



**UMW CAMPUS RECREATION**  
**MEN'S, WOMEN'S AND COREC BASKETBALL INFORMATION SHEET**

**A. Key Dates**

- |                              |  |
|------------------------------|--|
| 1. Team Registration Period: | Monday, January 9 <sup>th</sup> -Wednesday, January 25 <sup>th</sup> |
| 2. Regular Season Start:     | Sunday, January 29 <sup>th</sup>                                     |
| 3. Regular Season End:       | Thursday, February 16 <sup>th</sup>                                  |
| 4. Playoff Brackets Posted:  | Friday, February 17 <sup>th</sup>                                    |
| 5. Playoffs Begin:           | Sunday, February 19 <sup>th</sup>                                    |
| 6. Playoffs Completed By:    | Thursday, March 2 <sup>nd</sup>                                      |

**B. Rules of the Game**

1. The Players
  - a. A game must begin with 5 players. If a team falls below 5 players during a game due to injury or ejections, play may continue as long as the game remains competitive.
  - b. In CoRec, there must be 3 males/2 females or 3 females/2 males on the court during the game.
2. The Game
  - a. All games will begin with a coin toss. The winning team will receive the ball. After the initial coin toss, possession will alternate for the remainder of the game.
  - b. All games will be two 20-minute halves with a running clock and a 3 minute halftime. The clock will stop on all whistles in the last 2 minutes of the second half
  - c. Each team will be allowed one 30-second timeout per half. These do not carry over between halves.
  - d. In CoRec, a successful female basket will count for 3 points, and if beyond the 19'9" arc, the basket will count as 4 points.
  - e. During regular season play, a tied score at the end of regulation time will be recorded as such. During the playoffs only, overtime will be played if the game is tied at the end of regulation.
3. Fouls
  - a. All common and personal fouls shall be counted against a team's total. On and after the 7<sup>th</sup> team foul, a bonus shall be awarded for the remainder of the game (there is no double bonus).
  - b. Prior to the 7<sup>th</sup> foul:
    - i. A team control or common foul results in a loss of possession for the offending team.
    - ii. A player control foul results in disallowing a converted basket and a loss of possession.
    - iii. A shooting foul with a converted basket results in the basket being awarded and one free throw.
    - iv. A shooting foul without a converted basket results in either 2 or 3 free throws being awarded. In CoRec, 3 or 4 free throws shall be awarded to a female who is fouled in the act of shooting if the basket is not converted.
  - c. On and after the 7<sup>th</sup> team foul:
    - i. A common foul results in a one-and-one free throw. In CoRec, a female will shoot a 2 and 1, which means if the female makes both of her free throws, she will attempt one more.
    - ii. A player control foul results in disallowed a converted shot and change of possession.
    - iii. A team control foul results in a change of possession.
    - iv. A shooting foul with a missed basket results in either 2 or 3 free throws being awarded. In CoRec, women will get 3 or 4 free throws.

