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@UK Campus Recreation and Wellness

Intramural 5 v 5 Basketball (Revised 8/16/19)

GENERAL INFORMATION

1. All participants must register at <https://recwellservices.uky.edu/>
2. Click on IMLeagues, Login with your UK Link Blue account and Register
3. Electronically sign the online waiver and pass the participant quiz

Participation in ALL Intramural Events Require:

1. Valid UK or BCTC student, faculty or staff ID required for all contests to participate
2. Jewelry is NOT permitted
3. No hats, skull caps, bandanas, or other headgear. Terry-cloth headband without exposed knots
4. Review specific sport rules for additional attire restrictions

BCTC student/faculty/staff must pay the "Recreation Fee" before access to IMLeagues.com or participation

1. Information about "Recreation Fee" <http://www.uky.edu/plusaccount/uk-estore-information>
2. Pay "Recreation Fee" at <https://iweb.uky.edu/ukestore/> and retain your electronic receipt
3. Email the Intramural Director, Natasha Harris at neharris1@uky.edu and provide an email address
4. Provide an email address you'd like to use to log into your IMLeagues.com account

These groups must send an email neharris1@uky.edu to have an account created for participation:

1. Religious Advisors
2. Spouses of current UK student/faculty/staff can only play on Co-Rec teams

10-minute Rule/Defaults/Forfeits/Inclement Weather:

1. **10-minute rule applies to various sports:**
 - a. At game time, if a team is not prepared to play that team will have 10 minutes to become ready
 - b. To win by forfeit, minimum number to play must be present and signed in with Intramural staff
 - c. If a double forfeit occurs, both teams will receive a forfeit and no team will advance
2. **Defaults vary depending on tournament design**
 - a. Loss by default will not be counted as a forfeit, nor affect your sportsmanship rating
 - b. Two (2) defaults result in a forfeit or are the same as a forfeit
 - c. Submit Default for your game via IMLeagues.com by completing the "Default" link by 5pm the day of your scheduled game time: <https://forms.gle/4o2CNxRGh2ugrVW>
 - d. Failure to submit your default before designated time will result in a forfeit and \$20 forfeit fee will be assessed to your team captain, Greek Chair or Residential Chair.
3. **Forfeits applies to various team sports and tournaments:**
 - a. Team captain, Greek chair or Residential chair assumes responsibility for that team
 - b. *Captain or Chair is suspended and responsible for paying the \$20 forfeit fee*
 - c. *Captain or Chair MUST pay forfeit fee PRIOR TO next scheduled game*
 - d. Review our [Wildcard Player Participation Policy](#) to assist team to avoid forfeits
 - e. *Forfeit Fees CAN BE PAID ONLINE at:*
<https://recwellservices.uky.edu/Program/GetProducts?classification=00000000-0000-0000-0000-000000026001>
4. **Inclement weather decisions will be made no later than 3pm on game day**

ROSTERS

- Twelve (12) player limit for Men's, Women's, and Co-Rec teams.
- Players may play for ONLY ONE single sex team whether Greek or Independent.
- Players may, however, play for ONE Co-Rec team and ONE single sex team.
- Players are not officially on a team until they have shown their ID to check in or for on-site registration signed a waiver. Once a player has played for a team that is the team, he or she shall be on for the remainder of the league or tournament.
- To be eligible for the playoffs, a player must play in at least one regular season game.
- In the playoffs, rosters shall be frozen to include only those players who played in at least one regular season game. **No additions shall be made during the playoffs.**
- Teams may add players through the final game of the regular season or until their team limit has been reached whichever comes first. Once the roster limit is reached the roster is frozen.

PLAYERS

MEN'S AND WOMEN'S TEAMS

- The maximum number of players on the court at one time is five (5).
- A team must have a minimum of four (4) players to start the game.
- Once started, the game may continue with less than four (4) players if the team has a chance to win.

CO-REC TEAMS

- The maximum number of players on the court is five (5) (3 men and 2 women or 2 men and 3 women).
- A team must have a minimum of 4 players to start the game
- Teams with four (4) players must have 1 member of each gender and no more than 3 of either gender.
- Once started, the game may continue with less than four (4) players if the team has a chance to win and there is at least one male and one female on the court.

