BASKETBALL

5V5
Official Uniforms

• Look Professional
• Black shorts
• Stripes
• Tennis shoes
• No jewelry
• Whistles
• No cell phones
Expectations

• Know the rules
• Hustle, Hustle, Hustle
• Court presence
• Constant improvement
Arriving to Work

- You must be at the courts 15 minutes before game time
- If you are late, you may get replaced and then dismissed
- Sign in with your supervisor
- Help setup and break down the courts
Forfeits

- If the minimum amount of players (4) have not shown up within five minutes
  - For every one minute late, 2-points will be awarded to the present team
- If a team has an ineligible player on the roster
- If someone plays without an ID
- A game ends if 3 unsportsmanlike penalties are issued to one team

Officials do not call forfeits
Equipment

• We provide jerseys and basketballs
  • Teams must wear same colored jerseys with non-duplicated numbers

• T-shirts must be worn under intramural jerseys at all times

• No jewelry, hats, metal braces (uncovered), or dress shoes
Captain’s Meeting

• Begin game with a captain’s meeting
  • Go over basic rules and check for equipment
  • Read Sportsmanship Card

• Two 20-minute halves
  • Clock stops last two minutes of the second half ONLY
  • Three time outs per game
Jump Ball

- A jump ball is a method of putting the ball into play to start the game and each extra period by tossing it up between two opponents in the center restraining circle.
- The jump ball begins when the ball leaves the official’s hand(s) and ends when the touched ball contacts a non-jumper, the floor, a basket, or backboard.
Jump Ball Administration

- For any jump ball, each jumper shall have both feet within that half of the center circle which opposite his/her basket.

- When the official is ready and until the ball is tossed, non-jumpers shall not:
  - Move onto the center circle
  - Change position around the center circle

- Teammates may not occupy adjacent positions around the center circle if an opponent indicates a desire for that spot.

- The ball shall be tossed upward between the jumpers.

- The tossed ball must be touched by one or both of the jumpers after it reaches its highest point. If the ball contacts the floor without being touched, the referee will toss it again.

- Neither jumper shall:
  - Touch the toss before it reaches its highest point
  - Leave the circle until the ball has been touched
  - Catch the toss
  - Touch the ball more than twice
Alternating Possession

• In all held-ball situations, other than the start of the game, teams will alternate taking the ball out of bounds for a throw-in

• The team obtaining control from the jump ball establishes possession, and the arrow is set toward the opponents’ basket

• To start the second half, the ball will be given to the team who has the possession arrow pointing their direction
Alternating Possession

• Possession throw-ins shall result when:
  • A held ball occurs
    • Definition:
      • Opponents have their hands so firmly on the ball that control cannot be obtained with undue roughness
      • An opponent places his/her hand on the ball and prevents an airborne player from throwing the ball or releasing it
    • The ball goes out-of-bounds simultaneously
    • Simultaneous floor or free throw violations occur
    • A live ball lodges between the backboard and the ring or comes to a rest
  • The direction of the possession arrow is reversed immediately after an alternating-possession throw-in ends
Live Ball

- The ball can only become live after a jump ball, a throw-in, or a free throw has occurred.
- The ball becomes live when:
  - On a jump ball, the tossed ball leaves the official’s hands.
  - On a throw-in, it is at the disposal of the thrower.
    - NOTE: A thrower has 3 feet wide and no depth limitation.
  - On a free throw, it is at the disposal of the free thrower.
Dead Ball

- The ball becomes dead, or remains dead, when:
  - A goal is made (after a foul, time-out is called, etc)
  - Free throw which is to be followed by a throw-in
  - A held ball occurs or the ball gets stuck in the goal
  - A player-control or team-control foul occurs
  - An official’s whistle is blown
  - A foul occurs
  - A free throw violation
  - A violation
Ball Awarded Out of Bounds

- The ball is awarded out-of-bounds after:
  - A violation
  - A free throw for a technical foul or intentional foul
  - A field goal or successful free throw
  - A time out is called
  - A foul occurs
Out of Bounds

• A player is out-of-bounds when s/he touches the floor, or any other object other than a player/person, on or outside the boundary lines.

• The ball is out-of-bounds when it touches or is touched by:
  • A player who is out-of-bounds
  • Any other person, the floor, or any object on or outside the boundary
  • The supports or the back of the backboard
  • The ceiling, overhead equipment or supports
  • When it passes over the backboard
Violations

- **Travel**
- Kicking the ball
- Double dribble
- Three seconds in the lane
- Carry
- Backcourt
- Five second inbound

- Excessive swinging of the elbows
- Ten seconds in back court
- Closely guarded
- Basket interference
- Goaltending
- Inbound violation
- Delay of game
Throw-in Administration

- Official’s will hand or bounce the ball to the thrower for a throw-in, unless the throw-in follows a successful goal.
- The throw-in starts when the ball is at the disposal of the thrower.
- The thrower must pass the ball inbounds within five seconds.
- The thrower shall not leave the designated throw-in spot until the ball has been released.
- The opponents of the thrower shall not pass through the inbounds line plane.
Inbounding the Ball

- Any violation in the shaded area will be inbounded on the baseline
- All others will be inbounded on the sideline
- Officials will switch sides according to what side the ball goes out on
Fouls