- v. A showing foul with a converted basket results in the basket being awarded along with one free throw.
- d. A free throw must be attempted 10 seconds from the time the ball is at the disposal of the shooter. Free throw restrictions apply for the shooter and those behind the three point line **until the ball hits the rim.**
- e. Lane Line Restrictions
  - i. Only 2 offensive players may line up along the lane line for a free throw.
  - ii. Two defensive players must occupy the spot above the block. The offensive team then has priority to occupy the next two spots above those defensive players on either side of the lane. The remaining spots may be occupied by the defense if they choose.
  - iii. The spots below the block on either side must remain unoccupied.
  - iv. Maximum 2 offensive players and 4 defensive players are allowed in the lane lines.
- f. An intentional foul results in an automatic 2 points and possession of the ball at the spot of the foul. If the foul is ruled flagrant (e.g., pushing a player from the back on a lay-up with the intent to injure) an ejection of the player committing the foul is the result and the ball is put in play at the spot of the foul.
- g. Officials may call a technical foul for anything that, in the judgement of that official, is thought to be a delay of game or unsportsmanlike behavior on the part of an individual/team, including fans.
- h. All technical fouls result in awarding the opposing team 2 points and possession of the ball at half court.
  - i. Technical fouls count as personal fouls.
  - ii. Dunking in warm-ups, at halftime, or after the game is a technical foul.
  - iii. Wearing jewelry during the game may also result in a technical foul.
- i. A technical foul on a fan of a team will constitute a technical foul on the captain of the team.
- j. Any player receiving 2 technical fouls in one game will be ejected from the game.
- k. Any player who makes intentional contact with an official will be ejected from the game and immediately suspended from intramural sports.
- l. A supervisor reserves the right to impose disciplinary action on players, teams, or fans if warranted.
- 4. Overtime Procedure (Playoffs Only)
  - a. If the game is tied at the end of regulation, a 3-minute overtime period will be played.
  - b. The clock will stop for the last minute of overtime.
  - c. There are no time-outs in overtime. A timeout from regulation does not roll over.
  - d. Possession will be determined by the possession arrow.
- 5. Mercy Rule
  - a. If a team is ahead by 20 points with 2 minutes remaining in the second half, the game is over.
  - b. If a team scores during the last 2 minutes of the game and that score creates a 20 or more point difference, the game is over.

*\*\*Rules not outlined in this sheet will follow the National Federation of State High School Association (NFHS) Rules\*\**

### *C. Player Eligibility*

1. All current undergraduate and graduate students and Faculty/Staff of the University are eligible to play. Such persons will remain eligible until they withdraw from the University or fail to comply with eligibility standards.
2. A valid, UMW EagleOne card is required to play. Participants must present this card before the start of the game in order to sign-in for the game. ID cards must be readable and in proper condition. Cards with unrecognizable pictures, names or ID numbers will not be considered valid.
3. Participants may play for only one single-sex team and one CoRec team.
4. Team captains are responsible for checking player eligibility for his/her teammates and the players of the opposing team. The Intramural Staff is not responsible for checking player eligibility, but reserves the right to impose disciplinary action for players/teams discovered to be ineligible.
5. As long as the game is ready to begin on time, any participant who arrives after that time may participate provided they properly check in.
6. Refer to the Intramural Sports Handbook for questions regarding Varsity athlete eligibility or eligibility in general.

### *D. Sportsmanship*

Intramural Sports expects all participants and their spectators to conduct themselves in a sportsmanlike manner at all times. Unsportsmanlike conduct or other inappropriate behavior occurring in Recreational Sports indoor and outdoor facilities before, during, and after intramural events will not be tolerated. Teams and their captains will be held accountable for the actions of their players (both participating and non-participating) and their fans. Officials and the Intramural Sports staff have the authority to impose and enforce penalties on teams, players and/or fans that have committed offenses. Penalties for post-game, playoff, and tournament play violations may be carried over into subsequent games and/or sports seasons.

Following each game, officials and/or supervisors will evaluate team behavior and issue sportsmanship rating for all teams. Captains may view their sportsmanship rating online on IMLeagues. Questions regarding particular sportsmanship ratings should be directed to the Intramural Sports Staff by emailing [umwimsports@gmail.com](mailto:umwimsports@gmail.com). In order to be eligible for the playoffs, teams must have an average sportsmanship rating of 3.0 for all regular season contests. In the playoffs, teams must receive at least a 3.0 to advance to subsequent rounds.

The sportsmanship ratings will follow these guidelines:

**“5” Excellent Sportsmanship:** Players cooperate fully with opponents and officials. The captain calmly converses with officials and has full control of his/her teammates.

**“4” Good Sportsmanship:** Team members display minor disagreement and unsporting behavior. Teams receiving an unsportsmanlike penalty/foul are not eligible to receive a rating higher than a “4” for that game. A team that wins by forfeit will receive a “4.”

**“3” Average Sportsmanship:** Team members display disagreement and unsporting behavior toward officials and/or opponents. Teams receiving more than one unsportsmanlike penalty/foul are not eligible to receive a rating higher than a “3” for that game. Teams that default will receive a “3” rating.