LEAGUE OR TOURNAMENT PLAY

- For league play, each team will be scheduled for four (4) or five (5) regular season games.
- The first (1st) game to be cancelled due to inclement weather, facility issues, closing of the university, etc. will be moved to the end of the season, remaining games will not be rescheduled

GAME TIME AND LENGTH

Men's B, Men's C, Women's, Co-Rec, Fraternity, Sorority, Men's A

- Games will consist of four (4) 9-minute quarters with a running clock except during timeouts.
- The clock will stop for all whistles during the:
 - Last 10 seconds of the 2nd quarter
 - Last minute of the 4th quarter
 - Last minute of overtime
- The clock will stop in the last minute of the 4th quarter or overtime:
 - For all made baskets (when the ball passes through the net)
 - The offensive team can ask to advance the ball to the division line/half-court opposite the scorer's court
 - Each team receive one (1) free advancement
 - Any additional request for an advancement requires a timeout by the offensive team
 - If the offensive team has rolled, dribbled, passed or thrown the ball, they cannot advance the ball because the above actions constitute "advance the ball"
- **Forfeit Rule:** A 10-Minute Rule is in effect with five (5) points being awarded to the prepared team at the start of the clock and an additional five (5) points being awarded at the 5-minute mark. After 10 minutes elapses, the game is forfeit.
- **Mercy Rule:** If the game's point differential is as follows the game will end:
 - 40 points at 5 minutes
 - 30 points at 3-minute mark or under 3-minutes

GAME TIME AND LENGTH (Continued)

- **Timeouts**
 - Each team has three (3) 1-minute timeouts for the entire game.
 - Each team has one 30 second time-out per overtime period.
 - Coaches and spectators are not permitted on the court during time-outs.

EQUIPMENT

- The IM Department will provide game balls. These balls are not for warm-up use. Practice balls may be checked out from the equipment room.
- Teams are encouraged to bring their own jerseys, but jerseys must have a number on the front, back, or both. Jerseys are available for checkout from the equipment room.
- Shirts must be worn under Intramural jerseys.
- The following equipment shall be considered Illegal:
 - Headgear containing any hard, unyielding, or stiff material, including billed hats.
 - **Jewelry of any kind including earrings, finger rings, wedding rings, necklaces, watches, etc.**
 - Pads or braces worn above the waist.
 - Shirts or jerseys, which do not remain, tucked in.
 - Hard leg and knee braces which are not covered.

BEGINNING A GAME

- Each game shall begin with a captain's meeting
- Games will start with a tip-off

HALF-TIME

- There will be a 3-minute half time.
- After halftime teams will switch directions on the court.

OVERTIME RULES

- Overtime shall consist of a three (3) minute time period.
- Overtime is an extension of the 4th quarter so all team fouls will continue in overtime period (s)
- The clock will stop for all whistles during the last minute of each overtime period.
- Each team shall receive one (1) time-out for each overtime periods and unused time-outs from regulation or previous overtime periods may NOT be carried over.
 - The offensive team can ask to advance the ball to the division line/half-court opposite the scorer's court
 - If a team has not used their one (1) free advancement, they can do so at this time
 - Any additional request for an advancement requires a timeout by the offensive team
 - If the offensive team has rolled, dribbled, passed or thrown the ball, they cannot advance the ball because the above actions constitute "advance the ball"
- There will be a one (1) minute intermission between overtime periods.

SCORING

- Field goals from beyond the 3-point line = 3 points.
- All other field goals = 2 points.
- Free Throw = 1 point.

COREC SCORING

- Each woman's basket carries an additional 1 point
 - Field goals from beyond the 3-point line = 4 points
 - All other field goals = 3 points
- Free throws by males or females will be accordance to the male's point value

FORFEIT SCORING AND DEFAULT SCORING

- Forfeit in a single gender game = 10-0 Sportsmanship rating is 0 for forfeiting team
- Forfeit in a Co-Rec game = 14-0 Sportsmanship rating is 0 for forfeiting team
- Default 1-0 Sportsmanship rating is 4 for defaulting team

