

Policy and Procedure

Department: Recreation + Wellness	Section:
Title: Kiewit Fitness Center Basketball House Rules	Effective Date:
Authored by: Lucia Zamecnik	Approval Date:
Approved by:	Revision Date:
Type: Departmental Policy	

Purpose: This policy was created to ensure the general safety of all patrons who are planning on participating in basketball within the Kiewit Fitness Center and to provide a general outline of what is expected of those participating.

Scope: All students, faculty, staff and guests that are using the recreational facilities that are planning on participating in pick up basketball.

Policy: Follow all guidelines associated with basketball games in the Kiewit Fitness Center in the procedure section below.

Failure to follow guidelines will result in suspension or facility privileges being revoked.

Procedure/Guidelines:

Team Selection – First Game of the day on each court only:

1. Teams for the first game of the day on each court are determined by shooting free throws. Players may not select their own teams
2. The first five people to score form one team. The next five people form the second team. Everyone must get an equal number of chances to shoot. If free throw shooting takes too long, players will move to the three-point line to shoot.
3. After teams are selected, a player from either team will take a three-point shot. If it goes in, that team take the opening in-bound. Otherwise, the other team receives the in-bound to start the game.
4. Teams are formed on a first-come, first-serve basis.
5. Whoever has called the net game will accept the next four people who arrive at that court and ask to play
6. Once the next team is formed, the sixth person to arrive may call the second game
7. If less than a full team is waiting to play when the game ends, players from the losing team may shoot from the three-point line to determine who will play in the next game. If the winning team loses players, those who are already in the next game will shoot from the

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three-point line. The first player(s) to make a three-point shot will join the winning team. The incoming team will then be filed in with players waiting to play. If there are not enough players waiting to play, then members of the losing team may shoot from the three-point line to play

8. Remember: a player who is waiting to play must be allowed to play before a player on the losing team can play again.
9. Players get to play in the order in which they arrive at the court
10. If games are being played in more than one court, whoever has the next game must call which court as well. A player cannot call the next game on “whichever game ends first”.

Game Rules:

1. The winning team from the previous game inbound the ball to start the match. If there is only one player remaining from the previous game, this team starts that game.
2. Alternate possession rule is in effect.
3. Any disputed call is settled by alternate possession, not shooting.
4. Baskets are worth 2 points or 3 points.
5. Games are to 21 points, win by 3. Cap at 25 straight up.
6. The first game of the day on each court may be played to 25 points-cap is 28 straight up.
7. If only one court is available for basketball and there are six or more players waiting at tip-off, all games to 18 points straight up including the first game of the day.
8. Offense calls the fouls; continuation basket counts.
9. There is no backcourt violation.
10. Any time that a ball strikes the leg below the knee, it will be considered a “kicked ball” whether it was intentional or not. Possession will go to the team that had the ball prior to the kick.
11. All game restarts – after a foul, injury or other stoppage of play- will be at the top of the key. Good sportsmanship and fair play should be paramount in all activities.
12. Equipment (basketballs) can be checked out at the KFC equipment desk or individuals may bring their own basketballs in to the facility.

Accountability/Follow-up: Report all incidents, accidents, and concerns to the Recreation + Wellness Building Staff immediately. Violation of policies may result in loss of privileges. Misuse of equipment/facilities is strictly prohibited and will result in suspension of facility privileges for those involved.