BASKETBALL POLICIES AND RULES PRESENTATION

2015
SOCIAL MEDIA

• For up to date information and activity pictures

• “Like” us and favorite us on Facebook - WCU Campus Recreation

• Tweet us at @WCUCampusRec
It is highly recommended that all participants review this presentation as it contains important information regarding intramural sport policies and Basketball rules.

As additional supplement, the Intramural Participant Handbook and Basketball rules are viewable at:

- Intramural Sports Website
- IMleagues website: click on the info link on the left side of page, then click handbooks and manuals

Unawareness is not an excuse
NEW REGISTRATION REQUIREMENT

• Captains cannot register their team without completing the Captain’s Quiz.

• Captains can use the sport rules, participant handbook and this presentation to complete the quiz.
INTRAMURAL STAFF

• Associate Director for Intramural and Sport Clubs
  • Jonathan Johnston
  • jdjohnston@wcu.edu
  • 828-227-8807

• Assistant Director for Intramural Sports
  • Haley Bosco
  • hbosco@wcu.edu
  • 828-227-8806

+ 6 supervisors and 16 officials
CONTACT AND TIMES

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

• Calls and emails
  • If received after 5pm during the week, you will not get a 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 sport 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.
LEAGUE SPORT QUIZZES

• To ensure that intramural team participants have a good understanding of our policies and procedures, league sport team captains are now required to complete a captains quiz to register their team.

• This quiz must be passed with a 80%.

• The quiz is based on the intramural handbook/presentation/rules and provides important information that will aid each team during their intramural sports season.
IMLEAGUES

www.imleagues.com/wcu

• All players must have an imleagues account to be listed on a team

• Used for:
  • League announcement emails and texts
  • Schedules, scores, rosters, standings, policies and Rules
  • Adding players

• To be approved and scheduled for the basketball league, teams must have a minimum of 5 players joined on imleagues by registration end.
IMLEAGUES NOTABLES

• Always click Western Carolina University at the top to see a current list of sports and their league/tournament information.
• Game notifications can now be sent to your phone or email. Click your name top right, then notification.
• Click on home at the top to see a list of your game times and an calendar of upcoming sports and registration deadlines.
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 team’s schedule
- Not 100% guaranteed
- Time preferences will not apply in playoffs
SCHEDULES

• Schedule posted on Wednesday, Jan. 21st
• Start play on Monday, Jan. 26th
• Check imleagues schedule frequently and daily
• Four game regular season
• Everyone makes playoffs
• Reschedules can be completed and approved by noon of game day
POLICIES AND PROCEDURES
PLAYER RELEASE

• A player may only be released from a team if they first played for a team in their first regular season game and have not since played for another team or in another game

• They must notify an Intramural Sports professional staff member before they participate with another team

• Failure to notify will result in the second team they played for forfeiting the game, and the player will be required to play with the first team. Possible suspension may be served.
ASSUMPTION OF RISK & INJURIES

• Strive to provide safe and well-supervised activities and facilities, however 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)
TEAM CAPTAINS

As a captain, I agree to and are fully responsible for the following regarding my team:

- Teams schedules
- Eligibility of players
- Behavior of myself, players and spectators
- Knowledge of rules and policies
- Communication and cooperating with all IM Staff
- Being a team leader
FACILITY POLICIES

• Reid Gym – Main Court
• The following is prohibited:
  • Food
  • Tobacco (including chewing)
• Please help keep our facilities clean
• **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.
CHECK IN REQUIREMENTS

• All players must present their CatCard to the IM Supervisor prior to playing in each game
• No ID = No play
• Other forms of Identification will not be accepted
• Captains responsibility to make sure all players are checked in
**MIS-USE OF ID**

• Any person caught misusing a University ID or falsifying name is subject to suspension from Intramural Sports

• Incidents may be reported to Student Community Ethics as it’s a violation of student code of conduct

• Either of the above could also result in game forfeit and suspension from Intramural Sports and the Campus Recreation Center
ELIGIBILITY

• Only current WCU student, faculty/staff or faculty/staff spouse/partner
• Playing with ineligible players will result in forfeit and suspension of players involved
• Teams can’t agree to play with an ineligible players
• Ask up front with all eligibility concerns to avoid a forfeit in season
FACULTY/STAFF AND SPOUSE/PARTNERS

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

- Varsity Athletes
  - 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 entire roster 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 basketball
• Club Players
  • Allowed two basketball 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

• Rosters
  • Players may only play on one CoRec team and one men’s/women’s team
  • Once a player checks in for a team, he or she may not transfer teams.

• Adding
  • Add any players at any time on IMLeagues and game site
  • Ask all players if they have played for someone before

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

- 12 players maximum on a Basketball roster
  - 5 PLAYERS REQUIRED BY REGISTRATION DEADLINE
- Can add if spots available on game sheet
- If no space available, then you can scratch out those who have zero games checked in and add new player. They will then be deleted from team.
- Remind all players to get imleagues account and on to your roster
- Captain’s responsibility to know how many players on their team
COACHES

• Each team is allowed to designate one student, faculty or staff as a “coach,” and he or she will not be included on the roster.

• This person must have intentions to act as a coach for his or her team.

• The coach is the ONLY non-roster player allowed in the bench area.

