League Registration:
All intramural registration will take place on IMLeagues through the UWRF Intramural Sports website. During team registration, captains will select the league and division they wish for their team to participate in. The league and division will indicate the nights and times of the contests for the regular season.

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 league. Online quizzes have replaced the mandatory in-person captains meeting.

Entry Fee:
The team entry fee of $35 must be paid online with a credit/debit card after the successful completion of the quiz. Payment will not be accepted in any other form. Teams cannot register without payment.

Schedules, Results, and Standings:
Schedules, results, and standings for league play and play-offs will be 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.

Forfeit/Default:
If your team is unable to compete in a contest, please notify the campus recreation staff by phone (715.425.4289) before 1pm on the day of your contest to avoid a forfeit fee. If you do not notify the campus recreation staff before the deadline or you do not show up for the contest, your team will be charged a forfeit fee of $5.

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

<table>
<thead>
<tr>
<th>Contact Name</th>
<th>Position</th>
<th>Phone Number</th>
<th>Email Address</th>
</tr>
</thead>
<tbody>
<tr>
<td>Campus Rec Staff</td>
<td>General Information</td>
<td>715.425.4289</td>
<td><a href="mailto:campusrec@uwrf.edu">campusrec@uwrf.edu</a></td>
</tr>
<tr>
<td>Rachael Harrington</td>
<td>Student Manager</td>
<td>715.425.4289</td>
<td><a href="mailto:rachael.harrington@my.uwrf.edu">rachael.harrington@my.uwrf.edu</a></td>
</tr>
<tr>
<td>Ryan Rudesill</td>
<td>Assistant Director of Recreation</td>
<td>715.425.4717</td>
<td><a href="mailto:ryan.rudesill@uwrf.edu">ryan.rudesill@uwrf.edu</a></td>
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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. Two (2) or three (3) basketball officials will work the contest and one (1) or two (2) scorekeeper will keep track of the score and run the clock.
   b. Games will consist of two (2) halves of fifteen (15) minutes each and a three (3) minute halftime.
   c. The clock will only stop for timeouts, major injuries, and in the last two minutes of the second half.
   d. Each team will be allowed three (3) timeouts of thirty (30) second per game. The timeouts may be used any time throughout regulation.

2. PARTICIPATION:
   a. Teams will play with five (5) players.
   b. Teams may start with as few as four (4) players.

3. CO-REC ADVANTAGE:
   a. Teams may not have more than three (3) people from one gender on the court at one time.
      i. Appropriate line-ups are 3:2, 2:3, 3:1, 1:3, or 2:2 male to female ratio.
      ii. There must always be one (1) person from each gender in the contest at all times.
      iii. If a team is reduced to less than four (4) players during the contest, they must still maintain one person from each gender on the court at all times. If they are unable to, a default will occur.
   b. Each week the gender advantage will change from male to female which dictates the size of the ball used for the contest. Playoff brackets work backwards from the championship game.

<table>
<thead>
<tr>
<th>Fall Advantage Schedule</th>
<th>Spring Advantage Schedule</th>
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<tbody>
<tr>
<td>Week 1 – Male Advantage</td>
<td>Week 1 – Female Advantage</td>
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<tr>
<td>Week 2 – Female Advantage</td>
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<td>Week 3 – Male Advantage</td>
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<td>Week 4 – Female Advantage</td>
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<tr>
<td>Week 5 – Male Advantage</td>
<td>Week 5 – Female Advantage</td>
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<tr>
<td><strong>Championship – Female Advantage</strong></td>
<td><strong>Championship – Male Advantage</strong></td>
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<tr>
<td><strong>Semifinals – Male Advantage</strong></td>
<td><strong>Semifinals – Female Advantage</strong></td>
</tr>
<tr>
<td><strong>Quarterfinals – Female Advantage (etc.)</strong></td>
<td><strong>Quarterfinals – Male Advantage (etc.)</strong></td>
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4. INTERCOLLEGIATE 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. Intercollegiate basketball players from 2015-16 must complete in competitive leagues, when available. No more than one (1) player per gender from the 2015-16 may be on a roster.
   c. There are no restrictions on the 2014-15 or earlier intercollegiate basketball players per team. It is strongly encouraged those athletes participate in the competitive leagues, when available.

5. 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.

6. 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.

7. FOULS:
   a. Technical fouls will result in an automatic 3 points plus possession for the opposing team. Technical fouls are cumulative throughout the semester.
1. **1st Technical foul:** The player is warned and may be asked to meet with the Intramural Student Manager or Assistant Director of Campus Recreation based on severity.

2. **2nd Technical foul:** The player is ejected from the contest, must meet with the Intramural Student Manager or Assistant Director of Campus Recreation before his or her next game. He/she will serve a mandatory one game suspension.

3. **3rd Technical foul:** The player is suspended for the remainder of the season and/or the following season based on the severity. The player must meet with the Assistant Director of Campus Recreation before becoming reinstated for future seasons.

   a. Three technical fouls by a team during a game will result in an automatic forfeit.
   
   b. Bonus free throws will be given following the seventh (7) team foul of each half. Double bonus will begin after the tenth (10) team foul of each half.
   
   c. Intentional fouls will result in an automatic 2 points plus possession for the opposing team.

8. **FREE THROWS:**

   a. Players may enter the lane on the release of the ball during the shot.
   
   b. Marked lane spaces may be occupied by a maximum of 4 defensive and 2 offensive players.
   
   c. The bottom blocks will not be occupied.
   
   d. If a team calls a time-out prior to or during a free-throw situation, the clock will start once the ball is inbounded after a made free throw or once the ball touches a player in bounds.

9. **SUBSTITUTIONS:**

   a. Teams may sub players as often as they desire.
   
   b. All subs must report to the scorekeeper prior to entering the contest.
   
   c. Subs may only enter the contest during a dead ball situation after being beckoned by the official.
   
      i. Illegal substitutions will result in an administrative technical foul and will result in 3 points plus the ball for your opponent.

10. **MERCY RULE**

    a. The game will be called if one team is ahead by 25 points or more with two minutes left in the second half. Mercy rule will be in effect for playoffs.

11. **OVERTIME:**

    a. If the score is tied at the end of regulation, a one (1) minute intermission will be followed by a three (3) minute overtime period. The clock will run continuously except for the last minute.
    
    b. Teams will have one (1) timeout of thirty (30) second in overtime.
    
    c. Play will continue as if it were a continuation of the second half.
    
    d. Overtimes will continue until a winner is declared.

12. **OTHER:**

    a. Judgement calls made by the officials are final.
    
    b. Other than the above exceptions, official WIAA rules will be followed.