5 on 5 Rules

Revised 2014
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Court Locations and Check-in Table Location

- Court #1
- Court #2

Everyone must check in here.
Two Officials

Official's Coverage
Always having an official in position acts as a deterrent to fouling and therefore promotes better basketball. Each official should be adjusting their position with the motion of the ball.

When a player with the ball starts a drive to the basket from an official’s primary area, that official has the player and the ball all the way to the basket.

Each official is responsible for the area of coverage that remains the same on AND off the ball.

Never turn you back to the court.

All officials may call plays that they clearly see, regardless of whether the play occurs in their area of responsibility.

Lead Official

Positioning
The Lead official assumes a good depth off the end line. The Lead official moves laterally between the 3 point line and the nearest lane line to improve judgment calls in their area of responsibility.

Primary Area of Responsibility
The Lead official is responsible for the area between the 3-point arc and their half of the lane area. The coverage extends up to the foul line extended.

The Lead shares an area of responsibility with the Trail official from the top two lane spaces to the 3-point arc on their side of the court.

Officiating the Lead
The Lead will call all 3-second lane violations

Primary responsibility is watching the post play

When the ball is not in the Lead’s primary area, then the Lead must referee the competitive match-ups off the ball. Look for opponents that are matched up against each other.

The Lead becomes the new Trail on a change of possession.

Fig. #1

Lead Official
Position and
Coverage area
**Trail Official**

**Positioning**
The Trail will take an initial position at top of the 3-point arc and near the sideline. Figure #2 shows the coverage area dependent upon the play. Keep all ten players between themselves and the baseline in the front-court at all times.

**Primary Area of Responsibility**
The Trail official is responsible for the whole side of the court. This area extends from the end line to the half-court division line (watching for back-court violations). The Trail must also officiate the half of the lane area closest to them up to the free throw line.

Out of bounds coverage is the sideline on their side. The responsibility extends from end line to end line, so be in position at all times to observe any out-of-bound infractions.

**Officiating the Trail**
Administers the 10 second back-court count and call the violation if necessary.

Observing the Blue Line out-of bounds at all times

The Trail primary responsibility is officiating off-ball contact.

The Trail is responsible for weak side rebounding coverage.

When the ball is driven to the basket or shot, the Trail official must step down to acquire a better angle during rebounding.

![Fig. #2 Trail Official Position and Coverage area](image-url)
**Live Ball Transition**
In transition, the Trail will become the new Lead and the Lead official will become the trail official.

**Know This**
- Do not relax and turn your head away from the play during transition. Be alert, concentrate and be prepared to assist at all times.
- Always hustle but never rush.
- Once the ball is established in the front-court, the officials will referee their primary area of responsibility. Figure #1 & 2

**Trail to Lead**
When there is no defensive pressure in the back-court move with speed of the ball. If there is pressure in the back-court you will be as deep as the deepest player.

When new possession by the defensive team is imminent, the Trail official must move as quickly as possible to the opposite baseline.

**Lead to Trail**
Transition from Lead to Trail will maintain 3-4 strides behind the ball. The new Trail official is responsible for on the ball coverage until the ball crosses the mid-court line.

Be prepared to retreat in the event of a sudden change of direction or possession.

**Fig #3 Transition of Officials**
Three Officials

Front Court Coverage

Transition

- Old Lead/New Trail stay out of bounds until ball goes above FT line
  - Has ballhandler & defender
- Center stays at FT line & moves w/ second wave of players
- L should have deepest player in front and boxed-in
- All officials prepare for help calls
**Boundaries**

The boundary lines on our court consist of the three (3) black lines and the one (1) blue line (under the curtain).

Player is out of bounds when they touch the floor, or any object other than a player on or outside a boundary line (i.e.: the lead official under the basket, the bleachers, etc...).

**Know This**

The ball is out of bounds when it touches:
- Three black lines
- The blue line (under the curtain)
- The uprights and the back of the backboard
- Straps holding the backboard.
- The ceiling.

**Calling Out of Bounds**

To signal the ball is out of bounds:
- Give a sharp blast of the whistle
- Remove whistle form mouth
- Call out the color of the team entitled to the ball and point toward the basket.

If an official is in doubt, the officials may visually appeal to the other official for help. When an appeal is made, the responding decision must be made instantly.

If both officials are unsure, then the alternating possession is used. You must sell the call without hesitation.

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![Diagram of basketball court boundaries](image-url)
**Throw-ins**

Throw-ins are a method of putting a ball back into play from out of bounds. In this league, we will play throw-ins similar to soccer or hockey.

The only time the ball is touched by official to be put back into play is:
- Beginning of the second half
- Alternating possession
- After a time out
- After reporting a foul

The ball is thrown-in bounds from the side lines after a turn-over. The only time the official will administer a Throw-in after a turn-over is when having to report a foul. After reporting the foul, pass the ball to the out-of-bounds player and call out in a very loud voice “Good” to indicate that the ball is now live.

- Report the foul
- Administer the ball to out-of-bounds player (bounce the ball to the player)
- Very loud voice “Good”

**Fouls**

Throw-in will be on the side-line at the division line.

**Technical Fouls**

Throw-in will be on the side-line at the division line.

**Beginning the Second Half**

Throw-in will be on the side-line closest to center court (where the curtain is located) at the division line. The Trail official will sound the whistle to indicate the resumption of play and the official will hand the ball to the player on the sideline.

