

Official Rules

1. Basketball rules are adopted from National Federation of State High School Association rules. Below is a set of general rules and adaptations from those rules. When no rule exists, the NFHS rules will be used.

Rosters

1. The game shall be played between 2 teams with each allowed 5 players on the court.
2. Fusion IM rosters may contain up to 10 players.
3. In order to start the game and avoid a forfeit, 4 players from the Fusion IM roster are required to be present and checked in at the scorer's table.
4. Each player's UWM Panther ID Card must be presented to an IM staff member at the scorer's table prior to the beginning of the game, and that player's participation.
5. All players on the roster must follow our eligibility policy.

Game Length

1. Games will consist of two 20-minute halves with a 3-minute halftime intermission.
 - a. The clock will run continuously in both halves.
 - i. The clock will stop for any dead ball situations in the last two minutes of the second half.
2. Timeouts
 - a. Each team will receive three 1-minute timeouts per game. The clock stops during all timeouts.
3. Tie Games
 - a. If the score is tied at the end of the second half, the game will be recorded as a tie game (game over) during the regular season.
 - b. During the playoffs an overtime period will be played.
4. Overtime
 - a. There will be a 1-minute intermission before a jump ball will be used to start the overtime period.
 - b. Overtime will consist of a 3-minute running clock.
 - i. The clock will only stop for timeouts or on any dead ball situation with less than 1-minute left in the overtime period.
 - c. Each team is allowed one 1-minute timeout during the overtime period but may not carry over any timeouts from regulation play.
 - d. Personal fouls and team fouls will be carried over from the end of regulation time.
5. Mercy Rule
 - a. If a team is losing by 40 or more points with 10 minutes left to play in the 2nd half, then the game will be called and ended unless both team captains agree to keep playing.
 - b. If a team is losing by 20 or more points with 2 minutes left the game will be called and ended

Equipment

1. The Intramural Sports Program will supply game balls only. Teams should supply their own basketballs for warm-ups.
2. Teams are required to bring their own jerseys or shirts in the color they sign up for on Fusion IM.
 - a. Teams must wear similar color jerseys and they should all be in the same color family
 - i. Example- Teams may wear similar shades of blue, but teams may not wear mostly blue jerseys while one person wears a gray jersey
 - ii. Intramural staff has final judgment on team jerseys. If it is too confusing, a player will be asked to find a different jersey or they will not be allowed to participate.
 - b. Team jerseys must have written, embroidered, or screen-printed numbers on them
 - i. Tape is not allowed to be used for numbers
 - ii. The number must be easily visible to all staff.

CoRec Modifications

1. To start and continue play in a CoRec game, teams must meet certain roster and gender requirements.
2. Gender minimums include 2 members of each gender on the court at all times.
3. Gender maximums include 3 members of one gender, and 2 members of the other (i.e. 3 males and 2 females, or vice versa).
4. Teams should never have a gender differential greater than 1 on the court.
 - a. If a team drops below the minimum gender requirements due to ejections and/or injuries during the game, play may continue if deemed appropriate by Intramural Sports staff.
 - i. CoRec teams will still be held to a roster maximum of 10 players

Substitutions

- b. Substitutions may be made during dead ball situation. Notify the scorers' table and the referee will beckon in subs before a player is allowed to enter.
- c. Substitutions during free-throws will only occur if the player is replacing an injured player, replacing a disqualified player or it is prior to the last of shot of the free throw sequence.

Free Throws

- d. All foul shots will be worth one point.
- e. Players in marked lane spaces may now enter the lane when the ball touches the ring or backboard.
- f. The shooter may not enter until the free throw has touched the ring or the backboard.
- g. Players outside the 3pt line and above the free throw line extended must be above the 3pt circle and above the free throw line extended until the ball has touched the ring or backboard.
- h. A bonus free throw will be awarded on the 7th team foul. This shot is live. If made, a second bonus throw will be awarded.
- i. On the tenth team foul, a double bonus will be awarded (two free throws).

Half-court Rule

Dunking

- j. Teams will have 10 seconds to bring the ball past the division line in all leagues.

- k. Dunking is only permitted on courts that have break away rims. Hanging is not permitted unless it is done to prevent being undercut by another player. Players violating this rule will be administered a technical foul.

- l. Dunking before the game has started will result in a technical foul.

Fouls

- m. Five personal fouls per player is the limit. Upon fouling out, a player must leave the court immediately.

- n. Technical fouls will result in two foul shots for the opponent and possession of the ball at half court.

- i. If a player is charged with two technical fouls, he/she will be ejected from the game.

- o. If a player is charged with an intentional foul the opponent will be awarded two foul shots and the ball at the spot nearest the foul.

- p. *If a player is charged with a flagrant foul, he/she will be ejected from that game, two free throws will be taken by the opposing team and possession nearest the spot of the foul

- q. Ejected participants must leave the playing area and the facility. If the player does not leave in a reasonable amount of time the game may be forfeited by the decision of the intramural staff.

- i. Players ejected from intramural contests will be suspended until a meeting is held with the Intramural Sports Coordinator to determine the appropriate course of action. Self-administered suspensions will not be recognized.

Alternate Possession/Jump Ball

- r. A jump ball will be used to start the game and the overtime period to determine ball possession. All other jump ball situations will incorporate the alternate possession rule.

CoRec Modifications

- s. The game will be played with the Women's Regulation Sized Basketball according to the National Federation of State High School Associations.

- i. 28.5 inches in circumference

- ii. Please see all other roster and play modifications under "**Players**" above.

- t. All other basketball rules will be similar to men's and women's play.

Defaults

- u. A team is allowed one default in a season. Any subsequent attempt to default a game will be treated as a forfeit and all policies governing forfeits will be enforced.

- v. Any team who defaults for the first time using proper procedure will not be charged a forfeit fee.

- w. More information on defaults can be found in the Defaults, Forfeits and Drops Policy document.

Forfeits

- x. Game time is forfeit time, however, the team or individual(s) who are ready to play may choose to give the opponent 10 minutes to have the minimum number of players properly signed in to begin a game.

- y. A forfeit fee will be administered to the teams/individuals that forfeit their game/match. The forfeit fees are as follows; \$15 for singles/doubles sports and \$30 for team sports. Failure to pay this within 2 weeks after championship night will result in a hold on the team captain's PAWS account.

- z. More information on forfeits can be found in the Defaults, Forfeits and Drops Policy document.

Sportsmanship

- aa. Sportsmanship is an important part of any intramural contest. Teams, players and spectators who engage in negative sportsmanship may be disqualified from current and future contests and playoffs, as well as other UREC and Intramural activities.
- bb. Please see the Sportsmanship Policies for more in depth coverage on expectations and repercussions.

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