**Basketball Rules
UW-River falls Intramural Sports**Last Updated: January 2025

 **League Registration:**All intramural registration will take place on [IMLeagues](https://www.uwrf.edu/RecreationAndSportFacilities/Intramurals/IMLogin.cfm) through the UWRF Intramural Sports website. During team registration, captains will select the league and division they wish for their team to participate in. The league and division will indicate the nights and times of the contests for the regular season.

**Participant’s Quiz:**During registration, all players will take a quiz related to the general intramural policies and rules of the specific sport they are registering for. Successful completion of the quiz ensures all participants knows the rules and policies prior to the start of the intramural league. All quizzes will be completed online through IMLeagues.

**Entry Fee:**The entry fee is now an individual fee. Participants must purchase a pass from IMLeagues upon registering or use a pre-purchased pass. Passes are $10 for a single team, $30 for a semester, or $50 for a year. The team entry fee must be paid online with a credit/debit card after the successful completion of the quiz. Payment will not be accepted in any other form. Teams cannot complete registration without payment. Entry fees help cover the cost of equipment, facility expenses, student staff labor costs, and administrative expenditures.

**Schedules, Results, and Standings:**Schedules, results, and standings for league play and playoffs will be on [IMLeagues](https://www.uwrf.edu/RecreationAndSportFacilities/Intramurals/IMLogin.cfm). Please go to the UWRF Intramural Sports website at [www.uwrf.edu/campusrec](http://www.uwrf.edu/campusrec) and click on the Intramurals Sports and IMLeagues to access IMLeagues.

**Forfeit/Default:**If your team is unable to compete in a contest, please notify the Intramural Sports staff by email (campusrec@uwrf.edu) or phone (715.425.4289) before 1pm on the day of your contest to avoid a forfeit fee. If you do not notify the campus recreation staff before the deadline or you do not show up for the contest, your team will be charged a forfeit fee of $5.

**Questions:**Please contact the Campus Recreation Staff with any questions or concerns.

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| Contact Name | Position | Phone Number | Email Address |
| Campus Rec Staff | General Information | 715.425.4289 | campusrec@uwrf.edu |
| Barron Blom | Competitive Sports Student Manager | 715.425.4289 | barron.blom@my.uwrf.edu |
| Alex Pendar | Competitive Sports Coordinator | 715.425.4442 | alex.pendar@uwrf.edu  |

 **General Procedures:**Please refer to the Intramural Sports Handbook for all policies and procedures related to intramural contests.

1. Each participant must present a valid UWRF ID to the intramural supervisor or scorekeeper at every contest. No other form of ID will be accepted.
2. All participants must be on the team roster. Any member not on the roster may complete an add sheet at the time of the contest. No participant may play on two teams in the same league, or a forfeit will be charged to the second team they participated on.
3. Each participant must wear appropriate apparel and athletic footwear.
	1. Clean, dry athletic shoes, athletic pants, sleeved shirt (no cutoffs allowed).
4. Minor first aid treatment is available during intramural contests. Any bleeding must be stopped and cleaned up before participant can re-enter the contest.
5. All visible jewelry, watches, fitness trackers, and bracelets must be removed prior to participation.

*Note: Players are allowed to wear stud earrings at their own risk. All other piercings including hoop or dangle earrings will need to be removed. Accommodations can be made on as needed basis by contacting the Competitive Sports Coordinator.*

**RULES:**

1. **GAME SETUP:**
	1. Two (or three) basketball officials will work the contest and one (or two) scorekeeper will keep track of the score and run the game clock.
	2. Games will consist of two halves of 15 minutes each and a three-minute halftime.
	3. The clock will only stop for timeouts, major injuries, and in the last two minutes of the second half.
	4. Each team will have three timeouts of 30 second per game. The timeouts may be used any time during regulation. Timeouts may only be called by the five players on the court, not players on the bench.
2. **PARTICIPATION:**
	1. Teams will play with five players. Rosters may contain up to 12 players.
	2. Teams may start a game with as few as four players.
	3. If a team is reduced to less than three players during the contest, a default loss will occur.
3. **Co-Rec Advantage**:
	1. Teams may not have more than three players of any gender on the court at any time.
		1. If a team is reduced to single gender a default will occur.
	2. Each week the ball size alternates between men’s ball and womxn’s ball. Playoff brackets work backwards from the championship game.