FOULS AND FREE THROWS

- Each player will be disqualified on his/her 5th foul of the game.
- All technical fouls will count as personal fouls and toward the team total.
- All shooting fouls will result in two (2) or three (3) free throws being awarded on a missed attempt. Shooting fouls on made attempts will result in the basket being counted and one (1) free throw.
- All technical fouls shall result in two (2) free throws for **any player on the offended team** and **possession of the ball to the offended team** at division line/half-court opposite the scorer's court.
- The penalty for a technical foul or unsportsmanlike foul (intentional/Flagrant 1) or disqualifying foul (Flagrant/Flagrant 2) is two (2) free throws for **any player on the offended team** and **possession of the ball** for the offended team at division line/half-court opposite the scorer's court.
- One (1) disqualifying foul results in an ejection (**must leave the gym**)
- Two (2) unsportsmanlike fouls against a player or coach shall result in an ejection.
- Four (4) unsporting technical fouls against a team shall result in a forfeited game.
- **Team captains are responsible for team representatives.**
- **Any technical fouls given for unsportsmanlike conduct or behavior on the team representatives will be assessed to the team.**

Men's B, Men's C, Women's, Co-Rec, Fraternity, Sorority, Men's A

- Personal/Common fouls up to and including the 4th team foul of a quarter shall result in a spot throw-in for the offended team.
- **All team fouls above and including the 5th shall result in two (2) free throws.**
- **All team fouls will reset at the beginning of each quarter**

UNSPORTSMANLIKE CONDUCT

- **Unsportsmanlike Conduct or fighting will not be tolerated!**
- **A team representative is a participant, player, non-player, captain, coach, manager, spectator or anyone representing a team.**
- **Unsportsmanlike Conduct includes behavior, language and actions that are a violation of the University of Kentucky Student Code of Conduct.**
- Unsportsmanlike Conduct includes behavior, language, action and contact towards a team representative, ref/official, Intramural Staff or Campus Recreation and Wellness staff
- Unsportsmanlike Conduct that is but not limited to:
 - Arguing a call
 - Behavior, language, action that is abusive, demeaning, insulting, disruptive, threatening
 - Contact that is excessive or unnecessary and contact that is persistent, severe, extreme, vulgar, violent or flagrant in nature
- A team representative will be disqualified from the game, ejected from participation, shall leave the facility and may be subjected to expulsion from further Campus Recreation and Wellness events or programs
- Teams must get a 3.0 sportsmanship rating in knockout rounds or maintain a 3.0 sportsmanship rating average to advance to playoffs. In playoffs, if a team receives a 2,1, 0 sportsmanship rating that team cannot advance in playoffs.
- **Two (2) unsportsmanlike conduct penalties against a player constitutes an automatic ejection.**
- **Four (4) conduct unsportsmanlike penalties against a team or four of any kind will forfeit the contest.**
- **Six (6) conduct unsportsmanlike penalties against a team during the season will forfeit the team's remaining schedule**
- Game (s) may be forfeited at the discretion of the ref/official, Intramural Staff or Campus Recreation and Wellness staff

CONDUCT (All team representatives are expected to display good sportsmanship)

- Any team representative ejected from a game for any reason shall be suspended from **ALL** Intramural play until they contact the Intramural Director.
- It is the responsibility of the team representative to setup an appointment with the Intramural Ejection Board by emailing the Intramural Director at neharris1@uky.edu
- If players are found to be participating before being reinstated, they will be suspended from all Intramural activity for the remainder of the semester. A team for which an ineligible player participated will forfeit all games.

PROTESTS

- There will be no protest involving official's judgment in games that are officiated by the Intramural Staff.
- Protests of rule interpretation must be made before the start of the next dead ball situation.
 - To protest, the protesting team must begin the process immediately following the event in question. The supervisor's decision is final.
 - Protests can be made without team time-outs. A rejected protest in this case will result in an unsportsmanlike conduct penalty on the team captain.
- In non-officiated games, any and all disagreements between teams must be settled by the players. Disagreements not resolved within reason or in a timely manner, Intramural Staff will intervene and decide to resolve the disagreement and their decision is final.
- Eligibility protests are permitted. They must be filed in writing by noon the following business day.
- All eligibility protest must be emailed to the Intramural Director, neharris1@uky.edu or turned into the IM Office, room 172-B of the Johnson Center.