**Throw-In Violations**

Once the ball is given to the thrower or placed at their disposal, they have five (5) seconds to in-bounds the ball. The official will show a visible five second count. It’s a violation to:

- Step across the line
- Consume 5-seconds before in-bounding
- Bounce the ball out of bounds in an attempt to throw it in
- Carry the ball onto the court
- Touch the ball on the court before it touches another player.

**Know This**

The ball is out of bounds when it touches:

- After a time-out or an unusual delay the official should sound their whistle before granting the ball to the thrower
- The administering official should always make eye contact with their partner.
- Administering official should be aware of attempts for time-outs and subs.
Three Point Field Goal

Officials are responsible for signaling an attempt and successful 3-point shot.

The covering official will denote a 3-point try by extending their arm straight out from the side with three fingers extended.

A successful 3-point shot results in raising both arms above straight up next to your head (similar to a “touchdown” signal in football). Both officials mirror the successful goal gesture.

The 3-point Attempt

Touching the line places the shooter in the two-point area.

To score a successful 3-point attempt, an airborne shooter must have left the playing court from a spot outside the 3-point line.

If the attempt is close to the line, consider the shot a 3-point attempt.

Fig. #5 A: Attempting a 3 point shot

Fig. #5 B: Successful attempt
Calling and Reporting Fouls

It is important to have good mechanics and to remain professional during the heat of battle.

Calling and Reporting a Foul
Get into a position where your voice can be heard by the score table:

- Give a sharp blast of the whistle
- Remove whistle form mouth
- Call out (SLOWLY) the color of the team
- Call out (SLOWLY) the number of the offender
- State how the ball will be put into play (out of bounds or shooting)

Sequence in Reporting a Foul (C N N)
Very important be heard by the score table:

COLOR: Give the color of the fouling player (“Blue”)
NUMBER: Give the number as single numbers (“One” pause “five” instead of “15”)
NEXT: Report what will happen next (“basket counts, we’ll shoot one” or “side”)

Know This
- Calling hand checking and 3-seconds early in a game can cut down on the amount of contact throughout the remainder of the competition.
- Players are disqualified after a fifth foul.
- “Over the back” is not an official call. It is either pushing or holding. “Reaching” is not a foul – there must be contact.
- No free throws are awarded for Player Control fouls
**Free Throw**

Free throws are awarded for fouls which occurred during the act of shooting, after a team has reached bonus situation or after a technical, flagrant or intentional foul is called.

Fouls after a made basket will receive one shot.

Fouls after a missed basket will receive two shots unless the shot was attempted behind the 3-point arc (which results in awarding 3 foul shot attempts).

After the tenth team foul in each half, two shots will be awarded* (no such thing as a 1 & 1situation in this league- (see p. )

Two shots and the ball are awarded for technical, intentional and flagrant fouls.

**Know This**

- Do not administer any free throws until the calling official has completed reporting the foul.

- The Lead official will administer all free throw attempts. Wait for everyone to get settled, announce how many shots remain, and bounce the ball to the shooter.

- Try must be attempted between the foul line and within the free throw semi-circle. Shooter may not leave the line until the ball has hit the rim.

- **Once the ball leaves the shooters hand on the second free throw attempt, the clock will start and the player along the lane may enter into the lane.**

- Free throws are not taken for player control fouls.

**Administration of Free Throws**

The Lead official will administer all free throws:

- Step into the free throw lane from below the hoop.
- Inform players of the number of free throws to be attempted, both verbally and by one-hand signal.
- When all signals are completed, bounce the ball to the shooter
- The Lead is responsible for the opposite lane line and the first near space.
- If the final attempt is made, Lead will be responsible for the throw-in along the baseline. Lead will now assume the Trail position.
**Free Throw (continue)**

**Player Positioning for Shooting Fouls**

Not more than one player may occupy any part of a marked lane space.

Defense: Maximum of 4 players in the marked spaces. They must occupy the bottom 2 positions.

Offense: NA

**Player Positioning for Technical Fouls**

For technical, flagrant and intentional fouls the lane spaces will be emptied and all players must be beyond the division line. One official will administer the attempts. The ball will be thrown-in at the mid-court for technical.

**Free Throw Violations**

- No offensive player can enter or leave a space once the shooter has the ball.
- Offensive players cannot enter the lane or cross 3-point line until the ball is released.
- The shooter may not cross the free throw line until the ball has touched the rim.
- For any offensive violation, the ball is immediately whistled dead and any basket is disallowed.
- After a violation if shots remain, continue to the next shot.
- If the final attempt is success, the opposing team get the ball out-of-bounds along the end line (not the sideline).
- Player taking a free throw may not fake a shot or do anything to cause an opponent to violate lane (this results in a Personal Technical Foul).
- If shooter fails to hit the rim on the second shot, the clock continues to run, and the official blows the whistle and awards the defense with a throw-in on the side.
- The shooter must shoot the ball within 10 seconds (Trail official visually counts)
- No defensive player can enter or leave a space until the ball is released from the shooters hand on the second foul shot.
- Defensive player may not “disconcert” or distract the shooter (this results in a Personal Technical Foul).
**Rebound Coverage**

Rebounding officiating will shift depending on the location of a shot and the position of the players.

Rebounding situations lead to lots of off-ball contact. Make sure not to “ball watch,” but watch for contact around the waist area of the players.

Incidental contact that occurs during attempts for rebounds must not get excessive or dangerous under any circumstances.

For all shots below the foul line extended and inside the 3-point arc is the Lead will cover including strong side rebounding.

