



UW-WHITewater INTRAMURAL SPORTS BASKETBALL & WHEELCHAIR BB RULES

Last update: August, 2021

BASKETBALL IS A CONTACT SPORT AND INJURIES ARE A POSSIBILITY. THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

TEAM CAPTAIN'S MEETING

This is a sport that requires a preseason captain's meeting. Be attentive to your email regarding either an in-person meeting date or a link for a webex meeting.

ENTRY FEE

The entry fee of \$50/team must be paid at time of registration.

LEAGUE SCHEDULES

Schedules for league play will be posted on IMLeagues and the UWW Rec Sports App

QUESTIONS

Please feel free to contact the Office of Recreation Sports and Facilities, the Intramural Coordinator, Matt Schneider, with any questions or concerns at 262.472.1145, or email imsports@uww.edu.

LEAGUE ELIGIBILITY

Players are allowed to play in as many leagues as they want; Men's, Men's 6-foot & under, Co-Rec, Women's, Open, etc. Though, players are only able to play on two teams within a specific league.

GENERAL PROCEDURES

Please use the Captain's Handbook as a resource throughout the year. If you are team captain, please inform your players of all of the guidelines in the handbook BEFORE your first contest.

MEN AND WOMEN

STARTING THE GAME

1. **START TIME:** Teams are to be at the court and signed in before the official game time. If any team is not at the court and ready to play at the scheduled game time, the game will be declared a forfeit. It is recommended that teams arrive at the game site fifteen (15) minutes prior to the scheduled start time.
2. **IDENTIFICATION:** All participants must bring their current valid UW - Whitewater identification card to the field area in order to be checked in and ruled eligible to participate prior to the beginning of each game. Late arriving players must sign in with a supervisor before entering the game.
3. **SCORING:** An official will keep the score and clock at the scorer's table.
4. **FIELD HOUSE RULES:** All Field House rules will be followed during intramural basketball contests.
5. **TEAMS:** Five (5) players constitute a team. A team may start with no fewer than four (4) players. A team may play with as few as three (3) players, but must start with four (4).
6. **BENCH PERSONNEL:** Every player, non-player, and coach that is on a team bench must be signed in and on the roster, and is subject to all intramural rules, policies, and procedures.

7. GAME EQUIPMENT: UW-Whitewater Intramural Sports are able to provide a game ball. Teams are more than welcome to bring their own balls. Game ball will be determined during the pre-game captain's meeting.
8. UNIFORMS: Teams must wear contrasting color uniforms with numbers. Jerseys will be checked out from the Equipment Room.
9. JEWELRY: No jewelry may be worn. Covering jewelry with tape or a bandage is prohibited. If a wristband cannot be removed, players can purchase tape from Room 100 for \$5.
Clarification: Medical alert medals are not considered jewelry; they must be taped down with the medical information visible.

PLAYING THE GAME

10. GAME TIME: The game will consist of two (2) halves of twenty (20) minutes. During the first nineteen (19) minutes of each half, the clock will only stop for team and official time outs. The clock will stop during the last minute of each half according to NFHS Basketball Rules. In All-Campus Championship games, the clock will stop in the last two (2) minutes of each half according to NFHS Basketball Rules.
11. OVERTIME: For all games ending in a tie, a three (3) minute overtime will be used to determine a winner. The clock will run continuously for the first two (2) minutes of the overtime and stop only during the last minute (see Rule #10). If the game is still tied, one (1) minute overtimes will follow until a winner is determined. Each team will receive one (1) time-out for each overtime period (time-outs do not carry over from regular time to overtime, or between overtime periods).
12. TIME-OUTS: A team will be granted three (3) time-outs per game. Time-outs will be one (1) minute; teams must be ready to play immediately. The game clock will stop for charged time-outs. If free throws are to be attempted immediately following a time-out, the clock will not run during the free throws. Time-outs MUST be called by a player on the court, not by team members on the bench.
13. FOULS: Five (5) personal fouls (personal and technical combined) result in disqualification from the game. On the seventh (7) team foul in each half, the bonus situation is in effect. On the tenth (10) team foul in each half, the "double bonus" situation is in effect. Prior to the bonus situation, "common fouls" will be taken out of bounds.
14. TEAM CONTROL FOULS: A throw-in will be awarded to the offended team after all team control fouls (no free throws will be awarded). A team control foul is defined as any foul on an offensive player when his/her team is in control of the ball. *Clarification: free throws may still be awarded for all defensive and loose ball fouls (including rebounding fouls) when the bonus situation is in effect.*
15. SUBSTITUTES: Substitutes must report to the scorekeeper before entering and must be signaled on to the court by an official. Failure to comply will result in a technical foul.
16. JUMP BALL / HELD BALL: The game is started with a jump ball; thereafter, any held ball situations, and the start of the second half, will use the alternating possession procedure.
17. PLAYER EQUIPMENT: Head decorations, headwear, and/or jewelry (including rubber bands) are illegal. Headbands no wider than two inches (2") made of nonabrasive, unadorned, cloth, fiber, soft leather, or rubber are legal. Headbands (just described) and rubber (elastic) bands to control the hair are the only legal pieces of equipment on the head. Barrettes or any other soft hair control devices, including ribbons are illegal.
18. FREE THROWS: Marked lane spaces may be occupied by a maximum of four (4) defensive and two (2) offensive players. The first marked lane spaces must be occupied by the defense. The second marked lane spaces on either side may be occupied by the offense, and the third marked lane spaces on either side may be occupied by the defense. The fourth lane spaces on either side shall not be occupied. The thrower and all players not in a marked

