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## McGILL INTRAMURALS BASKETBALL 5x5 RULEBOOK

*Updated –August 2025*

Sections **highlighted yellow** are major rule changes for the 2025-26 season.

### ID. CARDS

- Prior to the start of intramural games students must present their valid McGill ID card to the timer. Staff and Alumni must present their valid Sports Complex Membership Cards. Please indicate to the timer which team you will be playing for. **NO ID. - NO PLAY!**
- All player IDs will be inspected by the scorekeeper and immediately handed back to the participant. IDs will NOT be kept by the scorekeeper and are not the responsibility of the McGill Intramural program.

### DEFAULT RULE

- A five (5) **minute** delay to the start of the game will be granted if a team has an insufficient number of players to begin.
- The amount of time that the start of the game was delayed will be subtracted from the first half of play.
- Should a team still have too few players following the delay, the game will be classified as a default. The offending team automatically loses the game **20-0 and is deducted 2 points.**
- If both teams do not have enough players, it will result in a double default.
- The defaulting team is also subject to a \$60 Default Fee (IM Handbook article 6.1).
- This fee must be paid **online** before the team's next game or the team will be disqualified from their respective league.
- To begin the game, each team must have a minimum of four (4) **players** on the court, dressed, signed-in and ready to play at the scheduled starting time.

### EQUIPMENT

- One (1) game ball and two (2) warm up balls will be supplied. Game balls are not to be used or distributed for warm-up.
- Teams playing in the first and last games of the evening should help the officials set up the benches.

### UNIFORM.

- Home teams are required to wear a white shirt, and away teams are now required to wear a black/dark shirt. No numbers are required. LIGHT GREY IS NOT PERMITTED. We suggest players bring both colours to each game in case of confusion.
- Personal stats (points, goals, assists, etc.) will not be recorded in basketball or soccer. If a team wishes to have their personal stats kept, they can add numbers to each shirt or wear a previously made uniform. If a team wishes to wear previously made uniforms, they must get permission from the Intramural Office ([intramural.athletics@mcgill.ca](mailto:intramural.athletics@mcgill.ca)).
- Personal fouls will not be distributed in basketball. All personal fouls will count as team fouls. Therefore, players will not foul out. The bonus rule will still apply if teams go over the foul limit (7 team fouls). Technical and unsportsmanlike fouls will still be distributed. Players must give their

name to the official when a technical or unsportsmanlike foul is given. If a player is ever found (during or after the match) to be falsifying their identity it will be considered a Major Incident (Article 7.1 - multiple game suspension and Team Performance Bond penalty)

## **RULES**

F.I.B.A. rules apply, with the following modifications and exceptions:

### **PLAYERS**

- Should a team be permanently reduced to less than 4 players at any given time (due to ejection or injuries) that team will forfeit the game.
- **MIXED:** Minimum of 2 **female matching\*** players + 2 **male matching\*** players on the court at all times. 5<sup>th</sup> player can be anyone.
- **MIXED:** Should a team, at any given time (due to ejections or injuries), be unable to align at least 2 female matching players\* AND 2 male matching players\*, that team will forfeit the game

\*To better enable players of all gender identities to play, we have adopted more inclusive terminology when referring to players. Now, players are classified as either “male-matching” or “female-matching”. Players are asked to choose what gender to wish to “match up” against but are not required to specify a gender. For the purposes of our program, the terms 'male' and 'female' are inclusive of two-spirit, trans, and gender non-conforming members of our community. We have trained our staff to understand gender as a spectrum and encourage individuals to self-select where they feel they belong within the participation structure. McGill Recreation welcomes and encourages all participants

### **GAME TIME**

- **Two (2) twenty (22) minute** halves (running time).
- Only the last **thirty (30) seconds** of the first half and the last **sixty (60) seconds** of the second half will be stopped time. If the score is within **ten (10) points** the last **two (2) minutes** will be stopped time.