![Fig. # 6 A](image)

![Fig. # 6 B](image)
**Rebound Coverage (continues)**

**Over the Back**

There is no such thing as “Over the Back” foul. There is either, pushing foul or holding foul.

Rebounding situations often give rise to large amounts of physical contact. As an official, you must be able to distinguish between incidental and illegal contacts.

**Illegal Rebounding Positioning**

To Obtain or maintain legal rebounding position, a player may NOT:

1. Displace charge or push an opponent.
2. Extend hips, knees or extend arms or elbows in a position other than VERTICAL.
3. Bending the body in an abnormal position to hold or displace an opponent.
4. Violating the “**PRINCIPLE OF VERTICALITY**” (see below)

**Officiating Rebounds**

3-Second Lan violations are primarily of the Lead official. Calling 3-seconds in the beginning of the game will help clear out the lane.

Incidental contact that causes a player to lose possession must be called.

Hold the whistle for a brief second on incidental contact off the board when the defensive player secures the ball. If there is other contact that merits the play being stopped, then call the foul.

Concentrate on the actions of the second player away from the basket. This is the player who will push or hold in most situations.

It is not a foul if the second player away from the basket out jumps the first player.

If the second player away from the basket jumps onto the back or pushes off the back of the first person, then you must call a foul.

We need to recognize deteriorating conditions and jump on them immediately. Verbal warnings should be warned once and only once before fouls are called. Call both captains over to meet with you. Inform them of the unsportsman like behavior and that the captains will be given 30 seconds (which will be run off of the game clock) to calm their team down.

With five to six big, strong bodies in close proximity to one another during rebounding, there is going to be contact.

Players using the “knee wedge” to push an opponent under the basket to get them away from the basket is illegal.

Players on the inside are dislodging opponents behind them by leaning into them and then pushing them backwards to get them away from the basket is illegal.
Principal of Verticality

Be aware of the “Principle of Verticality” which defines what a defender may or may not do in a foul situation (see Figures #7 & #8)

Basic Components:

Legal guarding position must be obtained initially and movement thereafter must be legal.

The hands and arms of the defender may be raised within their vertical plane while on the floor or in the air.

The defender should not be penalized for leaving the floor vertically or having their hands and arms extended within their vertical plan.

The offensive player (on floor or airborne) may not “clear out” or cause contact within the defenders vertical plane.

The defender may not “belly up” or use the lower part of the body (bending the knees and extending the knee outwardly) or arms to cause contact outside their vertical plane. This is a Blocking foul.

The player with the ball is to be given no more protection or consideration than the defender when judging which player has violated the rules.

Contact does not always mean that the defender automatically committed a foul.

The defender may rise or jump vertically and occupy the space within the vertical plane.

Fig. #7

Fig. #8
Legal Guarding

Player may place a body in the path of an offensive opponent. There is no minimum distance required between the guard and the opponent. Every player is entitled to a spot on the floor provided such player gets there first without illegally contacting an opponent.

Know This

The guard must do three (3) things to obtain a legal guarding position:
1. Get to the spot FIRST
2. BOTH feet must be on the floor
3. Front of the guard’s body must be FACING the opponent.

- The guard may be moving, because a guard can not play defense without moving the feet.
- The movement can be in any direction, except toward the offensive player when contact occurs.
- The guard may raise hands or jump within their own vertical plane.
- The guard is allowed to turn or duck to absorb the shock of contact.

Personal Fouls

Know This

Player shall not hold, push, charge, trip or impede the progress of an opponent by extending a leg, hip or arm.

It is important to understand the difference between blocking foul and a charging foul.

Calling hand checking early in a game can cut down on the amount of contact throughout the remainder of the game.

A player is disqualified after a fifth (5) personal foul. Bonus: ten (10) team fouls result in two free throw shooting.

“Over the back” is not an official call. It is either a pushing or holding foul.

“Reaching” is not a foul – there must be contact.

Hits
Illegal contact with the ball handler or illegal use of hand.

Hold
Illegal contact that impedes the lateral or vertical movement of a player.

Push
Illegal contact by extending arms which influences movement.

Hand Check
Illegal contact by defensive player, impeding the forward or lateral movement of a player with the ball. Watch for continual jabing by the defender on the opponent.

Charge
Illegal contact caused by the offense pushing or moving into the opponent’s torso.
Blocking and Charging Foul

Guarding
Legal act of placing the body in the path of the offensive player.

Blocking Foul
Blocking is illegal personal contact that impedes the progress of an opponent. *(Figure #9)*

Charging Foul
Charging is a player control foul against the offensive player. Any pushing off of a defensive player or lowering the shoulder on a defending player is a charging foul. *(Figure #10)*

![Fig. # 9](image9.png)  
![Fig. # 10](image10.png)

Defensive players must have previously obtained “legal guarding position to draw a charge call. Otherwise, any contact that occurs is the responsibility of the defensive player.

Know This
- For every Block / Charge situation with contact and bodies on the floor, a call must be made.
- Defense must get to the spot in time to draw the foul. **IF IT IS UNCLEAR, IT’S A BLOCK**
- The only way to know if the defender has met the requirements is to **REFEREE THE DEFENSE**
- Any player who extends an arm, shoulder, hip, knee or leg into the path of an opponent is NOT considered to have a legal position if contact occurs.
- Player with the ball may not push the torso of the guard to gain an advantage to pass, shoot or dribble.
- Be aware of players that may “flop” to draw a call.