lane space may NOT break the plane of the free throw line until the ball touches the ring, backboard, or until the free throw ends. *Clarification: It will be a violation for a free thrower to consume more than ten (10) seconds after the ball is placed at his/her disposal.*

19. TECHNICAL/INTENTIONAL FOULS: Free throws will be shot for technical and intentional fouls in accordance with NFHS Basketball Rules. The clock will not stop during these free throws, unless there is less than one (1) minute left in the half.
20. MERCY RULE: A game will be ended if a team is forty (40) or more points ahead with ten (10) minutes remaining in the second half, thirty (30) or more points ahead with five (5) minutes or less remaining in the second half, or twenty (20) or more points ahead with two (2) minutes or less remaining in the second half.

SPORTSMANSHIP

21. UNSPORTSMANLIKE CONDUCT: Any unsportsmanlike conduct including, but not limited to, arguments with officials (the captain is the only player permitted to talk with the officials) by any coach, manager or spectator, flagrant fouling, fighting, etc. will result in expulsion of that individual and/or team from further participation in that scheduled game. Officials/supervisors have the authority to impose penalties for teams behaving in an unsportsmanlike manner.
22. TEAM TECHNICAL FOUL LIMIT: If a team receives three (3) Unsporting technical fouls during a game, the game will be ended and that team will receive a loss and a "0" sportsmanship grade, regardless of the score or time remaining.
23. PLAYER TECHNICAL FOUL LIMIT: If a player receives two (2) technical fouls during one **game**, the player must meet with the Intramural Coordinator and Student Coordinator of Officials (excluding jewelry technicals) and serve a one-game suspension. If a player receives a total of three (3) technical fouls during one semester, the player must meet with the Intramural Coordinator and Student Coordinator of Officials (excluding jewelry technicals) and serve a one-game suspension. If a player receives four (4) technical fouls during one semester, the player must meet with the Intramural Coordinator and Student Coordinator of Officials (excluding jewelry technicals) and will be suspended from Basketball for that semester. Any combination of technical fouls will add to the number of games the player is suspended as well as the meetings with the Intramural Coordinator! Please understand that technical fouls are a serious violation and should be considered as such by all participants! Each individual may only receive one (1) administrative technical foul in a semester. After their allotted one (1) administrative technical foul, all technical fouls received after that, administrative or unsporting, will result in an unsporting technical foul.
24. HANGING ON THE RIMS: Hanging on the rims is NEVER allowed. Players hanging on the rims will be given a technical foul. If a person that is not involved on an intramural team hangs on the rim they will be asked to leave the facility! Please understand that this is NOT allowed!
25. DUNKING: Dunking is allowed during the game only. Dunking before the game, at halftime or after the game will result in a Technical Foul. If the same player dunks again they will be ejected from the facility and suspended until meeting with the Intramural Coordinator. If a person that is not involved on an intramural team dunks they will be asked to leave the facility! Please understand that this is NOT allowed!
26. BENCH CONDUCT: All substitutes, coaches, and spectators must adhere to Intramural Sports and Fieldhouse Rules, and are subject to the authority of the Intramural Sports Supervisor and all sportsmanship-related rules and policies.
27. GAMES SCHEDULED IN RUSSELL ARENA: If a game takes place in Russell Arena, there are special ground rules concerning backcourt violations. The 'half-court' line becomes a team's own free throw line extended.

