Basketball Rules

Registration and Payment
All teams must register online through wellnessregistration.und.edu. A team must be registered AND paid in full, before they are officially in the league. Teammates must register and join the team separately online before being allowed to play.

Schedules
Schedules for league play are posted online through wellnessregistration.und.edu.

Facility
All games will be played at the Student Wellness Center on the basketball courts.

Questions
Please feel free to contact Intramurals with any questions or concerns.

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Eligibility Liability
Each participant is responsible for their own eligibility. Furthermore, each team captain is responsible for the eligibility of their team members. Inquiring about eligibility in advance of contests precludes delays and potential protest(s). The Intramurals program will check the eligibility of players if an opposing captain lodges a protest or the Intramurals program has reason to believe the person in question is not eligible. The Intramurals office reserves the right to put into immediate effect any rule changes or modifications regarding eligibility. The Intramurals program reserves the right to handle eligibility violations without a formal protest. **IGNORANCE OF ANY INTRAMURALS RULE IS NOT AN EXCUSE!**

Who is Eligible?
Only the following are eligible to enjoy all Intramurals privileges:

- All currently and regularly enrolled UND Students
- Current UND Faculty/Staff Members working in any department or college of the University
  - Must be a Wellness Center Member
  - If not a Wellness Center Member, they must purchase a Wellness Center Day Pass for each day of an intramural contest. The receipt from the Wellness Center must be presented at each contest.

Intercollegiate Team Members, Junior/Community College and Former Varsity Athletes

Intercollegiate Team Members: “Active” members, including redshirts of the varsity or other intercollegiate teams, are ineligible to participate in the same or related sport (basketball) during the same academic year in which they participated as a member of the varsity team. “ACTIVE” members shall be defined as any athlete who is on an intercollegiate basketball team within one week of the intercollegiate team’s first scheduled contest.

Junior College/Community College: athletes who have competed for a junior college or community college basketball team are ineligible to compete in intramural basketball during the same academic year.
Former University Varsity athletes are eligible to participate, but a maximum of two (2) may be on the same team in their similar or related sport.

**Identification Cards**
All participants will be asked to present a valid UND ID or Wellness Center membership card prior to playing in any Intramurals contest. Individuals failing present a valid UND ID will not be allowed to participate.

**Adding Players to Roster**
Players may be added to the roster at any time during the regular season provided the new players meet all eligibility requirements. Only players that have played in at least one regular season game are eligible to participate in the playoffs.

All players MUST be added to their team through wellnessregistration.und.edu before they can participate. Being on the “Pending Roster” is only acceptable for the first week of competition. After the first game, all players must be on the “Active Roster”, or they will not be able to participate.

**General**
- The Intramurals Participant Handbook will govern all aspects of play not considered playing rules of the sport. Participants are expected to follow the Handbook rules of conduct as well as the sport-specific rules outlined below.
- Current National Federation of State High School Associations (NFHS) rules will be in effect, with the exceptions of those listed on the following pages.

**Grace Period**
Game time is forfeit time! A forfeit or default will be declared if an individual or a team fails to have the minimum number of players required to start a game at the scheduled game time. However, the opposing team captain will be offered the option of taking the win by forfeit or default or waiting 5 minutes for the minimum number of players to show. In the event the captain decides to wait, that decision is irreversible. The minimum number of players for each sport will be listed on sport rules.

**Default**
A default will be granted to each team that has players present to participate but does not meet the minimum requirement of players to play. Each default will result in a loss for that team. Defaulted games will not be rescheduled.

Teams may call the Intramurals office at least 3 hours prior to their game if they are unable to make their game. This will be considered a default.

- One default will result in team receiving a “3” sportsmanship rating.
- Two defaults will result in that team being ineligible for the playoffs in their sport, but left on the schedule.
- Three defaults will result in that team being automatically dropped from league play and will not be allowed to re-enter the league.

**Forfeit**
A forfeit is given to a team if:

- No players are on site by the end of the grace period.
- A team uses a player who is ineligible or participates under an assumed name.
- Unsportsmanlike conduct

Each forfeit will result in a loss for that team. Forfeited games will not be rescheduled.

- One forfeit will result in that team being ineligible for the playoffs.
- Two forfeits will result in that team being automatically dropped from league play and will not be allowed to re-enter the league.

**Playoffs**
• Any team that does not have a forfeit or two defaults on their record, has a “3” or above sportsmanship rating, and has won 2 or more games during league play is eligible for the postseason tournament (a draw counts as a win). Some exceptions may apply.

• During the playoffs, a “1” or “0” sportsmanship rating results in forfeiture of the game and all players on the team being suspended for the first game of the next season, regardless of their new team or involvement in the forfeited game.

Players, Rosters, and Substitutions

• Each team consists of 5 players, one of whom is the captain. A team must have a minimum of 4 players to start and end the game with 4 players. If a team only contains the minimum number of players and has no additional players to replace disqualified or injured players, the game is over. This is in place to ensure safety of the participants and to ensure the integrity of the game.

• The captain is the representative of his/her team and may address an official on matters of interpretation or to obtain essential information, if it is done in a courteous manner. Any player may address an official to request a timeout or permission to leave the court.