ASK YOURSELF
1. Was the defender at the spot first without illegally contacting an opponent?
2. Was the defender facing the offensive player?
3. Did the defender have both feet on the floor when obtaining the legal guarding position?

If you answered “yes” to all 3 questions, then the burden is on the player with the ball to stop or change direction in order to avoid contact.
**Intentional Fouls**

Intentional fouls usually occur in only two situations:
1. Fast Break lay-up attempts
2. When a losing team begins fouling in an attempt to stop the clock.

Severity is not a factor in assessing the intentional foul.

**Definition**

A personal or technical foul designed to stop or keep the clock from starting, to neutralize an opponent’s obvious advantage, contact when away from the ball or when not playing the ball.

**Ruling**

Two free throws awarded to the offended player and the offended team receives a throw-in from the sideline at mid-court after the free throw attempts.

**Know This**

- The first indicator that an intentional foul has been committed is that there was no attempt made to play the ball.
- Grabing a players jersey in order to prevent progress or scoring after a turn-over.
- Fouling a player away from the ball to stop the clock is always intentional.
- Pushing or shoving a player from behind during a lay-up is always intentional.
- If deciding whether or not the intentional foul was flagrant, if YES, then an automatic ejection, two free throws and throw-in.

**Flagrant Fouls**

Flagrant fouls occurs when a player has introduced a violent act in the game. Actions made with no regard to an opponent’s safety or the rules of acceptable conduct result in a flagrant foul. The player is immediately ejected form the game.

Intential fouls may be deemed flagrant if the play was such that it meets this requirement:
- Violent or savage nature
- Contact during a dead ball
- Behavior at anytime which is extreme, persistent, vulgar or abusive.

**Ruling**

Play is ejected form the game and required to meet with the intramural director within three (3) days of the offense. Two free throws awarded to the offended player and possession of the ball at mid-court after the free throw attempts. **See “Personal Misconduct Policy”**
Technical Foul

Technical fouls are given to a player who has violated the spirit of the game, committing an unsportsmanlike act, or attempting to subvert the rules in some manner.

**Definition**

A technical foul by a non-player, a non-contact foul by a player, an intentional or flagrant foul while the ball is dead.

**Unsportsmanlike behavior:**

1. Lewd, indecent or obscene conduct
2. Disorderly conduct that interferes with intramural or recreational (university) activity
3. Failure to comply with the directions of a representative of the intramural and recreational sports program and failure to identify oneself when requested by a representative of the intramural and recreational sports program.
4. Unauthorized entry and refusal to vacate the facility when directed to do so by a representative of the intramural and recreational sports program.
5. Verbal abuse of another person, including racial harassment (defined in section I.A.3 of Indiana University Code of Student Ethics), and fighting words spoken face-to-face as a personal insult to the listener or listeners and in personally abusive language.
6. Damage to or destruction of university property

**Examples of Unsportsmanlike Technicals Include, but Not Limited To:**

1. Acts of Deception
2. Disconcerting a free thrower
3. Taunting or Baiting an opponent
4. Verbal abuse or questioning of an officials call
5. Making calls for the officials
6. Grasping either the basket or net
7. Causing the opponent’s backboard to vibrate while the ball is in flight during a try or is touching the backboard.
8. Illegal substitution
9. Flagrant and Intentional fouls are also considered unsportsmanlike technical fouls

**Ruling**

Two free throws awarded and possession at the sideline at mid-court after the free throw attempts.

If a personal foul and a technical foul occurred or two technical fouls are assessed, administer the fouls in the order in which they occurred.

All technical fouls are cumulative to the team and player.
**Technical Foul (continues):**

**Acts of Deceptive**

These are unsportmanlike acts to give a false impression. A verbal warning is advisable – but must be followed by a technical foul if the warning is ignored.

**Flopping Technical Foul:**

When a defensive player or screener acts as though they have been charged by an opponent, when little or no contact occurred. Flopping encourages more acting by both teams especially if the initial act get the desired call. Flopping also incites players and spectators.

**Ruling**

Verbal warning is advisable, but must be followed by a technical foul if warning is ignored.

**Deceptive Act Technical Foul:**

A dangerous or unsportsmanlike manner. When a defensive player attempts to throw off a shooters concentration by lowering their body and going towards the shooters mid-section or groin. It is not necessary for contact to occur.

**Ruling**

If contact on such a dangerous violation occurs this becomes a Flagrant foul.

**Know This**

All verbal warnings require the officials to stop action, call both captains for a meeting and running 30 seconds off the game clock while the captains calm their team down. This is to get the point across that verbal warnings will be followed up with more serious consequences and that the officials want to reduce the escalating unsportsmanlike behavior.
**Goaltending**

Goaltending is a violation that occurs when a player unfairly affects the basket, the basketball and the backboard or rim.

A player touching the ball or basket (including the net), when the ball is within the cylinder are considered a violation.

In our league, a player may remove the ball off the rim if the ball is **ON** the cylinder and **NOT IN** the cylinder.

Goaltending requires these elements:
- Shot
- Downward flight
- The ball has some part inside the ring
- Shot has a chance to go in

![Image of legal and illegal goaltending](image1)

**This is Legal – not goaltending**  
**Illegal – this is Goaltending**

**Slapping the Backboard**

If a player purposely slaps the backbard to influence a shot it is a **Technical Foul**.

