



## **RULES AND REGULATIONS**

### **WIRSA MIDWEST BASKETBALL**

### **LAST UPDATED: DECEMBER 2022**

#### **GENERAL REGULATIONS:**

- Each participant must present a valid ID from the institution they are representing to the staff at the table prior to each contest. No other form of ID will be accepted.
- All team members must be enrolled students, faculty, or staff at the institution they are representing.
- Members of the 2022-2023 varsity basketball team at those institutions may not participate in the tournament.
- All participants must be on the team roster on IMLeagues prior to the start of the tournament. This roster must match the team entry form submitted to the tournament director.
- Each participant must wear appropriate apparel and athletic footwear.
- Any bleeding must be stopped and cleaned up before participant can re-enter the contest.
- All visible jewelry, watches, fitness trackers, and bracelets must be removed prior to participation. Medical alert bracelets and religious medallions should be secured to the body with tape.
- It is prohibited for a player to wear equipment which would be considered dangerous to oneself or to another player. Examples include, but are not limited to:
  - Jewelry previously mentioned
  - Hard casts
  - Hard or unyielding items to control hair
  - Headwear not considered a headband
- Game balls will be provided for each contest.
- No dunking during warm-ups or between contests. Any player hanging on the rim or nets during the contest may be assessed a technical foul. Players may only hang on rim to avoid injury after an attempted dunk.
- Teams must provide their own jerseys with legal, non-duplicated numbers visibly displayed on (at minimum) the back of the jersey. Jerseys may not have taped numbers as tape can fall off or be changed mid-game. Both light and dark options are needed.
- Judgement calls by the officials are final. Other than the mentioned exceptions, WIAA rules will be followed.

#### **GAME SETUP:**

- Officials will work the contest and scorekeepers will track the score, stats, and run the clock.
- All rules will adhere to NFHS basketball rules unless otherwise noted.
- Games will consist of two 20 minutes halves with a five-minute halftime.
- The clock will only stop for timeouts, major injuries, and in the last two minutes of each half.
  - *Exception: If a team is ahead by 15 or more points anytime during the last two minutes of the second half, the clock will continue to run without stopping until the point differential is below 15 points.*
- Each team will be allowed three timeouts of one minute per game.
- If the score is tied at the end of regulation, a one-minute intermission will be followed by a three-minute overtime period. The clock will run continuously except for the last minute of overtime.
  - Teams will have one timeout of one minute. Timeouts do not carry over from previous periods into OT.
  - Play will continue as if it were a continuation of the second half (i.e., fouls, etc.).

- Overtimes will continue until a winner is declared.

**PARTICIPATION:**

- Teams will play with five players.
- Teams may start a game with as few as three (3) players.
- If a team is reduced to less than three players during the contest, a default loss will occur.

**FOULS:**

- Any player charged with a fifth foul or a flagrant foul shall be disqualified from the game.
- Bonus free throws will be awarded on the 7<sup>th</sup> foul of the half.
- Double bonus free throws will be awarded on the 10<sup>th</sup> foul of the half.
- Two free throws will be attempted for intentional fouls, technical fouls, and flagrant fouls. The offended team gets possession of the ball after the free throws have been attempted.
- Technical fouls are cumulative throughout the tournament.
  - 1st technical foul: The player/coach is warned, and the opponents are awarded two points and possession.
  - 2nd technical foul: The player/coach is ejected from the contest, the opponents are awarded two points and possession, and must sit/exit for a minimum of two full halves before returning to the tournament.
  - 3rd technical foul: The player/coach is suspended for the remainder of the tournament, the opponents are awarded two points and possession, and the Campus Recreation Professional at the player's institution will be notified of the actions.



## **Tournament Eligibility**

### **WIRSA MIDWEST BASKETBALL LAST UPDATED: DECEMBER 2022**

1. Teams may be intramural, or club sport basketball teams designated by their respective institutions from any two (2) or four (4) year degree-granting college or university
2. Teams representing military installations are also eligible to compete, with all members of these teams consisting of persons that are assigned to that respective military installation
3. Faculty/staff members of a respective institution are allowed to compete for that institution if that institution's intramural/club sport programs permit such action while operating their program on their respective campus
4. Alumni are ineligible to compete regardless of that institution's program policies surrounding alumni participation
5. Each team member must meet the following requirements:
  - a. Must be a currently enrolled student or presently employed at the representing institution
  - b. Must represent the same institution
  - c. May not be a current member of a varsity basketball team for the 2022-2023 season
  - d. Cannot have been a professional athlete in the related activity
6. Individuals who appeared on an intercollegiate squad list for four (4) or more years are ineligible for one (1) full academic year following the final academic year they were listed on the squad list
7. All other eligibility rules are governed by the representing institution's intramural program. The Intramural Director must sign off on the team roster verifying that each team member meets the above stated criteria!