• A sub must report to the scorekeeper before entering the game. Substitutions may only be made during a dead ball situation. Substitutions that occur during a live ball situation will be penalized with a technical foul.

• Subs may not enter the court until beckoned by an official.

• Players may only play for one coed and one single sex team. Teams with players found to be playing on more than one team within a division will be required to forfeit those games with the illegal player. The first team you PLAY for is the team you are committed to for the season. If you have not played for a team, you are allowed to transfer teams, with proper notification to the Intramural staff.

• Coed teams are encouraged to play with an equal number of females to males. Coed teams may have a female to male ratio of 3:2, 2:3, or 2:2. If a coed team is unable to have one of those ratios, a default/forfeit will result.

• If the above conditions are not met the game will result in an automatic forfeit.

Equipment

• Teams should wear contrasting color jerseys during the game. If a team has all same color shirts with numbers on the front or back, they will not be required to wear Intramurals jerseys. The Intramurals program will provide jerseys.

• The referee shall not permit any team member to wear equipment, which, in his/her judgment, is dangerous to other players. Examples of illegal items include, but are not limited to:
  • A guard, cast or brace made of hard and unyielding leather, plaster, pliable (soft) plastic, metal or any other hard substance – even though covered with soft padding – when worn on the elbow, hand, finger, wrist or forearm.
  • Head decorations, headwear and jewelry are not permitted (taping over these is not permitted). A sweatband will be allowed. Medic-Alert bracelets may be taped down to the skin.

The Game

• Games will consist of 2-20 minute halves with a 2 minute halftime.

• The clock will run continuously except for time outs and until the last two (2) minutes of each half.

• Games will begin with a jump ball. Each jump ball after will result in alternating possession.

• Overtime: In the event of a tie at the end of regulation, a 2 minute overtime period will result with a 1 minute intermission beforehand.
  • Each overtime period will begin with a jump ball.
  • The clock will run continuously except for the last 1 minute of the overtime period.
  • Teams will stay at the same basket as 2nd half.
  • If during the regular season, the score is tied at the end of the 1st overtime period, the game will be ruled a tie.
  • If during playoffs, overtimes will continue until a winner is declared.

• Time-outs: Each team will be allowed 2 time-outs per half, one minute in length.
Timeouts do not carry over to overtime. Each team will have only 1-1minute timeout per overtime period.

- If a team calls a timeout 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 inbounds.
- If a team has no time-outs and calls for one, a technical foul will be assessed, plus possession of the ball at half court.
- **Live-ball:** A player/team must be in control of the ball before a time-out will be granted. The player may not be falling out of bounds.
- **Dead-ball:** Any player/team may call a time-out during any dead-ball situation. The ball does become dead once a basket is made. Accordingly, Team A may call a time-out immediately after it has scored a basket and before Team B throws the ball into play.

**Mercy Rule:** The game will be called if a team is up by 30 points with 5 minutes or less to play in regulation.

**Free Throws:** No player may enter the lane until the ball is released from the shooter’s hands.
- Marked lane spaces may be occupied by a maximum of 4 defensive and 2 offensive players.
- The bottom blocks will not be occupied.

**Foul and Penalties**

- **Dunking during the course of the game** will be allowed provided the player does not hang on the rim.
- **If a player hangs on the rim during a dunk,** the points will not be counted and the player will receive a technical foul.

**Dunking during pre-game, halftime, and postgame periods is not allowed.** Dunking during these periods will result in an automatic technical foul and is counted as a team foul.

- **Offensive Fouls:** Offensive fouls will result in a throw in by the defensive team at the nearest spot of the foul.
- Three free throws will be awarded if the player is fouled in the act of shooting a three pointer.
- **Technical Fouls:** Technical fouls will result in 2 free throws and possession.
  - 1st Technical Foul: The player is warned
  - 2nd Technical Foul: Player is removed from contest and must meet with Coordinator of Intramurals
  - 3rd Technical Foul: The player is suspended for the remainder of the season
  - ALL TECHNICAL FOULS ARE CUMULATIVE! Any individual player receiving 3 technical fouls in any combination during a season will be suspended for the remainder of the season.
  - Technical and player control fouls will be counted as personal fouls
  - Technical fouls will be counted as team fouls
  - If a team receives 2 technical fouls, the manager/captain is ejected from the game. This ejection will be included in the Intramurals sportsmanship system. If the captain is ejected, the team will select a new captain and the same rules will apply to him/her.
  - Any team that receives 3 technical fouls in one game will then forfeit that game.
  - A player may not slap the backboard in order to shake the rim to prevent a basket. **Incidental contact with the backboard will be allowed, at the discretion of the official.**
- **Flagrant and Intentional Fouls** will result in 2 free throws and possession. Technical and Flagrant Fouls may carry an ejection.
- Bonus free throws (one and one) will be given following the seventh team foul of each half.
- Double bonus (two automatic free throws) will be given following the tenth team foul of each half.
- A player must leave the game upon their fifth personal foul.

**Miscellaneous**

- **All officials’ calls are final!**
- The scorekeeper’s record is the official record. Scorekeepers will be responsible for keeping score, team fouls, personal fouls, timeouts, and possession arrow.
- Teams can use their own basketballs provided that the opposing team agrees to play with that ball. If no agreement is reached the Intramurals ball will be used for play.