![Image of technical foul](image2)

**Fig. #14**  
Purposely slapping the Backboard results in a Technical Foul
Score Table.

Before the game begins, the captains will be the only team member allowed around the score table. Captains will collect all IUPUI picture ID cards and report to the officials at the score table. Anyone not having their IUPUI picture ID or any picture ID will not be able to play in the game. NO EXCEPTIONS.

The score table must have a clear view of the game in order to count shots and must be able to hear the officials reporting a violation. Team members along the sideline must stay away from the front of the table, except to notify the scorekeeper on a substitution.

It is the responsibility of the game officials, the score keeper and the timer to set-up the score table. It is also the responsibility for the officials to pack-up and clean-up the gym after the intramural games have completed that night.

Equipment at Each Table:

1. Scoresheets,
2. Pencils
3. Binder containing ID holders
4. Schedules
5. updated team rosters
6. accident reports
7. game ball
8. practice balls
9. first aid kit
10. score panel.

Referees & Scorekeepers.

The referees and scorekeepers are responsible for setting up the tearing down the score table.

Referees must handle the ball after each foul.
Score Keeper Duties

The score keeper's responsibility is so great that floor officials must have close cooperation with them. The scorer on the scoresheet must be accurate. Any discrepancies between the scoreboard and the score sheet will result in deferring to the scoresheet as the official record of the game.

Responsibility Before the Game:

1. Prior to entering a contest, a captain must present their ID to the official scorekeeper.
2. The official scorekeeper will be responsible for printing the last name and first initial of the player on the score sheet. No player may enter a contest without presenting a picture ID and establishing identity with the scorekeeper.
3. If a player fails to bring their school ID, the scorekeeper will inform the individual player that this will be the only time they are allowed to play without their school ID. Next, the student must sign the roster under “Notations.”
4. Check the roster for any discrepancies. Discrepancies that the score keeper must be aware of are:
   - Missing the Jag Tag ID number located under the student’s picture (2020000xxxxxx).
   - Whether they have paid. No pay = no play.
   - Any previous technical fouls that might prevent the player from participation.
   - A team that has defaulted a previous game and still owe money.
5. Call captains over to match and enter the player with the number on their jersey.
6. If there are any discrepancies, the score keeper will notify the referee before the game begins.

Responsibility During Game:

1. Field goals made, differentiating between 2 point and 3 point goals.
2. Free throws made
3. Personal and technical fouls on each player
4. Team fouls per half
5. Time-outs (one per half)
6. Alternating possession arrow procedure
7. Fouls are to be recorded against the player committing the fouls

Responsibility During Intermission:

1. Fill in or circle the score at half time. Fill in the last foul number committed by each player –this prevents any “number of foul” confusion in the second half. (Appendix B: Figure 16c)
2. Confer with the referee to determine accuracy of possession of arrow to begin 2nd half.
3. Either the official score keeper or an official must be at the score’s table with the scorebook at all times.
4. Notify the official immediately if player wearing illegal number requests entry

Responsibility At End of Game:

1. Make sure officials have signed the sheet.
2. Make sure the winning captain has signed the sheet.
3. Make sure any accident reports or technical fouls are written up on the back of the scoresheet
4. Be certain to make record of any squad member who is disqualified for FIGHTING.
**Timer Duties**

Acceptance of this position as the official timekeeper is a most serious and significant obligation.

**Score Panel**

![Model Code 134 Basketball Timer Panel](image)

**Routine:**

1. **Stay focused.** Be observant the entire game. **No cell phone conversations** during the game.
2. Timers should never indicate the result of a goal scored or free throws made unless requested by the referee or after the score keeper has entered it onto the scoresheet.

**Start Clock:**

1. **Jump Ball** – (to start game and overtimes) when ball is legally tapped.
2. **Free Throw** – when ball has **left the hand** of the shooter on the second fouled shot attempt.

**Stop Clock:**

1. Time expires at end of any period.
2. Official hands the ball to the shooter during a foul shot attempt.
3. **Whistle Blows** – last two minutes of the second half with the score 10 points or less.

**Horn Blows: sustained 3 seconds**

1. Time expires at end of any period.
2. Substitution*
3. Illegal substitutions
4. 30 seconds prior to time outs and half time intermission.
5. Substitutions during a foul shot must be made only **before** the final attempt of the second shot or **after** the final attempt is completed.

**General Instructions:**

1. Time period – two 20 minutes halves. **(see rules)**
2. Length of intermission – 2 minutes
3. Length of Timeouts – 30 seconds
Appendix A: Pre Game Officials Sheet

Pre-Game Conference 3 Person Officials

Discuss switching, helping with press and communication

Discuss Game Situations:
- Block vs Charge
- Rebounding fouls
- Illegal screens

Talk about dealing with technical fouls
Discuss last minute and Clock responsibilities

Observing Play / Fouls (SDF)
- Start –watch the play start
- Develop –let the play develop
- Finish –allow the play to finish
- Philosophy is not advocating officials pass on fouls, but to be consistant and avoid quick whistles. We call this Patient Whistle

Reporting Fouls (CNN)
- Sharp blast of whistle
- Color of the Jersey
- Number of the offender
- Next (out of bounds or shooting)

Captain’s Meeting
- Review Boundaries
- Number of time-outs per half -they don’t carry over
- Five (5) fouls before foul-out
- Ten (10) fouls before Bonus

