Any intramural rules or policies not mentioned here can be found in the Intramural Handbook. By participating in Intramural Sports, the participant agrees to abide by all Intramural rules and policies.

1. Sportsmanship

1.1 Campus Recreation uses a 4.0 point sportsmanship scale.
1.2 In order to qualify for playoffs, teams must secure a 3.0 or higher average during the regular season.

<table>
<thead>
<tr>
<th>Rating</th>
<th>Comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>4.0</td>
<td>Always respectful to officials and opposing team.</td>
</tr>
<tr>
<td></td>
<td>Does not argue or complain with or about the officials.</td>
</tr>
<tr>
<td></td>
<td>Does not comment about officials’ calls.</td>
</tr>
<tr>
<td>3.0</td>
<td>Usually respectful to officials and opposing team.</td>
</tr>
<tr>
<td></td>
<td>Minimal arguing/complaining about officials’ calls.</td>
</tr>
<tr>
<td></td>
<td>One yellow sportsmanship card issued.</td>
</tr>
<tr>
<td>2.0</td>
<td>Disrespectful to officials and opposing team (i.e., taunting, profanity, etc.).</td>
</tr>
<tr>
<td></td>
<td>Several instances of arguing or complaining.</td>
</tr>
<tr>
<td></td>
<td>Multiple yellow sportsmanship cards or one red sportsmanship card issued.</td>
</tr>
<tr>
<td></td>
<td>One ejected player.</td>
</tr>
<tr>
<td>1.0</td>
<td>Excessive arguing or complaining.</td>
</tr>
<tr>
<td></td>
<td>Any contact or provocation of officials or opposing team members.</td>
</tr>
<tr>
<td></td>
<td>Multiple red sportsmanship cards issued.</td>
</tr>
<tr>
<td></td>
<td>Any player involved in a fight.</td>
</tr>
<tr>
<td>0.0</td>
<td>Team and/or players are out of control.</td>
</tr>
<tr>
<td></td>
<td>Multiple persons on team fighting.</td>
</tr>
<tr>
<td></td>
<td>Very disrespectful to officials.</td>
</tr>
<tr>
<td></td>
<td>Destruction or abuse of UC property.</td>
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<tr>
<td></td>
<td>A team that receives a &quot;0&quot; rating will be suspended from competition until its captain meets with the Assistant Director or Coordinator of Intramural Sports. The team may be removed from competition.</td>
</tr>
</tbody>
</table>

2. Eligibility/Rosters

2.1 All players on a team’s roster must be Campus Recreation Center Members *AND* either a current UC student, faculty, or staff member.

2.1.1 Full time students are automatically members of the Campus Recreation Center.
2.1.2 Part time, co-op, branch students, and faculty/staff must purchase a membership at the Campus Recreation Center to be eligible for intramural play. For membership information please visit the Campus Recreation Center Member Services Desk.
2.2 A player who plays on your team in the regular season is eligible for playoffs. You cannot add players to your roster during playoffs.

2.3 Per sport, per season, individuals may only play on one team from each column:

<table>
<thead>
<tr>
<th>Column 1</th>
<th>Column 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>Independent</td>
<td>Coed A</td>
</tr>
<tr>
<td>Fraternity</td>
<td>Coed B</td>
</tr>
<tr>
<td>Men’s A</td>
<td>Coed</td>
</tr>
<tr>
<td>Men’s B</td>
<td></td>
</tr>
<tr>
<td>Men’s</td>
<td></td>
</tr>
<tr>
<td>Sorority</td>
<td></td>
</tr>
<tr>
<td>Women’s</td>
<td></td>
</tr>
</tbody>
</table>

3. Teams/Substitutions

3.1 A team may have up to 6 people on its roster.
3.2 A team consists of 3 players.
3.3 A team may begin play with a minimum of 2 players. A third player may be added until the start of the second half. If at any time a team is only able to field (1) one or less, the team will forfeit the game.
3.4 If a player is ejected for any reason, he/she will not be allowed to participate in any Intramural activity until he/she has met with the Assistant Director or Coordinator of Intramural Sports.
3.5 Coed teams must have two (2) men and one (1) woman or vice versa. At no time may one gender outnumber the other by more than one. If playing with two (2), it must be a 1:1 ratio (one (1) man and one (1) woman).
3.6 Substitutions must notify the nearest official prior to subbing in.
3.7 Substitutions may enter the contest during any dead ball, after a time-out, or halftime.
3.8 Substitutions may enter after a made basket.

4. Equipment

4.1 Each player is required to wear a numbered jersey or t-shirt, which is not duplicated on her/his team, during the entire game. Teams are encouraged to provide their own jerseys or shirts.
4.2 Numbers must be at least five (5) inches in height on the front and back of the shirt.
4.3 Players must be in gym attire. Street clothes may not be worn.
4.4 If both teams have similar color jerseys, the visiting team is required to wear the UC IM-issued jerseys.
4.5 Athletic shoes must be worn at all times. The following types of footwear are PROHIBITED from use in the Campus Recreation Center:
   4.5.1 All street shoes
4.5.2 "Turf" shoes
4.5.3 Any shoe suspected of marking the floor.
4.5.4 Open-toed shoes
4.6 No dangerous apparel or equipment is allowed (e.g., casts, knee braces with exposed metal, hats or jewelry).
4.7 Players who wear a metal brace are required to cover it with at least a half inch of closed-cell slow recovery rubber.
4.8 JEWELRY IS NOT ALLOWED DURING ALL INTRAMURAL CONTESTS.
4.9 Players may not wear any headgear such as a baseball hat or bandana. A head band is permitted.
4.10 ALL PARTICIPANTS MUST PRESENT A VALID UC PHOTO ID AT PRE-GAME CHECK-IN.

