BASKETBALL PRESENTATION

• This presentation is in place of the managers meeting
• It is highly recommended that all participants review this presentation as it contains important information regarding policies and basketball rules.
• Unawareness is not an excuse
2013-2014 UPDATES

• 3.0 avg. sportsmanship rating now required to make playoffs
• Eligibility protests must be filed in writing by the protestor
• Captains must now pass a sport quiz with a 100% to make playoffs
• Rosters maximums have changed for all sports
• Detailed updates can be found further in this presentation
INTRAMURAL STAFF

• Assistant Director for Intramural Sports
  • Jonathan Johnston
  • jdjohnston@wcu.edu
  • 828-227-8807

• Graduate Coordinator for Intramural and Club Sports
  • Kale Jeffords
  • kajeffords@wcu.edu
  • 828-227-8806

• 6 supervisors and 18 officials
CONTACT AND TIMES

• Assistant Director
  • 9-12 and 1-5pm Monday-Friday
  • In and out of the office during the day

• Graduate Coordinator
  • Monday and Thursday: 1-5pm
  • Tuesday and Wednesday: 9-noon

• Calls and emails
  • If received after 5pm during the week, you will not get response until next day
  • If received after 5pm on Friday, you will not get a response until Monday
INTRAMURAL SUPERVISORS

• Policies?
• Sport Rules?
• Facility Concerns?
• Employee Concerns?
• Protest?
• Eligibility?
• First Aid?

• Ask an Intramural Supervisor!
STUDENT OFFICIALS

• The success of the Intramural Sports program is contingent upon the quality of its sports officials and participants.
• Intramural contests are officiated by fellow Western Carolina students. They are not professionals and are paid minimum wage for the service they perform.
• They deserve and expect your cooperation, respect and sportsmanlike behavior.
• They are trained to perform these jobs and we expect them to officiate to the best of their ability.
• We invite you to apply for the student officials' job available with our Intramural Sports Program.
TEAM CAPTAINS

• Fully responsible for their team including:
  • Eligibility of players
  • Behavior of players and spectators
  • Knowledge of rules and policies
  • Communication and cooperating with all IM Staff
  • Being a team leader
NEW SPORT QUIZ

• To ensure that intramural team participants have a good understanding of our policies and procedures, we have created the Intramural Sports Quiz. This quiz must be taken and passed with a 100% score by the individual listed as the captain for any team sport. The quiz is based on the intramural handbook and provides important information that will aid each team during their intramural sports season.
IMLEAGUES

• All players must have an imleagues account to be on team.
• Pre-registration is required for all intramural sports unless otherwise stated
• Look up schedules, scores, rosters, standings, policies and rules
• Highly recommended that all players join the team online as game check-in is so much easier
• To be approved and scheduled for the basketball league, teams must have a minimum of three players joined on imleagues by registration end.
TIME PREFERENCES

• Now including time preferences for game times
• Each division has different time options
• Input your teams time preferences before league registration closes
• System will best fit your preferences within your teams schedule
• Not 100% guaranteed
• Time preferences will not apply in playoffs
SCHEDULES

• Schedule posted Wednesday, January 22nd
• Start play on Monday, January 27th
• Check imleagues schedule frequently and daily
• Four game regular season
• Everyone makes playoffs
FACILITY

- Reid Main Gym
- No tobacco products or alcohol are allowed
POLICIES AND PROCEDURES
POLICIES AND PROCEDURES

• Detailed information concerning policies and procedures can be found in the Participant Handbook

• The Participant Handbook is viewable at:
  • Intramural Sports webpage (reccenter.wcu.edu)
  • www.imleagues.com/wcu, click on the info link on the left side of page, then click handbooks and manuals
ELIGIBILITY

• Must be a current WCU student, faculty/staff or faculty/staff spouse/partner
• Must show your valid Cat-Card every time to play
• Falsifying name or using another students card will result in forfeit
• Playing with ineligible players will result in forfeit
• Teams can’t agree to play with an ineligible players
• Ask up front with all eligibility to avoid a forfeit in season
FACULTY/STAFF

• Faculty/Staff
  • Must show Faculty/Staff CatCard
  • Must sign liability wavier before playing
  • Wavier only needs to be signed once

• Faculty/Staff Spouses/Partners
  • Must have a Spouse/Partner CatCard
  • Pay a $10 Intramural Fee at the Rec Center
  • IM sticker is put on CatCard
RESTRICTED PLAYERS

• Basketball varsity (WCU or other universities) athletes must be two full semesters (summers don't count) removed from playing to be eligible and includes all divisions, red shirts, practice squads, working out with them, etc.