Know This by Heart
- Only Captains may speak to the officials!
- Anticipate the play –NOT the call
- Stop Clock:
  - Time outs
  - During the last one (1) minute of the first half, the clock will stop after each whistle blows, iff the score is 10 points or less.
  - During the last 2 minutes of the second half, the clock will stop after each whistle blows, iff the score is 10 points or less.
- Referee the Defense
- Watch Off-Ball action (Don’t ball watch)
- This is Intramural (NOT “street ball” or “industrial leagues”)
Pre Game Conference Sheet

Captain's Meeting

- Boundaries
- # Time-outs per half – don’t carry over
- 5 fouls before foul-out
- 10 fouls before Bonus
- No such thing as 1&1, Always 2-shot foul

Reporting Fouls (CNN)

- Sharp blast of whistle
- Color of the jersey
- Number of the offender
- Next (out of bounds or shooting)

Know This:

- Only Captains may speak to the officials !!!
- Anticipate the play – NOT the call
- Stop Clock:
  ✓ Time outs
  ✓ Handling ball to foul shooter
  ✓ 2nd half, last 2 minutes if score is <9 points
- Referee the Defense
- Watch off-ball play action (don’t ball watch)
- This is Intramural (not street ball or industrial leagues)
### Appendix B: Terminology

- **CNN**
- **SDF**
- **Off-Ball**
- **Front Court**
- **Back Court**
- **Strong Side**
- **Weak Side**
- **Table Side**

- **Opposite Side**
- **Low Post**
- **High Post**
- **Restricted Area Arc**
- **Close Down**
- **Patient Whistle**
- **Secondary Whistle**
- **Game Management**

**CNN** – Order the calling official will give to the Scores TableColor of Jersey, Number of Offender and Next (out of bounds or shooting foul shot).

**SDF** – Philosophy for officials to allow the play to develop and assess the contact before blowing the whistle. Start – Develop – Finish (see Patient Whistle).

**Close Down** – Close in on the man with the ball.

**Front Court** – the half of court that contains the offensive team’s basket. The team’s front court is the part between the division line (10 second line) and the end line. The **Back Court** is the rest of the court, including the opponent’s basket.

**Strong Side** – court terminology referring to the side of the court on which the ball is located and in play.

**Weak Side** – court terminology referring to the side of the court away from the ball location / play.

**Low Post** – The low post is defined as the areas that are closest to the basket but outside of the free throw lane. Skilled low post players can score many points per game without ever taking a jump shot.

**High Post** - The area along the free throw line and in the half arc inside the free throw area. Skilled players can score taking a jump shots.

**Restricted Area (Arc)** – it is up to the CR Officials to determine the restricted arc (where there is no arc). The restricted area arc is a semi-circular arc drawn around the area directly underneath the basket. With some exceptions, defending teammates cannot draw charging fouls in this area. It is a 4 sootradius below the center of the basket.

**Off-Ball** – area of play wherer the players do ont have the ball. Off-ball screen is the area where an offensive player sets a screen on a defender guarding an offensive player who doesn’t have the ball.

**Table Side** - court terminology referring to the side line area where the scores table is located. **Opposite Side** refers to the side line area where the scores table is not located.

**Patient Whistle** – referring to allowing the play to to complete, evaluating player contact during all rebounding activity and not to rule too early causing a disruption in the flow of the game. Example: if ther is contact that does not result in a change of possession and does not have a negative consequence then hold your whistle and let the play continue.

**Secondary Whistle** – referring to the official crew on the court tp echo a whistle to assist in stopping play.
### Appendix C: Score Cards Procedures

**Fig 15 a: Alternating Possession & Time Outs**

<table>
<thead>
<tr>
<th>Day</th>
<th>Time</th>
<th>Court #</th>
<th>Week</th>
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<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Home Team</th>
<th>Time</th>
<th>Court #</th>
<th>Week</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Visiting Team</th>
<th>Time</th>
<th>Court #</th>
<th>Week</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Fig 15 b: Sign-in for officials**

<table>
<thead>
<tr>
<th>Day</th>
<th>Time</th>
<th>Court #</th>
<th>Week</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
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<table>
<thead>
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<th>Home Team</th>
<th>Time</th>
<th>Court #</th>
<th>Week</th>
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<tbody>
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<th>Time</th>
<th>Court #</th>
<th>Week</th>
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<tbody>
<tr>
<td></td>
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</tbody>
</table>

**Fig 15 c: Names & Numbers**

**Ligers**

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>Personal Fouls</th>
<th>Running Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>12</td>
<td>Woodward</td>
<td>1 2 3 4 5</td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>Napier</td>
<td>1 2 4 5 6</td>
<td></td>
</tr>
<tr>
<td>112</td>
<td>Liger</td>
<td>1 2 3 4 5</td>
<td></td>
</tr>
<tr>
<td>70</td>
<td>Straussberg, M</td>
<td>1 2 3 4 5</td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>Straussberg, L</td>
<td>1 2 3 4 5</td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>Pearson</td>
<td>1 2 3 4 5</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Team Fouls</th>
<th>Alt. Possession</th>
<th>Time Out</th>
<th>Official</th>
<th>Scorekeeper</th>
</tr>
</thead>
</table>