5. Game Timing, Scoring, and Timeouts

5.1 The game will consist of two (2) halves of 18 minutes running time with an intermission of two (2) minutes. The clock will stop in the last minute of the second half for all fouls, violations, out-of-bounds, whistles, team time-outs, official time-outs, and injuries.
5.1.1 The clock will continue to run during the last minute of the second half if there is a point differential of 20 points or more.
5.2 Each team will receive three (3) 30-second timeouts per game.
5.2.1 Time-outs may only be requested by the team in possession of the ball or during a dead ball situation.
5.2.2 Only players that are in the game may request a time-out. Bench personnel and coaches may not request a time-out.
5.3 Field goals shall be worth two (2) points and three (3) pointers shall be worth three (3) points. Each foul shot shall be worth one (1) point.
5.4 Dunking is permitted in the game but not during warm-ups, half-time, or during any other breaks in the game. A technical foul will be issued.
5.5 After scoring, the defensive team gains possession of the ball. The non-scoring team must check the ball in from the top of the check line (see Check Line in Section 8).
5.6 In coed games there is no point differential for baskets scored by females or males.
5.7 There is no mercy rule. If there is a point differential of 20 or more, the clock will continue to run during the last minute of play.

6. Resolving a Tie

6.1 There is no overtime period in the regular season.
6.2 In case of a tie score at the end of regulation, a three (3) person free throw shootout will occur in the following manner:
6.2.1 Each team will select three (3) members of its’ team to shoot a free throw.
6.2.2 In coed, at no time may one gender outnumber the other by more than one. (Each team will select either two (2) males and one (1) female OR one (1) male and two (2) females.)
6.2.3 The first team to shoot will be determined by a coin toss.
6.2.4 Each player will shoot one (1) free throw. Shots will be taken in an alternating fashion.
6.2.5 If the game is still tied following three (3) shots by each team, shooting rotation will continue in sudden death format.

7. Officiating, Boundaries, the Check Line, and Possession
7.1 Duties of the officials include score keeping, time keeping, and calling fouls and violations.
7.2 Intramural officials reserve the right to issue technical, flagrant, or intentional fouls and to immediately remove disruptive players, coaches, or spectators.
7.3 The division line (half-court line) and all other boundary lines shall be considered out-of-bounds.
7.4 An out-of-bounds ball will be put in play at the spot after the defense has checked the ball.
   7.4.1 Note: A ball that goes out-of-bounds at the division line (half court line) shall be put into play on the nearest sideline.
7.5 The check line shall be considered any area of the court outside of the three point arc.
7.6 The ball must be passed in after being checked.
   7.6.1 A player may not dribble the ball in or shoot the ball immediately after being checked.
   7.6.2 The defense is not allowed to check the ball for longer than two seconds.
   7.6.3 Deliberate stalling or attempts to freeze the ball by the offense shall result in loss of possession.
7.7 A five (5) second count will begin once the ball has been checked.
7.8 On defensive rebounds or steals, the ball must be returned to the check line and the player in possession of the ball may maintain control and attempt to score.
7.9 A player must get both feet and the ball beyond the arc for a legal check.
7.10 After a scored basket, the defensive team gains possession of the ball.
7.11 An offensive rebound may be immediately shot again.
7.12 A defensive rebound must be returned behind the check line before offense may begin.
7.13A coin toss determines initial possession. The loser of the coin toss shall have possession to start the second half.
   7.13.1 A coin toss will determine the shot order for shootouts resulting from a tie at the end of regulation.
7.14 Jump balls shall result in a change of possession. First jump ball situation will go to the team not having had initial possession of the ball.
7.15 The three-second rule will apply to all offensive players.

8. Foul, Free Throws, Unsportsmanlike Conduct, and Ejections

8.1 Any personal foul shall result in loss of possession for the offending team.
8.2 Any player control foul shall result in disallowing a converted basket and loss of possession.
8.3 Before the bonus, any shooting foul with a missed basket shall result in retained possession.
8.4 Before the bonus, any shooting foul with a converted basket shall result in the basket being awarded and a change of possession.
8.5 A player will be disqualified upon committing his or her 6th personal foul or a 2nd technical foul.
   8.5.1 Both common fouls and technical fouls count against the personal foul limit.
8.6 Personal and technical fouls will be combined for the team foul total.
8.7 A team will lose the game by forfeit upon committing its (3) third technical for unsportsmanlike conduct.
   8.7.1 These include, but not limited to, fighting, taunting, abusive language/behavior towards staff/officials/players/fans and intentional delay of game.
8.8 Any player receiving (2) two unsportsmanlike technical fouls for any reason will be ejected from the game. A player may also be ejected without warning by any official or supervisor.
   8.8.1 Any players ejected will be suspended for a minimum of one game and must meet with the Assistant Director/Coordinator of Intramural Sports prior to returning to play.
   8.8.2 Depending on the severity of the situation, players can be suspended from intramural sports for a prolonged period of time, or even banned.
8.9 All technical fouls will result in the non-offending team receiving (2) two shots and the ball.
8.10 The bonus will start **on the seventh team foul** in each half.

8.10.1 All players except for the shooter must be outside the 3-point line during and after the free throw attempt.

8.10.2 The offended player will receive one free throw, and if successful, a second free throw.

8.10.3 If fouled in the act of shooting, the shooter will be awarded one, two, or three shots as appropriate.

8.10.4 After all free throws are attempted, the offending team will take possession.