- Technical
- Intentional
- Push
- Hold

- Double Foul
- Charge
- Block
- Trip
- Hand check
- Hit
- Off ball foul
Fouls Continued

• Non-shooting fouls
  • Ball awarded out of bounds nearest the point of interruption

• Shooting fouls
  • Shooter awarded two free throws automatically

• Technical Foul
  • Two free throws by any chosen player
  • Ball awarded out of bounds at court opposite table

• Intentional foul
  • Two free throws awarded to person who was fouled
  • Balled awarded at point of interruption
Fouls Continued

• A player is only 5 personal fouls through the entirety of the game
  • A technical foul and an intentional foul count as a personal foul
  • A single player can only accumulate 2 technical fouls in one game

• As personal fouls occur in the game, the accumulate under team fouls
  • There can be an infinite number of team fouls through the entirety of the game
  • Technical fouls and intentional fouls count as team fouls

• Once team fouls are 7 or more, the opposing team is put into the bonus
  • Teams get one free throw, followed by another if the first is made (1-and-1)

• Once teams are 10 or more, the opposing team is put into the double bonus
  • Teams get two automatic free throws, whether the first is made or not (2 shots)
Free Throw Administration

• When a free throw is awarded, the ball shall be placed at the disposal of the shooter by the administering official and the free throw count shall begin

• During a free throw, lane spaces may be occupied as follows:
  • Max of 4 defensive men
  • Max of 2 offensive men (shooter not included)
  • Lane spaces 1 and 2 must always be filled for free throw that precedes a live ball situation

• The shooter has 10 seconds to shoot the ball

• For technical fouls, no one may occupy the lanes
Free Throw Violations

• The shooter shall not fake a try, nor shall any player fake to cause an opponent to violate
• No opponent shall disconcert the shoot
• The shooter may not be outside of the semicircle once given the ball
• A player who is not in a marked lane space, must be behind the free throw line extended and outside of the three point arc
• No players may enter the lane until the ball has been released.
• Players not occupying a marked lane space may not step below the 3-pt line until the ball hits the rim.
• The Shooter may not cross the free-throw line until the ball hits the rim.
Resuming Play After a Free Throw

- After a free throw which is not followed by another free throw, the ball shall be put in play by a throw-in:
  - If the last free throw was successful
  - If the ball went out of bounds without any one touching it
  - If the free throws were awarded due to a technical foul or an intentional foul

- If the last free throw for a personal foul is unsuccessful, the ball remains live
Substitutions

- Substitutions may only occur after the whistle, or at halftime
  - All substitutes must make the official aware they want to sub
    - Work with scorekeeper to recognize when subs are needed
  - On a 2 shot foul: only substitute after the 1st shot
    - Sub on 1st shot of 1 on 1 or 1 shot foul
    - Running on court without acknowledgement of the official is a technical foul: Must beckon players on

- A player cannot enter during play

- Use preventative officiating and count players to ensure proper number before starting play after dead ball
Official Names and Areas of Coverage

- **Lead** – the official that is on the baseline (L)
- **Trail** – the official that is behind the play (T)
Lead’s Responsibilities in the Front Court

• Watch for fouls and violations in the lane
  • Post play mainly
  • 3 seconds in the lane

• Mark 3 point shots on the baseline

• NEVER LOOK UP AT THE RIM, watch for fouls all the way through the shot

• Responsible for baseline and sideline closest to
Trail’s Responsibilities in the Front Court

- Always have the play in front of you
- Watch for violations and fouls
  - Hand checks, hits, and blocks
  - After the shot, you look for pushes on rebounds
- Keeps eye on perimeter shooters
- Responsible for back court and sideline closest to
Co Ed Modifications

- Each team may have a maximum of three men on the court at one time
- Each team must have a minimum of one female on the court at all times
UD Intramural Employment

• Criminal Background Check
  • You will receive an email from noreply@sterlingbackcheck.com
  • Submit online form immediately

• I will email you once you receive approval from the criminal background check you will need to:
  • Fill out employment packet with Staci Truitt CSB 110
  • You will need:
    • Voided Check
    • Social Security Card
    • Drivers License
    • Direct deposit

• Do this IMMEDIATELY after receiving an email from me

• Previous Employees: Check to make sure you are still in the system and listed as an official
Scheduling – Subitup.com

• We will be using an online scheduling system this year called subitup.com

• Within the next day or so, you will receive an email from subitup.com to give you sign in instructions

• subitup.com allows you to:
  • See your schedule anywhere you have internet access
  • Make live trades
  • See each others contact information for easier subbing
  • Maintain accurate availability
UD Time - Clocking in and out

- This will be how you are expected to clock in
- For back up, you will
  - Note: This may change based on technical reasons

- Click any log in button
- Use your udel username and password
- You will then be forwarded to the “WebClock”
  - Click the in button to clock in
  - Click the out button to clock out
  - Always logout when done
UD Time – Viewing Your Timesheet

- From the “WebClock” page you will click “Timesheet”
  - In this view you will be able to see:
    - The clock in and out hours
    - Total number of hours worked that day
    - Total number of hours worked for that pay period
    - If there are any errors on your timesheet

- You cannot edit your own timesheet
  - You can send me an email (preferred)