**Starbucks**

<table>
<thead>
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<th>Name</th>
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<th>Running Score</th>
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<tbody>
<tr>
<td>11</td>
<td>Kelham</td>
<td>1 2 3 4 5</td>
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<tr>
<td>9</td>
<td>Keen</td>
<td>1 2 4 5 6</td>
<td></td>
</tr>
<tr>
<td>22</td>
<td>Haby</td>
<td>1 2 3 4 5</td>
<td></td>
</tr>
<tr>
<td>303</td>
<td>Smith</td>
<td>1 2 3 4 5</td>
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<td>11</td>
<td>Sampson</td>
<td>1 2 3 4 5</td>
<td></td>
</tr>
<tr>
<td>55</td>
<td>Holz</td>
<td>1 2 3 4 5</td>
<td></td>
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<tr>
<td>145</td>
<td>Smanel</td>
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<td></td>
</tr>
</tbody>
</table>

**Score Cards Procedures**

- Alternating Possession:
- Time Outs:

**Officials:**

- Scorekeeper:
Fig 16a: First Half Scoring and Foul recording

Day: Sun  Time: 1:00  Court #: 2  Week: 4

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>Personal Fouls</th>
<th>Running Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>12</td>
<td>Woodward</td>
<td>2 3 4 5</td>
<td>13 14 15 16</td>
</tr>
<tr>
<td>0</td>
<td>Napoleon</td>
<td>2 3 4 5</td>
<td>17 18 19 20</td>
</tr>
<tr>
<td>112</td>
<td>Liger</td>
<td>2 3 4 5</td>
<td>21 22 23 24</td>
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<tr>
<td>75</td>
<td>Stuerenberg, M</td>
<td>2 3 4 5</td>
<td>25 26 27 28</td>
</tr>
<tr>
<td>0 0</td>
<td>Stuerenberg, L</td>
<td>2 3 4 5</td>
<td>29 30 31 32</td>
</tr>
<tr>
<td>1</td>
<td>Pearson</td>
<td>2 3 4 5</td>
<td>33 34 35 36</td>
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</table>

Team Fouls: 1st

<table>
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<td></td>
<td></td>
<td>Time Outs:</td>
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<td></td>
<td></td>
<td>1st</td>
</tr>
</tbody>
</table>

Officials: 

Scorekeeper:

Problems:

IUPUI Intramural
Officials Handbook

Basketball
1. Just fill in the last recorded foul on each player.

2. Fill in the last recorded score for each team.

This procedure is important. Should electrical failure should occur we have an account of when fouls occurred between first and second half. (see Fig 16c).

**Fig 16b: Half Time Score**

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>Personal Fouls</th>
<th>Running Score</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Home Team</td>
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<td>12</td>
<td>Woodward</td>
<td></td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>Napoleon</td>
<td></td>
<td></td>
</tr>
<tr>
<td>112</td>
<td>Liger</td>
<td></td>
<td></td>
</tr>
<tr>
<td>76</td>
<td>Stuerenberg, M</td>
<td></td>
<td></td>
</tr>
<tr>
<td>68</td>
<td>Stuerenberg, L</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>Pearson</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Visiting Team</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Starbucks</td>
<td></td>
<td></td>
</tr>
<tr>
<td>16</td>
<td>Kellem</td>
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<td>12</td>
<td>Keen</td>
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<td>51</td>
<td>Holley</td>
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<tr>
<td>12</td>
<td>Smith</td>
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<tr>
<td>22</td>
<td>Sampson</td>
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<tr>
<td>12</td>
<td>Kuta</td>
<td></td>
<td></td>
</tr>
<tr>
<td>12</td>
<td>Schanzel</td>
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</table>

At Half Time: Fill in the last entry to the score and fouls of each team.
Fig 16 c: Second Half

<table>
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<th>Home Team</th>
<th>Running Score</th>
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</thead>
<tbody>
<tr>
<td>Ligers</td>
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</tr>
<tr>
<td>No. Name</td>
<td>Personal Faults</td>
</tr>
<tr>
<td>12 Woodward</td>
<td>1 3 5 6 7 8 9 10 11 12 13 14</td>
</tr>
<tr>
<td>9 Napoleon</td>
<td>4 6 8 10 12 14 16 18 20 22 24 26</td>
</tr>
<tr>
<td>112 Liger</td>
<td>7 9 11 13 15 17 19 21 23 25 27 29</td>
</tr>
<tr>
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<td>37 39 41 43 45 47 49 51 53 55 57 59</td>
</tr>
<tr>
<td>0 0 Stuernberg, L</td>
<td>41 43 45 47 49 51 53 55 57 59 61 63</td>
</tr>
<tr>
<td>1 Pearson</td>
<td>1 3 5 7 9 11 13 15 17 19 21 23</td>
</tr>
<tr>
<td>1 2 3 4 5</td>
<td>61 63 65 67 69 71 73 74 76 78 80 82</td>
</tr>
<tr>
<td>12 14 16 18</td>
<td>83 85 87 89 91 93 95 97 99 101 103 105</td>
</tr>
<tr>
<td>1 2 3 4 5</td>
<td>107 109 111 113 115 117 119 121 123 125 127 129</td>
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<tr>
<td>Team Faults</td>
<td>1 3 4 5</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Visiting Team</th>
<th>Starbucks</th>
</tr>
</thead>
<tbody>
<tr>
<td>No. Name</td>
<td>Running Score</td>
</tr>
<tr>
<td>Kelham</td>
<td></td>
</tr>
<tr>
<td>Kwon</td>
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<tr>
<td>Haloy</td>
<td></td>
</tr>
<tr>
<td>Smith</td>
<td></td>
</tr>
<tr>
<td>Sampson</td>
<td></td>
</tr>
<tr>
<td>Rola</td>
<td></td>
</tr>
<tr>
<td>Schanzel</td>
<td></td>
</tr>
<tr>
<td>No. Name</td>
<td>Personal Faults</td>
</tr>
<tr>
<td>1 2 3 4 5 7</td>
<td>13 15 17 19 21 23 25 27 29 31 33 35</td>
</tr>
<tr>
<td>4 6 8 10 12</td>
<td>37 39 41 43 45 47 49 51 53 55 57 59</td>
</tr>
<tr>
<td>1 2 3 4 5 7</td>
<td>49 51 53 55 57 59 61 63 65 67 69 71</td>
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<tr>
<td>1 2 3 4 5 7</td>
<td>65 67 69 71 73 75 77 79 81 83 85 87</td>
</tr>
<tr>
<td>Team Faults</td>
<td>1 3 4 5 7</td>
</tr>
</tbody>
</table>

