any player receiving two (2) technical fouls during the course of the game will be ejected from the game and subject to further disciplinary action.

Game Clock, Substitutions, Fouls

- Each game will consist of two (2), twenty minute (20:00) halves – Running Clock. The game clock will only stop for all Free Throws in the last minute of each half unless otherwise stopped by the referee for an injury situation or other special circumstance.
 - Halftime shall be no longer than three (3:00) minutes in length.
 - If a team is ahead by 10 points or more during the final two (2) minutes of the game, the clock will not stop but continue to run. If the lead falls back under 10 points the clock, then the clock will be stopped as listed above.
 - Mercy Rule - Once a team has a lead of thirty (35) or more points in the second half, the game is ended.
- Substitutions may only be made during dead ball situations. Players must enter at the score table Substitutions may not happen while the ball is in play. Players that are not in the game will be expected to help run the game clock/scoreboard while not in the game.
- All shooting fouls will be 1 free throw for 2 points. Non-shooting fouls will be out of bounds. All fouls committed in the last minute of each half will be an automatic 1-1 free throw. Technical Fouls will be 1 free throw for 2 points plus the ball out of bounds.

League Standings & Statistics

- The League Director will post game schedules, league standings, and team records to the Intramurals section of the SHDHS Athletics Website (shdhsathletics.org). Teams/Players will be responsible for keeping and posting stats and other information to the IBL Twitter Feed at the discretion of the team captain.
- All Game Schedule Changes and Announcements will be communicated via email, SMS Text message, and through Twitter @sthenrysports (Twitter posts will be tagged to @Cru_IBL).