



INTRAMURAL CO-REC BASKETBALL

Registration: August 29th (Monday) – August 31st (Wednesday)
All teams must be registered by 9:00 PM on Wednesday, August 31st
Office hours: 8:30 AM – 9:00 PM

LEVELS OF COMPETITION

Open- 10 teams

A- 30 teams

B- 30 teams

MANDATORY CAPTAINS' MEETING:

September 9th (Friday) at 3:00 PM Student
Union Theatre

A mandatory captains' meeting will be held to discuss rules and program operations. If a team captain or representative does not attend this meeting, the team will be replaced by a team on the waiting list (whose representative is present at the meeting). If there are no waiting list teams, the team may re-join the league/tournament by paying a \$25 re-entry fee (non-refundable) to the Department of Recreational Services.

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 September 11th through October 6th. Games are scheduled between 6-11:30 PM, Sunday through Thursday. All games will be played in Guyer Gymnasium located inside the Student Recreation Facility. The registration will be limited to the first 30 teams for the A & B levels and the first 10 teams for the Open level. Once the levels are full, teams will be placed on the waiting list.

ELIGIBILITY: An individual may not, under any circumstances, play or register on more than one intramural team in this league regardless of level of play. Participants are subject to the Intramural Sports eligibility rules as stated in the Intramural Handbook (page 6). **Teams will be allowed to add new players to their roster throughout the season, including playoffs.** All roster additions will be handled at the game site.

VALID UCONN ID CARDS: Before anyone can participate, **each player must scan their UConn picture ID when they check in at all events.** If, for whatever reason(s), the ID is denied, the individual will not be allowed to participate in any Intramurals or Special Events at that time, **NO EXCEPTIONS.** If a student or SRF member forgets their ID card, they may gain access to the SRF/competition by purchasing a \$5 refundable pass at the front desk of the SRF. The \$5 will be returned upon presentation of the refundable pass receipt and a valid UConn ID within seven days. If a player is using a refundable pass to check into a game, they must already be on the team's roster in order to participate. **A participant must have their UConn ID if they are participating in that sport for the first time.**

TEAM JERSEYS: Each team must wear similar color jerseys. Visible numbers (0-99) must be displayed on the back of the jersey. No taped-on or pinned-on numbers are permitted. Pinnies will be provided for teams that need them.

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, they will be required to pay a re-entry fee of \$25 (non-refundable) at our front office in the Student Recreation Facility by 9:00 PM the next business day in order to remain in the league. If the team is scheduled for a game the next day, they must pay by 4:30 PM on that day.

SAFETY:

1. Proper attire must be worn. No jeans or dress pants allowed.
2. It is forbidden to wear any object that may cause an injury or give an artificial advantage to the player, including but not limited to: head gear, jewelry (including tied rope necklaces, earrings, nose rings, etc.), casts, or braces. **Taping of exposed jewelry will not be permitted.** This is for your safety as well as others.
3. Religious medallions or medical identifications must be removed from chains and taped or sewn under the uniform.
4. Individuals are required to obtain prior approval from the Assistant Director of Intramurals and Special Events for the use of orthopedic devices essential to protect an injury.
5. Players bleeding or having blood on clothing will be prohibited from participation until appropriate measures have been administered.
6. Any player who refuses to follow these rules cannot play and may be removed from the playing area.

National Federation Rules shall govern play for all intramural basketball games with the exceptions listed in these rules; the Assistant Director of Intramurals and Special Events has the authority to modify said rules at his discretion.

GENERAL RULES:

1. Each team must have 5 players to start the game (**at least two of the players must be women**). The ratio of male/female must be 2/3 or 3/2 at all times. 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 in the game.
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 three minute overtime period will be played (clock stops on the officials' whistle). **During regular season pool play there will be no overtime.**
8. 7th team foul= one free throw (plus a bonus free throw if the first attempt is successful)
10th team foul= two free throws
No free throws will be awarded for common fouls 1-6 as well as for player/team-control fouls.
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.

ALL-STARS: At the conclusion of the season there will be an All-Star team selected. The team will consist of players from all levels and will be chosen with the input from captains, officials, intramural staff, and opponents. Skills, impact, attitude, and sportsmanlike conduct will be taken into consideration when selecting the team. If anyone would like to nominate an individual for the team please contact the Intramural Office at 486-2357.

MEDICAL PROCEDURES: The Department of Recreational Services assumes no responsibility for injuries received during intramurals, special events, and other recreational activities. Participants are reminded that their participation is completely voluntary. The nature of sport activities and the large number of participants in the University of Connecticut Intramural program make the occurrences of some injuries inevitable. It is strongly recommended that all participants have a physical examination prior to participating. Any injuries or accidents occurring during recreational activities should be reported immediately to on-duty personnel. Participants with a health issue and individuals who are on medication are urged to confidentially inform the Assistant Director of Intramurals and Special Events of their specific situation.

ALCOHOL AND DRUG POLICY: Individuals, teams, and spectators who arrive intoxicated, suspected of consumption, or possessing alcohol or other illegal substances will not be permitted to play and will be asked to leave the playing area. The game may be forfeited and the offending individuals immediately suspended. The Department of Recreational Services will not tolerate such behavior and will act in a manner that is prudent, with the safety of all participants the priority. Such individuals will be dealt with harshly, given a minimum of a 365-day suspension and will be subject to University 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 the Department of Recreational Services.

SPORTSMANSHIP RATING: Good sportsmanship is required of all participants. Players, coaches, and spectators are to conduct themselves properly at all times. The Department of Recreational Services 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. The Department of Recreational Services 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 Supervisors 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 Bhavin Parekh (Assistant Director of Intramurals and Special Events) at 486-2206 or e-mail: bhavin.parekh@uconn.edu

Schedules and results will be available on the intramural boards and the department webpage at [**web.uconn.edu/recreation**](http://web.uconn.edu/recreation)