• Allowed two non-corresponding sport varsity athletes on a team for basketball

• If Athletics recognizes a player as a varsity athlete in this academic year, then they will be identified as such during the entire academic year
RESTRICTED PLAYERS

• Basketball professional and semi-professional players are not allowed to play intramural volleyball.

• Club Players – Corresponding sport
  • Allowed two club players on entire roster
  • Clubs players are identified as those who have appeared on the roster or waiver form and considered as such **one semester after their last appearance on roster or waiver form**

• Varsity and Club Sport Coaches
  • Coaches may play in their corresponding sport, but they will be considered a club sport player.
• Rosters
  • Players may only play on one CoRec team and one men’s/women’s team
  • Once a player checks in for a team that’s it
  • Max roster size of 12 players

• Adding
  • Add any players at any time on IMLeagues and game site
  • Ask all players if they have played with another team

• Removing
  • You can remove players if they haven’t checked in a game, once they check in, they are permanent on your team
ROSTER MAX

- 12 - Basketball
- Different for each sport, so double check
- Can add if spots available on game sheet
- If no space available, you can scratch out a player who has zero games checked in and add a new player. That player will then be deleted from the team.
- Captains responsibility to know roster
- Remind all players to get an imleagues account and join your roster
RESCHEDULES

• Check with Assistant Director or Graduate Coordinator if there are any available times open
• Communicate with other captain and agree on one of the open times
• Needs to be fully completed/approved by 5pm the day before the original game. Friday by 4pm if a Sunday or Monday game
• We have to receive confirmation from both captains before a reschedule game is approved
• If you have not received confirmation from Intramural Sports, your game is not rescheduled
TOBACCO, ALCOHOL, DRUG USE

• **Tobacco (chewing or smoking)** is not allowed on the Intramural fields or other activity areas as well as 50 feet from any structure on campus per university policy 45.

• **Alcohol/Drugs** are not allowed on the intramural fields/facilities

• If a player or spectator is suspected of being under the influence of alcohol or drugs, they will be removed from the contest.
ASSUMPTION OF RISK & INJURIES

• Strive to provide safe and well-supervised activities and facilities, there is an inherent potential for physical injury or death in all sport activities.

• All participants are strongly encouraged to have a yearly medical examination and to carry medical insurance coverage.

• Participation in sporting activities may cause injury and exposure to blood borne pathogens.

• First Aid Care (IM Supervisors)
SPORTSMANSHIP

• Teams and captains are responsible for behavior.
• Failure to comply with requests from the Intramural Staff will result in a forfeited contest and further disciplinary actions.
• Examples of unsporting behavior:
  • Slamming the ball down
  • Grabbing the rim or dunking
  • Cursing or gesturing lewdly at other teams or IM Staff
  • Insubordination
  • Anything else deemed unsporting by IM Staff
SPORTSMANSHIP

• Forfeits, defaults, and eligibility affect your rating
• Poor sportsmanship towards each other will not be tolerated
• Verbal abuse of officials will especially not be tolerated!
• Supervisors and officials have every right to stop any game if they deem it necessary
SPORTSMANSHIP RATING

- Team Conduct Rating System
  - Zero to four scale
  - GAME OFFICIALS give ratings at end of game
  - Ratings given at the game site are NOT NEGOTIABLE
  - Must have 3.0 cumulative score to qualify for playoffs

- One and Zero Ratings
  - Team will be notified and captain will need to meet with the Assistant Director before next game
  - Depending on severity, one or zero ratings could result in a team being dropped from the league
EJECTED PLAYER

• Must leave fields/facility immediately
• Automatically suspended from all Intramural Activities
• CRC is access is denied
• Must set up an appointment with Assistant Director before eligible to play
• Minimum suspension of one game depending on severity and case by case
FORFEITS/DEFAULTS

• Forfeits
  • 10 minute grace period with penalty
  • Clock starts at game time
  • Losing team = 2 and winning team = 4

• Defaults
  • Call by 2 pm the day of the game to default
  • Losing team receives a 3 and winning team a 4

Once a team forfeits or defaults twice or has one forfeit and one default they will be removed from the league.

Do not call other teams telling them you are forfeiting!
LATE PENALTY

- 0-3 Minutes = Early teams ball at half and 2-0
- 3-9 Minutes = Early teams ball at half and two points every minute late
- At 10 minutes = game forfeited (14-0)
PROTESTS

• A team captain must file the protest with the IM supervisor/official at the instant the question occurs.

• Protests may only be filed concerning rule interpretations, policies or procedures and player eligibility.