Time Outs: 19:02

Officials: ____________________________
Scorekeeper: ____________________________
Problems: ____________________________
Technical Foul Issue

Fig 17:

- Identify the person’s by last name(s).
- Mark down their number(s)
- Briefly record reason for the technical(s)
- On the back of scoresheet, have all officials gather and write the full reason for the technical foul (including the lead-up to the technical foul) either at a timeout or at the end of a period. (see Fig 17).
**Completed Scoresheet**

### Home Team: Ligers

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>Personal Fouls</th>
<th>Running Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>12</td>
<td>Woodward</td>
<td>1 2 3 4 6</td>
<td>34</td>
</tr>
<tr>
<td>0</td>
<td>Napoleon</td>
<td>2 3 4 5 6</td>
<td></td>
</tr>
<tr>
<td>112</td>
<td>Liger</td>
<td>1 2 3 4 5</td>
<td></td>
</tr>
<tr>
<td>75</td>
<td>Stukenberg, M</td>
<td>3 4 5 6</td>
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<tr>
<td>0 0</td>
<td>Stukenberg, L</td>
<td>4 5 6 7</td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>Pearson</td>
<td>2 3 4 5 6</td>
<td></td>
</tr>
</tbody>
</table>

**Officials:**

- John Venlure
- Bob Marks

**Scorekeeper:**

- Billy Bob Theiton
- John Hayes

**Problem:**

- Tech 1: Kellum (7 Starbucks) — Hanging on rim
- Tech 1: Sampson (0 Starbucks) — Throwing ball after whistle blown
- Tech 2: Sampson (0 Starbucks) — Unsportsmanlike Conduct — Verbal abuse to ref ejected
Appendix D: Timer Procedures

Start Up Procedure

- When prompted to ENTER YOUR MODEL CODE, START WHERE TURNED OFF LAST, enter model code 134.
- If power failure occurs during a game, answer YES to START WHERE TURNED OFF LAST.

Entry Error
- If an error is made, the display will show ENTRY ERROR for 2 sec, then return to TIME display.

Operating Wireless
- When prompted to DO YOU WANT TO OPERATE WIRELESS? PRESS YES OR NO?
  - Press YES, then SELECT GROUP
  - Display shows Both Scoreboards, Press NO (unless it is during the final four center court action)
  - Display shows Board #1, Press NO (unless you are keeping score on court #1 – close to the concourse) then Press YES
  - Display shows Board #2, Press NO (unless you are keeping score on court #2 – close to New York Street) then Press YES

Main Time
- Press SET, then TIME
- Display shows SET MM:SS
- Press 00
- Press YES
- Period: Press 1

Set Score Entries
- Press HOME SCORE
- Press 00 (the scoreboard will display HOME 00)
- Press GUEST SCORE
- Press 00 (the scoreboard will display GUEST 00)
Score Entries

- Enter a score for the HOME team.

**Adding to Score**
- Press HOME SCORE
- Display shows HOME +
- Press 2 (for successful two point shot)
- The scoreboard displays the added number
- It can add any number for you from 1 - 9.

**Correcting a Score**
- Press SET (left panel)
- Press HOME SCORE
- Display shows HOME +
- Enter the correct score
Team Fouls, Bonus & Next Possession Entries

**Team Fouls**
- Team fouls for HOME & GUEST operate the same as HOME and GUEST SCORE
- Press HOME TEAM FOULS
- Display shows H.FOULS +
- Press 1
- The scoreboard displays the added number

**Bonus Indicator**
- The BONUS indicator sequence will be: HOME, GUEST, Both on, Both off.
- After you have used another function on the panel, the BONUS key will not change anything.
- To activate the Double Bonus Press SET then BONUS.

**Possession Indicator**
- The Next Possession indicator works just like BONUS (alternating between HOME & GUEST).
- To turn NEXT POSS off: Press SET, then NEXT POSS
Player Number and Foul Memory Entry

- The panel can remember the number of fouls for each player entered.

To enter a guest player foul
- Press GUEST PLAYER NUMBER
- Display shows G.PLAYER #
- Enter the player's uniform number
- Press 1 to charge one foul to player.
- If you accidentally pressed the wrong number, simply press the correct number.

Foul Memory
- Once you have entered a player number and foul, the panel will remember the fouls.
- You may enter all numbers from 00 – 99.

Clearing All Fouls
- When the game is over, clear the memory for the next game by doing the following:
  - Press SET, then GUEST PLAYER NUMBER
  - Display shows: RESET (Y – N)
  - Press Y to reset the control panel.

Error Correction
- If you entered a wrong player number and foul, call it back up and set the number of fouls to zero.