

INTRAMURAL WINTER BASKETBALL

Registration Dates: January 16th (Monday) – January 22nd (Sunday)

LEVELS OF COMPETITION:

Men's A – 20 teams Men's B – 50 teams Men's C – 50 teams Women's-

FORMAT: This is a 5 player indoor league. Teams will be placed in round robin pool play with the top teams advancing to a single elimination playoff tournament. The league will take place from January 29th through March 9th. Games are scheduled between 6:00PM - 11:30PM, Monday through Thursday, and from Noon - 11:30PM on Sundays. All games will be played in Guyer Gymnasium located inside the Student Recreation Facility. Registration will be limited to the first 20 teams for the Men's A division, and the first 50 teams for the Men's B & C divisions. Once the divisions are full, teams will be placed on the waiting list.

FORFEIT PROCEDURE: If a team fails to have the required number of participants at the scheduled game time, the opposing team who is present will have the following options:

1. Take the win by forfeit at that time. No contest will be played.
2. Choose to wait until the opponent arrives to compete. However, the official game clock will start running as scheduled. The game will commence once the opponents arrive with whatever game time is remaining on the clock and the score at 10-0, in favor of the waiting team. If the opposing team is not ready to play 10 minutes after the scheduled game time, the Intramural Staff will declare a forfeit win for the waiting team.

If a team forfeits a game, the captain will be charged \$25 on his/her University fee bill. In addition, the team will be required to pay a re-entry fee of \$25 in cash (non-refundable) at the Customer Service Center in the Student Recreation Facility by **4:00 PM the next business day** in order to remain in the league.

NATIONAL FEDERATION RULES WILL PREVAIL WITH THE FOLLOWING EXCEPTIONS:

GENERAL RULES:

1. Each team must have 5 players to start the game. In the case of an injury, player(s) fouling out, or other reasons, a team may finish with less than 5 players.
2. The game will consist of two 20-minute halves. During the first 19 minutes of each half, running time is used and the clock is not stopped for anything (**except TIME OUTS or injuries**). During the last minute of each half, the clock is stopped on the officials' whistle only.
3. The clock will continue to run if a team is winning by 20 or more points with one minute remaining.
4. Each team is allowed two time outs per game (30 seconds in duration). One additional time out will be given per overtime. A time out request must be made by a player on the court.
5. Players shall be disqualified when committing their 5th personal foul. A technical foul is registered as a personal foul and a team foul.
6. A jump ball begins each game and the possession arrow will be used after that as necessary. The overtime period will begin with a jump ball.
7. If necessary, a 3-minute overtime period will be played (clock stops on the officials' whistle). **During regular season pool play there will be no overtime.**
8. **Fouls:**
 - a. 7th team foul = one free throw (plus a bonus free throw if the first attempt is successful)
 - b. 10th team foul = two free throws (double bonus)
 - c. No free throws will be awarded for common fouls 1-6 as well as any player/team-control foul.
9. The number of players permitted in the lane spaces during free throws (not including the free throw shooter) will be six: four defensive players and two offensive players. The lane spaces closest to

the end line must remain vacant.

INTENTIONAL FOUL: The offended team will automatically be awarded 2 points plus the ball out of bounds.

FLAGRANT FOUL: The offended team will automatically be awarded 2 points plus the ball out of bounds. As opposed to intentional, a flagrant foul is deemed (or intended) to cause harm to the opponent. Any person committing a flagrant foul will be **DISQUALIFIED** from the game and must leave the playing area within 5 minutes. In addition, the player will be subject to Intramural disciplinary procedures.

TECHNICAL FOUL: The offended team will automatically be awarded 2 points plus the ball out of bounds. **Any person committing 2 technical fouls (or any flagrant foul) in one game will be DISQUALIFIED from the game and must leave the playing area within 5 minutes.** In addition, the player will be subject to Intramural disciplinary procedures.

Please read the Intramural Handbook. It is a written description of the regulations that govern the Intramural Sports Program. No matter what sport you play, these regulations govern your participation in our programs. It is imperative to the continuity of the program that all participants are aware of and abide by the regulations set forth by UConn Recreation.

SPORTSMANSHIP RATING: Good sportsmanship is required of all participants. Players, coaches, and spectators are to conduct themselves properly at all times. UConn Recreation reserves the right to suspend or disqualify groups or individuals for unsportsmanlike conduct at any time. Unsportsmanlike conduct before, during, and/or after a game (event) will not be tolerated. **The team captain assumes full responsibility for the conduct of the team and spectators.**

Unsportsmanlike conduct includes actions that are unbecoming to an ethical, fair, honorable individual. It consists of acts of deceit, disrespect, or vulgarity and includes taunting. UConn Recreation disapproves of any form of taunting which is intended or designed to embarrass, ridicule, or demean others under any circumstances.

Teams qualifying for the playoff tournament (using W/L record) must average at least a "B" (3.0) rating to be included. In addition, teams must maintain a "B" (3.0) rating throughout the playoff tournament. Teams dropping below a 3.0 average during the playoffs will be eliminated from the tournament. Teams will not receive a grade for a game forfeited or won by forfeit. All ratings will be cumulative based only on the number of games played.

RATING CRITERIA

- A= Team members participate with excellent sportsmanship within the established rules throughout the contest.**
- B= Team or individual team members occasionally complain to officials. Sportsmanship and understanding of the rules is acceptable, but could be better.**
- C= A player or team is given a technical foul for unsportsmanlike conduct.**
- D= A team or members of the team are given two technical fouls for unsportsmanlike conduct.**
- F = A team or members of the team are given three or more technical fouls for unsportsmanlike conduct.**

The Intramural Managers reserve the right to reevaluate and amend any grade based on team/player's sportsmanship.

If you have any questions regarding the intramural basketball rules, please contact Nick D'Amato (Coordinator for Intramurals and Tournaments) at 860-486-8126 or e-mail: Nicholas.damato@uconn.edu

Schedules and results will be available on the IMLeagues webpage.

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