• Protests that challenge the accuracy of a judgment call by officials or supervisors will not be accepted.
ELIGIBILITY PROTEST

• All eligibility protests must be filled in writing with a protest form
• Phone calls, hear say, or emails will not be taken as formal eligibility protests
• In the regular season, eligibility protests can be filed before, during, or after the contest
• In playoffs, eligibility protests must be filed before the game starts, if player arrives mid game, then protest may be filed then
FREE AGENTS

• Don’t have a team?
• Sign up as a free agent in each division and sport on imleagues
• Captains use this resource to pick up players before and during the season
• We will attempt to make a free agent team if there are enough free agents
• Free agency is not a guarantee as captains make the choice to pick up free agents
WEATHER

• IM Rain Line updated by 3pm and throughout the evening
• Call: 828-227-8808
  • Do not call the rec center, AD, or GC asking about weather
• Rained out games will not be rescheduled unless its playoffs
RULES

• All games will be governed by the 2013-2014 National Federation High School Rule Book with the following Intramural Sports modifications.

• The Intramural Sports Office reserves the right to put into immediate effect any new sport rule changes or modifications based on eligibility, league and tournament structure, or participant safety.

• Teams and players may not agree upon a different set of rules

• Unawareness is not an excuse!
PLAYERS

• Five players, three required to avoid forfeit
• All players must be checked in with score table
• If a player is found to be not checked in, they will be assessed a technical foul
• If player arrives late, they must check in and give jersey # with score table during a dead-ball situation
• All players must bring their Cat Card to play (NO EXCEPTIONS!!)
SUBSTITUTIONS

- Substitutions shall be made only during dead ball situations: time-outs, violations, and fouls.
- *Substitutes may enter the game only when motioned onto the court by the game officials.*
- During free-throws, substitutes must wait until the final of multiple attempts before entering the game.
- Must report to table before entering.
ATTIRE

• Only athletic style pants, shorts and shirts are allowed and must be worn
• Teams are encouraged to wear similar colored shirts or wear the provided intramural jerseys
• All players must wear shirts with numbers
ATTIRE

• Improper attire
  • Hats or bandanas tied with knots
  • Sweatshirts with hoods
  • Metal cleats, open toed shoes, boots, or boat shoes
  • Jeans, cargo or straight shorts, and belts
JEWELRY

- No jewelry of any kind
- All jewelry if worn must be taped down, stay taped down or taken off.
- If a supervisor deems any jewelry unsafe, you will have a choice to take it off or not play
- Tape will not be provided by IM Staff
EQUIPMENT

• Casts or splints of any nature are not allowed
• Game balls can be provided, but teams may use their own. Must be proper size
• Bring your own balls to warm up with.
• All equipment and attire decisions are at the discretion of the supervisor on duty
GAME FORMAT

• 2 - 20 min halves (3 min. halftime)
• Continuous game clock except for time-outs, injuries and every official whistle under two minutes of 2nd half
• Teams are allowed two 30 second timeouts per half. Time-outs do not carry over
MERCY RULE

• If team up by 10 points in last 2-minutes of 2\textsuperscript{nd} half, the clock will run
• Up by 20 points or more at two minutes in 2\textsuperscript{nd} half, game is called
• Up by 40 points at any point in second half, the game will be called
OVERTIME

• No over time regular season
• In playoffs, overtime will be as many 2 minute periods needed until a winner is determined, clock stops under a minute
• All overtimes will begin with a jump ball at center
• One 30 second time out per team per period
• Teams will shoot at the same basket as the second half.
SLAPPING THE BACKBOARD

• Officials will determine if the act is:
  • Unintentional – part of legitimate attempt to a try for goal = Legal
  • Intentional – venting frustration or drawing attention to him/herself = Technical Foul
Slapping Backboard (Legally)

Backboard contacted as part of block attempt
Slapping Backboard (Illegally)

Backboard contacted on opposite side of try
GRABBING RIM/DUNKING

• Slam dunks, attempted slam dunks, or grabbing the rim are not allowed ANYTIME the Intramural program is supervising the gymnasiums. This includes pre game, regulation, overtime or post game.

• Penalty: The basket does not count; immediate technical foul on player
FOULS

• A player will foul out when he/she accumulates 5 personal fouls
• Bonus free throws (one and one) for each common foul after teams 7th personal foul
• Two free throws for every foul on and after 10th team foul of each half
FREE THROWS

• One free throw awarded if in act of shooting and successful (and one rule)
• Two/Three free throws awarded if in act of shooting and not successful
• No free throws awarded
  • Each common foul before bonus rule
  • A double foul or double technical
  • Player control/team foul
FREE THROWS CONT.

• During a free throw attempt, the first space on either side of the lane next to the basket must be vacant. Maximum of 4 defensive and 2 offensive.

