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. Mandatory Team Representative Meeting

1.1 All teams must send a representative to one of two team representative meetings prior to the season start. Any team that does not have a representative at one of these meetings will not qualify for playoffs.

2. Sportsmanship

2.1 Campus Recreation uses a ‘4’ point sportsmanship scale.
2.2 In order to qualify for playoffs, teams must secure a ‘3.0’ average during the regular season.

<table>
<thead>
<tr>
<th>Point</th>
<th>Criteria</th>
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</table>
| 4.0   | - Always respectful to officials and opposing team.  
       | - Does not argue or complain with or about the officials.  
       | - Does not comment about officials’ calls. |
| 3.0   | - Usually respectful to officials and opposing team.  
       | - Minimal arguing/complaining about officials’ calls.  
       | - One technical foul issued. |
| 2.0   | - Disrespectful to officials and opposing team (i.e., taunting, profanity, etc.).  
       | - Several instances of arguing or complaining.  
       | - Multiple technical fouls issued.  
       | - One ejected player. |
| 1.0   | - Excessive arguing or complaining.  
       | - Any contact or provocation of officials or opposing team members.  
       | - Multiple red sportsmanship cards issued.  
       | - Any player involved in a fight. |
| 0     | - Team and/or players are out of control.  
       | - Multiple persons on team fighting.  
       | - Very disrespectful to officials.  
       | - Destruction or abuse of UC property.  
       | - A team that receives a "0" 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. |
3. Eligibility/Rosters

3.1 All players on a team’s roster must be Campus Recreation Center Members *AND* a current UC student, faculty, or staff member.
3.2 Full time main-campus students are automatically members of the Campus Recreation Center.
3.3 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.
3.4 A player who plays on your team in the regular season is eligible for playoffs. Players cannot be added to rosters during playoffs.
3.5 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>
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<tbody>
<tr>
<td>Independent</td>
<td>Coed A</td>
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<tr>
<td>Fraternity</td>
<td>Coed B</td>
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<tr>
<td>Men’s A</td>
<td>Coed</td>
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<td>Men’s B</td>
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<td>Men’s</td>
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<tr>
<td>Sorority</td>
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<tr>
<td>Women’s</td>
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</tbody>
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4. Players and Equipment

4.1 A team may have up to 20 people on its roster.
4.2 A team consists of five (5) players.
4.3 A team may begin play with a minimum of four (4) players. A fifth player may be added until the start of the second half.
4.4 Teams may continue play with three (3) players if an injury or ejection occurs.
4.5 If at any time a team is only able to field (2) two or less, the team will forfeit the game.
4.6 COED RULE
   4.6.1 Coed teams with five (5) players on the court must have a combination of two (2) males and three (3) females or three (3) males and two (2) females on the court at all times.
   4.6.2 Coed teams with four (4) players on the court must have two (2) males and two (2) females on the court at all times.
   4.6.3 Coed teams with three (3) players on the court must have two (2) males and one (1) female or one (1) male and two (2) females on the court at all times.
4.7 If a player is ejected for any reason, he/she will not be allowed to participate in any Intramural activity for a minimum of one week and may be required to meet with the Assistant Director or Coordinator of Intramural Sports.
4.8 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. Numbers must be 0-5, 10-15, 20-25, 30-35, 40-45, or 50-55 inclusive. If both teams have similar color jerseys, the visiting team is required to wear the UC IM-issued jerseys.

4.9 Players must be in gym attire, street clothes may not be worn.

4.10 Athletic shoes must be worn at all times. The following types of footwear are PROHIBITED from use in the Campus Recreation Center:
   - 4.10.1 All street shoes
   - 4.10.2 "Turf" shoes
   - 4.10.3 Any shoe suspected of marking the floor

4.11 No dangerous apparel or equipment is allowed (e.g., casts, knee braces with exposed metal, hats or jewelry). Players who wear a metal brace are required to cover it with at least a half inch of closed-cell slow recovery rubber.

4.12 JEWELRY IS NOT ALLOWED AT ANY TIME.

4.13 Players may not wear any headgear such as: baseball hat or bandana. A head band is permitted.

4.14 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) 20-minute halves.

5.2 Except for the last two (2) minutes of the 2nd half, the clock will run continuously except for team time-outs, official time-outs, and injuries.

5.3 In the last two (2) minutes of the 2nd half, the clock will stop for all whistles, team time-outs, official time-outs, and injuries.

5.4 Each team will receive four (4) time-outs per game.
   - 5.4.1 Two (2) 30-second time-outs will be allotted.
   - 5.4.2 Two (2) 60-second time-outs will be allotted.

5.5 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.

5.6 COED Rules: If a female scores a field goal is shall be worth (3) points and (3) pointers shall be worth (4) points. Foul shots shall still be worth (1) point.

5.7 MERCY RULE: The game will be considered final if:
   - 5.7.1 A team leads by 30 or more points anytime in the last five (5) minutes of the second half.
   - 5.7.2 A team leads by 20 or more points anytime in the last two (2) minutes of the second half.

5.8 There will be no overtime in the regular season.

5.9 If a game ends in a tie during playoffs, a three (3) minute overtime period will be played. The clock will stop for all whistles, team time-outs, official time-outs, and injuries. Each team will be given one (1) time-out for the overtime period. Time-outs do not carry over from the 2nd half.

5.10 If a game is still tied after the 1st overtime, one (1) minute overtimes will be played until a winner is determined. There will be no additional time-outs given during these periods.

5.11 Game time is the designated start time for the game. Teams have until 10 minutes past the designated start time to be checked-in and ready to play before the game will be declared a forfeit. Teams showing up after the designated game time and prior to the forfeit time will be allowed to play the game but will incur stiff penalties as outlined in the Intramural Handbook.
   - 5.11.1 There will be a penalty of 2 points per minute for teams arriving to game site late.
   - 5.11.2 A team arriving late to the game site will receive the possession arrow to start the game.
6. **Fouls and Free Throws**

6.1 Teams will reach the one-and-one bonus on the (7th) seventh team foul of each half. Personal and technical fouls will be combined to reach the seven (7). On the 10th team foul, teams will be awarded two (2) shots for each subsequent common foul.

6.2 A player will foul out of the game upon committing five (5) fouls. Personal and technical fouls will be combined to reach the five (5). Technical fouls count toward your personal foul count.

6.3 A team will lose the game by forfeit upon committing its third technical for unsportsmanlike conduct. These include, but not limited to, fighting, taunting, abusive language/behavior towards staff/officials/players/fans and intentional delay of game.

6.4 Any player receiving two (2) 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.

6.5 All technical fouls will result in the non-offending team receiving two (2) shots and the ball.

6.6 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.

6.7 During a free throw for a non-flagrant personal foul, each of the lane spaces adjacent to the end line shall be occupied by one opponent of the free thrower.

6.8 A teammate of the free thrower is entitled to the next adjacent lane space on each side and to each alternate position along each lane line.

6.9 A maximum of three (3) lane spaces on each side can be occupied.

6.10 More than one (1) player may not occupy any part of a designated lane space.

7. **NFHS Rules**

7.1 Any rules not mentioned above will be governed by the official NFHS (National Federation of State High School Associations) basketball rulebook.