28. **DISQUALIFIED PLAYERS:** A player disqualified from the game for unsportsmanlike conduct must leave the court area and Williams Center IMMEDIATELY, and will be declared ineligible for play in any intramural sports activity until he/she has met with the Intramural Sports Coordinator. Failure to leave in a timely manner may result in disqualification of the captain, or forfeiture of the game. Any second occurrence of unsportsmanlike conduct by a team may result in that team being eliminated for the remainder of the season.
29. **DRINK POLICY:** Teams and their fans are not allowed to bring glass or metal containers to any intramural game, and no alcoholic beverages will be consumed during the intramural games. Violators will be removed from the intramural facilities with possible forfeiture of the game.
30. **DRUG & ALCOHOL POLICY:** Teams coming to games under the influence of alcohol and/or drugs will face a like penalty as listed above, if in the opinion of the Intramural Supervisor and/or Intramural Coordinator they pose a threat to the safety and welfare of players, officials, or spectators.

CO-RECREATION

All of the above rules apply with the following exceptions:

31. **TEAMS:** Five (5) players constitute a team. Two (2) men and three (3) women shall be on the floor during games. If a team is playing with less than five (5) players, the male/female ratio must be 2:2, 2:1, or 1:2.
32. **EXCEPTION:** Only in Co-Rec, when a male is injured or fouls out and there are no male subs to take his spot, the team is allowed to play with 3 females and 1 male.
33. **FEMALE SCORING:** Females will be awarded three (3) points for all two (2) point baskets and four (4) points for all three (3) point baskets. If fouled during an attempt, females will receive three (3) free throws for two (2) point attempts and four (4) free throws for three (3) point attempts. When fouled during a made shot attempt, females will receive the points as described above plus one (1) free throw. *Clarification: Bonus free throws (1 & 1), Double Bonus free throws, and Technical Fouls will be awarded as described in the NFHS Rules, regardless of the shooter.*
34. **MALES SHOOTING:** There are no restrictions as to where males may shoot.
35. **DEFENSE:** There are no defensive restrictions.

MEN 6' AND UNDER

All of the above rules apply with the following exceptions:

36. **ELIGIBILITY:** Only males that are ≤6'0" may participate in the Men 6' and Under Leagues.
37. **MEASURING:** Players will be measured **WITH SHOES ON**.
38. **SWITCHING SHOES:** Any player that switches their shoes or equipment after being measured will cost the team a technical foul and that player will be ejected. The ejected participant will have to meet with the Intramural Coordinator.

Other than the above exceptions the game will be played according to the National Federation High School Basketball Rules.

WHEELCHAIR CO-RECREATION

All of the above rules apply with the following exceptions:

39. TRAVELING: You are allowed to propel your wheelchair forward or backward with 2 pushes without having to dribble. Once you dribble, you are allowed to propel your wheelchair again. 3 pushes of your wheels without passing, dribbling or shooting after the second push. will be a traveling violation.
40. HOOKING: You are not allowed to use the front of your wheelchair (foot plate or bumper) to stop an offensive player. Using the front of your chair on defense will be a hooking violation.
41. PERSONAL ADVANTAGE FOUL: Raising your butt off the seat/using your legs to elevate for rebounding, defensive or offensive purposes is a violation. It will result in a personal foul call and will be a turnover if you are on offense.
42. BLOCK/CHARGE: A block/charge call in wheelchair basketball is the same as able-bodied basketball. It is based on which athlete has the established position. The defense must allow a window of opportunity for the offense to change direction. If the offense does not have control of their wheelchair and they run into the defense, the result will be a charge violation. If the defense does not have good defensive position and initiates contact with the offensive player, the result will be a blocking call or hooking (see rule 35).
43. Any player in contact with the basketball while not in their wheelchair will be considered a violation and result in the other team gaining possession of the ball.