



INTRAMURAL BASKETBALL RULES AND REGULATIONS

INTRAMURAL BASKETBALL WILL BE PLAYED UNDER CURRENT NATIONAL FEDERATION OF STATE HIGH SCHOOL ASSOCIATION RULES WITH THE FOLLOWING EXCEPTIONS/AMENDMENTS (PARTICIPANT COPY):

TEAM CAPTAIN S MEETING

- Attendance at the team captain s meeting is MANDATORY. Any team not represented at this meeting will not be included in the league, unless the captain is able to come to the University Recreation Office and listen to an audiotape of the captain s meeting.

SCHEDULES

- Schedules can be picked up immediately after the captain s meeting or after listening to the audiotape during office hours of University Recreation.

GENERAL PROCEDURES

1. All intramural participants must be registered with the UW-EC, and the University Recreation Department, or is a faculty/staff member affiliated with UW-EC.
2. All team sports will follow an unlimited roster policy. New players can come to the competition and be added to your roster as long as they have their UWEC Blugold I.D.
3. To be eligible for the playoffs, a player must have played at least one regular season game for that team.
4. The regular season of all competitive leagues will be followed by a single elimination playoff tournament when time permits.
5. Abusive, derogatory, and demeaning comments & gestures will NOT be tolerated in Intramural Sports. Violators will face suspension or expulsion from the program. Serious incidents or repeated abuses will be subject to sanctions under the UWEC Code of Conduct.

GAME RULES

1. Teams consist of five or fewer players; one of who shall be designated the captain. Team captains are responsible for the eligibility of their team members. Teams must start the game at the appointed time when three or more of its members are present. If the number of players on the team falls below three, the game will end.
2. Only the captain may request information from the officials on rule interpretations, and only if it is done in a courteous and respectful manner.
3. Prior to the start of the game, each team shall provide the scorer with a list of its team members together with each player s jersey number or description. Players may be entered into the scorebook upon arrival.
4. Substitutions may be made any time providing the ball is dead. No substitutions can take place on the endlines and any attempt to deceive will be punishable by a technical foul.
5. Any player receiving two unsportsmanlike technical fouls will be ejected from the game. A team receiving three unsportsmanlike technical fouls will forfeit the game. Dunking will be considered unsportsmanlike. **NO DUNKING AT ANY TIME WILL BE ALLOWED. SELF-CONTROL IS EXPECTED.** The basket will **not** count. ***Any dunking during play will result in the following: Technical foul assessed, immediate ejection from the contest, and a mandatory 1 game suspension. Any dunking before games, during halftime, or after games will result in the individual being required to leave the building.***

6. Scoring values — A field goal counts 2 (or 3 if it is from behind the three point line) points for the team into whose basket the ball is thrown. A free throw is credited to the thrower and counts 1 point.
7. The winning team is the team, which has accumulated the most points at the end of the game. When the score is tied at the end of regulation playing time, there will be 3 minutes of overtime. If the score is still tied, the game remains a tie.(during league play)
8. Games consist of two twenty (20) minute halves, the first being straight running time and the second being eighteen (18) minutes running time with the final two (2) minutes stop time. During the last two (2) minutes of the game, teams, which are fouled will automatically, receive two shots.
9. Mercy rule — If the score differential is thirty (30) points when the last two minutes of the game begins, there will be no stop time. If the score differential reaches 50 points at any time of the game the game will be declared over.
10. The possession of the ball is alternated for the game.
11. Each team has 2 time-outs per half, they will not carry over.
12. Team bench areas are to be located on the sides of the court and not the baselines. The officials need the baselines to move about.

CO-REC BASKETBALL RULES

1. Players — Each team will consist of five players: 2 men and 3 women. Substitutions are allowed on a man for man and woman for woman basis only. The minimum number to start is 1 man and 2 women.
2. Scoring — Field goals scored by men or women shall be worth 2 (or 3 if it is from behind the three-point line) points. Free throws scored by men or women shall be worth 1 point each.
3. SPECIAL REGULATIONS: Men are not allowed in the entire area of the free throw lane from the free throw line to the baseline at any time on either end of the court. This applies to offensive driving, defensive guarding, rebounding of both field goals and free throws. One exception to this rule is when the offensive male in the backcourt brings the ball up. A second exception is when the male, after shooting, lands in the lane. If the male leaves the lane **immediately**, a violation will not occur.

A violation of this provision will be treated as follows:

- a) If the encroachment is in the violator s offensive court, the ball shall be awarded out of bounds to the other team. The basket will **not** count.
- b) If the encroachment is in the violator s defensive court, it shall be treated as a basket interference (whether a shot has been attempted or not) and two points and shall be awarded to the other team.

SPORTSMANSHIP

1. Team managers are responsible for the eligibility and conduct of all their players. Referees are instructed to speak with **team captains only!** The Referee may eject players who choose to ignore this rule.
2. The Referee may forfeit the game if physically or verbally abused by any team member or spectator.
3. If a player is ejected from a contest for any reason, the official and/or supervisor will document the reason for ejection on a daily report. Once on report, a player must meet with an Intramural Director before being reinstated for competition.

EQUIPMENT

1. A team may wear apparel of their choice. However, shoes and shirts must be worn at all times.
2. **NO JEWELRY** of any kind is permitted while participating in any Intramural activity. Failure to remove jewelry will result in ejection from the contest. Any exposed piercing must be taped. No hats are allowed.



FORFEITS

1. Captains of any team forfeiting a contest must stop by the UR Office, in person by 4:30 p.m. of the next business day to re-enter their team. Failure to do this will result in the team being dropped from further competition. Any team forfeiting a game will not be eligible for post-season play.
2. Any team forfeiting two games will be automatically dropped from competition. Any team may be charged with a forfeit for unsportsmanlike conduct.

DEFAULTS

1. A team unable to attend a game may default their contest, if this is done twenty-four (24) hours in advance of the scheduled game time. Sunday games must be defaulted by Friday noon. A default will result in a loss by the defaulting team, and will have no effect on playoff eligibility.