**Fall Ball Schedule**

Week 1 – Men’s Ball

Week 2 – Womxn’s Ball

Week 3 – Men’s Ball

Week 4 – Womxn’s Ball

Week 5 – Men’s Ball

 *Championship – Womxn’s Ball*

 *Semifinals – Men’s Ball*

 *Quarterfinals – Womxn’s Ball (etc.)*

**Spring Ball Schedule**

Week 1 – Womxn’s Ball

Week 2 – Men’s Ball

Week 3 – Womxn’s Ball

Week 4 – Men’s Ball

Week 5 – Womxn’s Ball

 *Championship – Men’s Ball*

 *Semifinals – Womxn’s Ball*

 *Quarterfinals – Men’s Ball (etc.)*

1. **INTERCOLLEGIATE ATHLETE ELIGIBILITY:**
	1. Members of the current (2023-24) UWRF Men’s and Women’s Basketball teams may not participant in basketball intramurals during the entirety of the academic year.
	2. Intercollegiate basketball players from the previous year (2022-23) must compete in competitive leagues, when available. No more than one player per gender from the UWRF Men’s and Women’s Basketball teams may be on a roster.
	3. There are no restrictions on intercollegiate players from two academic years prior though it is strongly encouraged those athletes participate in the competitive leagues, when available.
2. **EQUIPMENT:**
	1. Game balls will be provided for game play only. Participants may check out basketballs to warm up with at the Fitness Center desk.
	2. Team jerseys are available for rent at the Fitness Center Front Desk prior to the contest. Participants must wear a sleeved shirt (no cut-offs) underneath any rented jersey.
	3. Team members may provide their own jerseys; however, teams must wear the same or very similar color jerseys with legal, non-duplicated numbers visibly displayed on (at minimum) the back of the jersey.
		1. Jerseys may not have taped numbers as tape can fall off or be changed mid-game.
	4. The officials may request a team to rent jerseys if the colors are too random, numbers are not visible, both teams have similar colored jerseys, or for any other reason deemed necessary.
3. **Dunking:**
	1. No hanging on the rim or nets at any time.
	2. Any player hanging on the rim or nets during the contest may be assessed a technical foul.
	3. Players may only hang on rim to avoid injury after an attempted dunk.
4. **FOULS:**
	1. Technical fouls will result in an automatic 3 points plus possession for the opposing team and the player who received the technical foul will have to sub out. Technical fouls are cumulative throughout the semester.
		1. *1st Technical foul:* The player is warned and may be asked to meet with the Intramural Student Manager or Competitive Sports Coordinator based on severity.
		2. *2nd Technical foul:* The player is ejected from the contest, ***must*** meet with the Intramural Student Manager or Competitive Sports Coordinator before their next game. They will serve a mandatory one game suspension.
		3. *3rd Technical foul:* The player is suspended for the remainder of the season and/or the following season based on the severity. The player must meet with the Competitive Sports Coordinator before becoming reinstated for future seasons.
	2. Three technical fouls by a team during a game will result in an automatic forfeit.
	3. Bonus free throws will be given following the seventh team foul of each half. Double bonus will begin after the 10th team foul of each half.
	4. If a team has not committed its quota of team fouls prior to two minutes remaining in the second half, it shall be permitted to incur one team foul during the last two minutes without penalty. Any subsequent fouls will initiate bonus, with double bonus still serving at the 10th foul.
	5. Intentional fouls will result in an automatic 2 points plus possession for the opposing team.
5. **Free Throws:**
	1. Players may enter the lane on the release of the ball during the shot.
	2. Marked lane spaces may be occupied by a maximum of 4 defensive and 2 offensive players.
	3. The bottom blocks will not be occupied.
	4. If a team calls a time-out prior to or during a free-throw situation, the clock will start once the ball is inbounded after a made free throw or once the ball touches a player in bounds.
6. **SUBSTITUTIONS:**
	1. Teams may sub players as often as they desire.
	2. All subs must report to the scorekeeper prior to entering the contest.
	3. Subs may only enter the contest during a dead ball situation after being beckoned by the official.
		1. Illegal substitutions will result in an administrative technical foul and will result in 3 points plus the ball for your opponent.
7. **MERCY RULE:**
	1. The game will be called if one team is ahead by 25 points or more with two minutes left in the second half. Mercy rule will be in effect for playoffs.
8. **OVERTIME:**
	1. If the score is tied at the end of regulation, a one-minute intermission will be followed by a three- minute overtime period. The clock will run continuously except for the last minute.
	2. Teams will have one timeout of 30 second in overtime.
	3. Play will continue as if it were a continuation of the second half.
	4. Overtimes will continue until a winner is declared.
9. **OTHER:**
	1. Judgement calls made by the officials are final.
	2. Other than the above exceptions, official WIAA rules will be followed.