Eligibility and Rosters

1. All participants must be students, faculty, or staff attending or employed at least .25 FTE at UWMC including Marathon Hall staff. Penalty – forfeit of games played.
2. **Coed:** Each team roster must have at least 3 females and 3 males. *The roster can only include one male who is a current varsity college player and one former college varsity player. Same college varsity ruling for females as well.*
3. **Competitive:** No gender requirements regarding the competitive league roster. *The roster can only include one male who is a current varsity college player and one former college varsity player. Same college varsity ruling for females as well.*

   Rosters are subject to approval by Bill Gibbs and Matt Chitwood, Intramural Coordinators.
4. All participants’ names must be listed on a team roster. All participants must sign the release waiver.
5. Team captains are expected to sign their players’ names into the scorebook before the start of each game.
6. The deadline for adding players to a team roster is before the team’s second week.
7. **Any eligible player may play on only one intramural team per season; and can only participate in ONE of the leagues.** Penalty – suspension of player and forfeit of games played on both teams.

Game Play/Basketball leagues will self-officiate.

8. **Coed:** Each game will be designated as a Men’s or Women’s game. If the game is designated as Men’s game, 3 men must be on the court at all times. Women’s game, 3 women must be on the court at all times. Four players are needed to start game following the requirement of Men’s and Women’s game. Teams will have five minutes after the scheduled starting time to field at least four players or a forfeit will be declared. **Competitive:** 4 players are required to start game. Teams will have five minutes after the scheduled starting time to field at least four players or a forfeit will be declared.
9. Any team which forfeits two games without an explanation will be dropped from the league.
10. Jewelry or hats may not be worn. Do not wear your game shoes to the gym.
11. *Do not* hang on the rims.
12. Games will consist of two 20-minute halves. The clock will continue to run with the exception of being stopped during time-outs and injuries. During the last two minutes of the second half, the clock will stop whenever the ball is dead (unless one team is up by 15 points or more in the second half). Three-minute overtimes with stoppage of clock. These rules apply to all games including championship games.
13. A three-minute break will be taken between halves.
14. Each team is allowed to call two time-outs per half, no carry over (not four per game) with one additional time out per overtime period.
15. Substitutions must report to the score keeper before entering the game. (preferred) Changes to be made at dead balls.
16. A coin flip/rock, paper, scissors will be used in place of a jump ball to begin the game and any overtime period. At all other times, alternating possession will be used.
17. **Dead balls will be “checked in” by the defense at the top of the arc just like pick-up games.**
18. Individual fouls will not be recorded. There will be NO bonus free throws (one and one) on the seventh team foul. We will shoot two on the tenth foul and beyond during each half.
19. Physical fighting, taunting, and verbal fighting at the discretion of the Intramural Coordinator, will result in automatic suspension for the remainder of the school year.
20. Players can be ejected from a game for flagrant foul; i.e.: abusive and profane language directed towards participants or officials.
21. The league will otherwise abide by NCAA College basketball rules. However, teams may only use a full court press during the final two minutes of each half.
22. Protests will not be considered.