• Those not occupying must be behind free throw extended and behind three point line.

• No player (including the shooter) may break the plane of the outside edge of the free throw lane or 3 point line until the ball touches the rim or backboard.
TECHNICAL FOUL

• All technical fouls carry an automatic two points (no shooting)
• If a player is charged with a technical foul, it is counted towards reaching the total of five personal fouls.
• If a player is charged with two technical fouls or one flagrant technical foul, he/she will be ejected from that game.
• Administrative techs (jewelry, no players signed in) will be charged to the team total fouls
TECHNICAL FOULS CONT.

• If a team acquires three technical fouls in a game:
  • The game is over
  • The offending team declared loser
  • Team will receive a zero sportsmanship rating
SPECIAL FOULS

• Double Foul
  • No points, resume play from point of interruption

• Intentional Foul
  • 2 points and the ball at point of interruption

• Technical Foul
  • 2 points and possession at mid-court. (possible ejection on severity and unsportsmanlike)

• Flagrant
  • 2 points and the ball at point of interruption
  • Player automatically ejected

• Double/Technical Foul
  • No points and resume play at point of interruption

• All fouls count towards the individual and team foul count in each half.
CO-REC MODIFICATIONS

- Combos – 3m:2f, 3f:2m, 2m:2f, 2m:1f, 2f:1m (3 needed to avoid forfeit)
- Scoring for Females: +1 of normal B-Ball scoring
- No guarding or lane restrictions for males
- All free throws count as one
- Men’s ball used all game
PLAYOFFS

• All teams make playoffs if they fit the following criteria
  • Teams must have an avg. 3.0 conduct rating. (NO EXCEPTIONS)
  • Must maintain 3.0 through playoffs or dropped from competition
  • Brackets will be posted soon after regular season ends
PLAYOFF PLAYER ELIGIBILITY

• Rosters lock after the last night of regular season.
• Players must have participated in at least one regular season game
• Must have an imleagues account and be listed on the printed imleague’s roster
• If not listed on game site playoff roster, will not be allowed to play that night
• Adding players can only be done through the Assistant Director or Graduate Assistant
PLAYOFF SEEDING

• 1\textsuperscript{st} – Winning %
• 2\textsuperscript{nd} – Head to Head
• 3\textsuperscript{rd} – Point differential
• 4\textsuperscript{th} – Sportsmanship Rating
UPCOMING IM EVENTS

• Dodgeball
  • Registration closes Jan. 20th
• Racquetball Doubles
  • Registration closes Jan. 26th
• Table Tennis
  • Registration closes February 2nd
• Disc Lacrosse
  • Registration closes February 6th
  • Tournament, Feb. 7th and 8th
• Weightlifting Challenge
  • Feb. 11th, show by 6pm
• Battleship – CoRec
  • Registration closes, February 19th
  • Tournament, Feb. 22nd
FREE THROW/3 POINT/DUNK CONTESTS

• Free Throw/3 Point
  • Monday March 3\textsuperscript{rd} or Tuesday, March 4\textsuperscript{th}
  • Show up either day from 6-8pm
  • Men’s and Women’s
  • Reid Main Gym
  • Finalists advance to compete at Champ Night

• Dunk Contest
  • Held during Champ Night at Ramsey Center on March 5\textsuperscript{th}
  • Just show up
  • Time TBD
EXTRAMURAL TOURNAMENTS

• Looking for extra games and competition?
• How about representing WCU and the Intramural Sports Program?
• Compete against other universities at a state, regional or National NIRSA Basketball Tournament
• Great experience and high level competition
• Team entries cost $200-300
• Teams must get approval before attending tournaments
EXTRAMURAL TOURNAMENTS

• Championship teams of the Men’s Comp. and Women’s Divisions will receive a paid team entry into the National Tournament at NC State

• Tournament Sites and Dates
  • Regional: UGA, February 28-March 2
    • http://www.recsports.uga.edu/intramural_sports.php
  • Nationals: at North Carolina State, April 11-13
    • http://recreation.ncsu.edu/nccs
STATE TOURNAMENT

- Held at Wake Forest, Friday, January 18-20th
- [http://campusrec.studentlife.wfu.edu/intramural/summer/](http://campusrec.studentlife.wfu.edu/intramural/summer/)
- Deadline is January 3rd
- Let Jonathan Johnston know if you are interested
- Entry fee, hotel and travel are teams responsibility
FINAL REMINDERS

• Teammates must have an imleagues account in order to join your team!
• NO JEWELRY!
• Double check player eligibility
• Review over detailed rules and policies
• Registration ends Monday, January 20th
• Three players minimum required to make league
• Any questions please come ask!
GOOD LUCK!