### **FOULS**

- Teams will shoot two bonus shots on the 8<sup>th</sup> team foul

### **OVERTIME**

- There is no overtime except during the playoffs.
- If a playoff game is tied after regulation time, there will be **one five-minute** overtime period. Each team will receive 1 time out in the overtime period.
- Team fouls are reset to 0 at the start of overtime, **bonus will be on the 6th team foul during overtime.**
- If after this the game remains tied, the winner will be the first team to score **three (3) points**.
- A jump ball will begin each period of overtime.

### **TIME OUTS**

- Each team is permitted one **(1) time out** per half, and one **(1) time out** per overtime period.
- Time outs are not cumulative (i.e., if a team does not use their time out in the first half, they are not entitled to two **(2) time outs** in the second half).
- As per FIBA rules time-outs can ONLY be granted in the following situations:
  - On a dead ball
  - A successful last free throw
  - Following a made basket against the team requesting the time-out.
- **Time outs may NOT be called during live play. Note: An in-bound is considered a dead ball and a timeout can be called.**
- If a team requests a time out and they do not have a time out remaining, they will be charged with a technical foul.

- In the last 2 minutes after a time out teams will have the choice of either inbound the ball in the front court or the back court. If the team decides to take it from the front court, they **ONLY** have the front court to inbound. The ball is administered at the throw-in line (just above foul line extended) in the front court.

### **TECHNICAL FOULS**

- By a player or coach – **1 free throw** – no line-up, and back to point of interruption. Point of interruption means the play returns to the situation before the technical was called.
- 2 Technical fouls result in an automatic game ejection, and an automatic 1 game suspension.

### **UNSPORTSMANLIKE FOULS - UNSPORTSMANLIKE CONDUCT- EXCESSIVE CONTACT**

- Two **(2) shots** plus **possession** of ball.
- 2 Unsportsmanlike fouls result in an automatic game ejection, and an automatic 1 game suspension.
- The combination of 1 Technical foul and 1 Unsportsmanlike foul will also result in an automatic game ejection, and an automatic 1 game suspension.

### **FREE THROWS**

- Regular foul shots are 2 shots to make 2 **(2 to make 2)**.
- In a **Bonus** situation beginning from the **8th team foul** in each half, a **2 shot penalty** situation will be awarded.
- Players may move upon release of the ball.
- The free throw shooter and people lined up outside the 3-point line must wait for the ball to hit the rim before crossing their respective lines.

### **FIGHTING/ROUGH PLAY**

- The referee may (at their discretion) stop a game if they feel play has become too rough (e.g., frequent intentional fouls in last seconds to stop clock).
- Fighting will not be tolerated, and offenders will be immediately ejected (Disqualifying Foul) from the game and must leave the playing area.
- The sanction for any player(s) fighting is two **(2) shots** plus **possession** of ball OR by means of the alternating possession arrow.
- The Intramural Protest and Disciplinary Committee reserves the right to take further action with regard to fouls/suspensions once the official's report has been filed.
- A captain's job is to control their players.

### **MAJOR/MINOR INCIDENTS**

- Please be aware of the new team/player conduct policy (Section 7 of the [Intramural Handbook](#))
- MINOR INCIDENTS
  - Unsportsmanlike Foul (Basketball)
    - 2 unsportsmanlike fouls = 1-game suspension
    - Unsportsmanlike fouls will be tracked throughout the entire season. If a player accumulates 2 unsportsmanlike fouls, they will be automatically suspended for 1 game. Unsportsmanlike counts will NOT reset for playoffs. Each unsportsmanlike foul will result in a "warning" from the Intramural Office.
    - NOTE: Some unsportsmanlike fouls could be upgraded to a "Major Incident" at the discretion of the Intramural Office (Violent behaviour, intent to injure, discriminatory comments, verbal abuse, etc.)
  - Technical Foul (Basketball)
    - 3 technical fouls = 1-game suspension
    - Technical fouls will be tracked throughout the entire regular season. If a player accumulates 3 technical fouls, they will be automatically suspended for 1 game.

Technical foul counts will reset for playoffs. Each technical foul will result in a "warning" from the Intramural Office.