**“2” Poor Sportsmanship:** Team members display a serious lack of control and continuously show unsporting behavior to officials and/or opponents from the field/sidelines. The captain has little or no control of team. Must have received at least one unsportsmanlike penalty/foul to receive a “2” or below. Forfeiting teams receive a “2” rating. Teams with an unsporting ejection cannot receive higher than a “2” rating.

**“1” Unacceptable Sportsmanship:** Captain has no control over team, resulting in an ejection. Team is completely uncooperative. Any team causing a game to be forfeited-other than by not showing – may receive a “1” rating.

**“0” Team Disqualification:** Player(s) ejected for abuse against a staff member or opponents. Team is disqualified for unsportsmanlike acts before, during, or after the game.

### *E. Ejections*

The Intramural Sports staff reserves the right to eject any individual, team or spectator who interrupts the flow of the game in any manner. Players do not have to accumulate a minimum number of infractions to be ejected. Player may be ejected before, during or after any contest and ejections can be made by any official on the contest or any Intramural Supervisor or administrative staff.

The jurisdiction of the Intramural Sports staff begins when the participant or spectator enter the visual confines of the field/court and ends when the involved persons leave the facility in which the contest is being held and the visual confines of the playing area. Any ejected player(s) must **immediately** leave the playing area and the facility in which the event is being held. If the player refuses to leave, the game will be forfeited by the team committing the infraction. Captains must assist Intramural Sports staff with retrieving the ejected participant’s identification. It is strongly encouraged that the ejected participant(s) cooperate with the Intramural Sports staff to ensure a smooth reconciliation of the situation and safety for everyone.

Anyone who is ejected will be suspended from all Intramural Sports activity until a meeting with Intramural Sports administrative staff has been conducted.

### *F. Equipment*

1. Teams are required to bring a white and a dark-colored team shirt/jersey to all team contests.
  - a. The dark-colored shirt/jersey must be the same shade of color for all team members.
    - i. **Each player must have a distinct number from other teammates.**
    - ii. **Numbers must be at least 6 inches in height and must be clearly visible from a distance (i.e. no black numbers on dark blue shirt).**
    - iii. **Taping numbers is not allowed. It is suggested that a team purchase a black magnum sharpie or white paint marker to write numbers if making their own shirts or jerseys.**
  - b. Opposing teams are not allowed to wear similar colors during the game.
  - c. If both teams show up with the same color, the captains must determine which team will wear an alternate color. If an agreement cannot be reached, both teams will default the game.
2. All jewelry except medical alert bracelets must be removed before play.
3. Taping over jewelry is not an acceptable alternative to removing jewelry.
  - a. If a supervisors suspects a team member has taped over jewelry, the team member will be asked to remove the tape. If a team member does not remove jewelry or tape, he/she is not eligible to play. Players wearing jewelry will be penalized according to sport rules.
  - b. This policy is strictly enforced—jewelry poses a safety risk for the player wearing jewelry and others.
4. Intramural Sports basketballs must be used in the games, unless teams come to an agreement on a different ball. For Men’s games, a 29.5 sized ball must be used. For women’s games, a 28.5 sized ball must be used.
5. No casts are allowed. No pads or braces are allowed above the waist.
6. Knee braces made of hard, unyielding material are not allowed unless covered with at least ¼ inch of closed cell slow recovery rubber or other material of the same minimum thickness and having similar physical properties (such as the Lenox Hill Sport sleeve or a Neoprene sleeve).
7. Any mistreatment of the Intramural Sports Equipment may result in an automatic ejection.

#### *G. Game Location and Parking*

1. All games are played Goolrick Hall Main Gym.
2. All participants are encouraged to park in properly marked University spaces to avoid being ticketed.

#### *H. Questions*

1. Email [umwimsports@gmail.com](mailto:umwimsports@gmail.com)
2. Visit the Fitness Center.
3. Consult the Intramural Sports Participant Handbook.

*\*\*Note: All Non-Sport Intramural Sports rules can be in the Intramural Sports Participant Handbook. This Rule sheet does not cover all Intramural Sports rules. Check the Handbook to ensure everything is followed correctly. \*\**