• Must adhere to the same policies and rules for intramural basketball and the intramural program.
RESCHEDULES

- Check with Associate or Assistant Director or if there are any available times open
- Contact the other team’s captain and agree on one of the open times
- Contact the Associate or Assistant Director, once agreed upon
- We have to receive confirmation from both captains before a reschedule game is approved
- All reschedules must be fully approved by noon the day of the original game. Friday by 4pm if a Sunday
- Don’t assume a game is rescheduled unless you’ve heard from an Intramural Sports staff member
PARTICIPANT CONDUCT

• Participants are expected to treat Intramural Sport staff and fellow participants with respect
• Teams and captains are responsible for their own behavior
• Please only have captains speak with officials and do so in a respectful manner
• Baiting and verbal abuse of supervisors or officials will especially not be tolerated!
• Supervisors and officials have every right to end any game if they deem it necessary
PARTICIPANT CONDUCT

• Examples of unsporting behavior
  • Continuously arguing with an official
  • Taunting, cursing or gesturing lewdly at other teams or IM Staff
  • Insubordination
  • Physical contact/altercation with other players or IM Staff
  • Anything else deemed unsporting by IM Staff

• Failure to compose players or comply with requests from the Intramural Staff will result in a forfeited contest and further disciplinary actions
PARTICIPANT CONDUCT

• Physical contact directed towards an Intramural Sport staff member or involving participants will result in severe consequences.
• All participants are governed by the Intramural Sport Handbook and the WCU Student Code of Conduct
• Any incidents may be reported to DSCE as a violation of the code
• Additionally, participants may have CRC facility access privileges revoked
SPORTSMANSHIP RATING

- Team Conduct Rating System
  - Zero to four scale
  - Must have 3.0 cumulative score to qualify for playoffs
  - Game officials/supervisors give ratings at end of game
  - Given ratings are NOT NEGOTIABLE

- One and Zero Ratings:
  - Team is suspended from season play until Captain talks with the Associate Director
  - Depending on severity, one or zero ratings could result in a team being dropped from the league
UNSPORTSMANLIKE CONDUCT

• Teams that receive 4 UC’s total, 3 UC’s on 3 individual players or or have two ejections in their game will forfeit that game

• Unsportsmanlike conduct (UC’s) penalties are tracked and rolling throughout a student’s intramural career

• Players receiving three UC’s during a semester will have to speak with the Associate Director before they are eligible to play again
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
• Game suspension is dependent upon incident 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!
BASKETBALL LATE PENALTY

• 0-3 Minutes: Two points and early team’s ball
• 3-9 Minutes: Two points per minute late and early team’s ball
• 10 Minutes: Game forfeited (score of 14-0)
PROTESTS

• A team captain must make the protest with the IM supervisor/official at the instant the question occurs.
• If disagree with IM Supervisors final decision, a protest form will then be filled out.
• 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
2015 BASKETBALL RULES
RULES

• All games will be governed by the 2014-2015 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 an administrative technical foul
• If player arrives late, they must check in and give jersey # with score table during any timeout or half time.
• 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

- Two 20-minute halves (3-minute halftime)
- Continuous game clock except for time-outs, injuries and every official whistle under two minutes of 2nd half
- Teams are allowed three 30-second timeouts per game.
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

- In regular season, game can end in a time.
- In playoffs, overtime will be as many 2-minute periods needed until a winner is determined.
- Clock stops at all dead balls situations.
- 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
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 on and after team’s 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 players.
- 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)
• No guarding or lane restrictions for males
• All free throws count as one
• Men’s ball used all game

*Competitive league plays with normal scoring

*Recreational league grants +1pts to every made female shot.
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.
Teams will receive the following points in the standings for every league sport. These points will help determine playoff seeding.

- 4 points for a win
- 3 points for a tie
- 2 points for a forfeit or default win
- 1 point for a loss
- 0 points for a default loss
- -1 point for a forfeit loss
STANDINGS

• Tie-breaking Method:
  • Winning %
  • Head to Head
  • Game point differential
  • Sportsmanship Rating
UPCOMING IM EVENTS

Goal Ball
1/14 from 7-9pm
Show up to Reid 201
*New, adaptive IM sport!*

Darts
1/15 from 4-7pm
Show up to CRC vending area

Dodgeball League
Registration closes 1/26
Men’s, Women’s, CoRec divisions

Disc Lacrosse League
Registration closes 1/26
Open division

Innertube Water Polo Tournament
Registration closes 2/3
Play on 2/6 and 2/7
CoRec division
SCHEDULES

• Schedule posted on Wednesday, Jan. 21st
• Start play on Monday, Jan. 26th
• Check Imleagues schedule frequently
• All games are set at beginning of season
• Four or five game regular season
• Everyone makes playoffs

*If you are interested in helping our officials train and giving your team some extra practice, sign up for a scrimmage game on either 1/22 or 1/23 at 6pm, 7pm, and 8pm each night.

Email hbosco@wcu.edu
FREE AGENTS

• Don’t have a team?
  • Sign up as a free agent on IMLeagues
  • Come out to the intramural facilities
  • Facebook
    • WCU Campus Recreation and Wellness
    • WCU Intramural Sports Free Agent
• Captains use these resources to pick up players
• Free agency is not a guarantee, as captains make the choice to pick up free agents
FINAL REMINDERS

• Tell your teammates to register on IMLeagues and join your team!
• Double check player eligibility
• Review detailed rules and policies
• Registration ends Monday, Jan.19th at 11:59pm
• Make sure you have the minimum amount of players needed to make a team
• Pass team quiz
• Any questions, please come ask!
GOOD LUCK!