Tournament Registration:
Tournament registration will take place on IMLeagues through the UWRF Intramural Sports website, and in-person before the start of the tournament. During team registration, captains will select the league they wish for their team to participate in.

Captain’s Quiz:
During registration, team captains will take a short quiz related to the general intramural rules and rules of the specific sport they are registering for. Successful completion of the quiz ensures the captain knows the rules and policies prior to the start of the intramural tournament. Online quizzes have replaced the mandatory in-person captains meeting.

Entry Fee:
The team entry fee is $10 for the 3 v. 3 Basketball Tournament.

Schedules, Results, and Standings:
Schedules, results, and brackets for tournament play and playoffs will be both in-person and on IMLeagues. Please go to the UWRF Intramural Sports website at www.uwrf.edu/campusrec and click on the Intramurals Sports and IMLeagues to access IMLeagues.

Questions:
Please contact the Campus Recreation Staff with any questions or concerns.

<table>
<thead>
<tr>
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<th>Position</th>
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General Procedures:
Please refer to the Intramural Sports Handbook for all policies and procedures related to intramural contests.

1. Each participant must present a valid UWRF ID to the intramural supervisor or scorekeeper at every contest. No other form of ID will be accepted.
2. All participants must be on the team roster. Any member not on the roster may complete an add sheet at the time of the contest. No participant may play on two teams in the same league or a forfeit will be charged to the second team he/she participated on.
3. Each participant must wear appropriate apparel and athletic footwear.
4. Minor first aid treatment is available during intramural contests. Any bleeding must be stopped and cleaned up before participant can re-enter the contest.
5. All visible jewelry, watches, and bracelets must be removed prior to participation.
RULES:

1. GAME SETUP:
   a. An intramural official will officiate the contest. His or her calls are final.
   b. An intramural scorekeeper will keep track of the roster, stats, and score.
   c. Games will be played to 13 points by “1’s” and “2’s”. Teams must win by 2 points with a cap at 15.
   d. Each team will be allowed one 30 second timeout per game.
   e. Time-outs must be called by a player on the court, NOT from the bench area.

2. PARTICIPATION:
   a. Participants may play on a Men’s, Women’s, or Co-Rec team. Due to scheduling conflicts and facility availability, participants are not allowed to play on both a Men’s/Women’s and Co-Rec team.
   b. Teams will consist of a minimum of three players and a maximum of five players.
      i. Co-Rec teams must have a male and female in the contest at all times.
   c. Teams must start the tournament with three players, though may continue playing if reduced to two players due to an injury or fouling out of the contest.
   d. If a team is reduced to less than two players at any time during the contest, a default will result.

3. VARSITY ATHLETE ELIGIBILITY:
   a. Members of the 2016-17 UWRF Men’s and Women’s Basketball Teams may not participate in basketball intramurals during the 2016-17 academic year.
   b. Only one 2015-16 collegiate player may play on a team.

4. EQUIPMENT:
   a. Game balls will be provided for game play only. Participants may check out basketballs for warm ups from the Knowles Front Desk.
   b. Team jerseys are available for rent at the Knowles Front Desk prior to the contest. Participants must wear a sleeved shirt (no cut-offs) underneath any rented jersey.
   c. Team members may provide their own jerseys; however, teams must wear the same or similar color jerseys with legal, non-duplicated numbers visibly displayed on (at minimum) the back of the jersey.
      i. Jerseys may not have taped numbers as tape can fall off or be changed mid-game.
   d. The officials may request a team to rent jerseys if the colors are too random, numbers are not visible, both teams have similar colored jerseys, or for any other reason he/she deems necessary.

5. DUNKING:
   a. No hanging on the rim or nets at any time.
   b. Any player hanging on the rim or nets during the contest may be assessed a technical foul.
   c. Players may only hang on rim to avoid injury after an attempted dunk.

6. GAME-PLAY:
   a. Initial possession will start with a coin flip, rock-paper-scissors, or another method determined by the official of the contest.
   b. At the start of the contest, restart after a dead ball, or restart after a made basket, the offensive player must “check ball” with a defensive player.
      i. When the defensive player returns the ball to the offensive player the play is live.
      ii. The offensive player must start the possession with a pass.
         1. The guarding defensive player is encourage to play “loose” defense on the initial pass into play in the “spirit of the game”.
   c. After a non-dead ball turnover, missed shot (including an air ball), or any change in possession, the team taking possession must return the ball completely outside the 3-point line before attempting to score.
      i. The team does not have to “check ball” if the ball remains in play.
      ii. A team cannot score an “own goal” if they fail to return the ball past the 3-point line; the ball will simply be awarded to the other team and no points will be awarded.

7. FOULS:
   a. Personal fouls will accumulate throughout the game.
      i. Technical and intentional fouls count as personal fouls.
   b. All fouls will result in possession for the offense unless a basket is made through continuation.
i. If a basket is made through continuation, the foul will still be reported towards the team total for the contest but the defense will take possession.

c. One bonus free throw worth one point plus possession will be awarded following the seventh team foul of the contest.

d. Technical fouls will result in an automatic 1 point plus possession for the opposing team. Technical fouls are cumulative throughout the tournament.
   i. 1st technical foul:
      1. The player is warned and may be asked to meet with the Intramural Supervisor, Student Manager, or Assistant Director based on severity.
   ii. 2nd technical foul:
      1. The player is removed from the tournament and will remain suspended from Intramural Sports until he/she meets with the Assistant Director of Recreation.
   iii. Three technical fouls by any team during the tournament will result in an automatic forfeit and team removal from the tournament.

e. Administrative technical fouls or non-altercation technical fouls count towards the team total fouls in the contest but do not count towards the accumulated team technical fouls.
   i. Each will result in a 1 point plus possession for opponent.

8. OTHER:

   a. Other than the above exceptions, official WIAA rules will be followed.