I. Eligibility

A. All participants are subject to Campus Recreation Eligibility Rules that are outlined in the Intramural Sports Participant Handbook.
B. All players must present a valid UCI or government-issued ID in order to check-in for a game.
C. Players may not participate on two or more teams in any division and in the same sport during the Intramural season.
D. All roster additions must be completed PRIOR to tournament play—no on-site additions allowed.

II. The Game, Players, and Equipment

A. Tennis shoes/ basketball shoes on the court. Black soled shoes are not permitted on the court.
B. The tournament will be single or double elimination. Each match will consist of best-of-5 games.
C. If your team is not present when we call your team, we will forfeit your game. If you are late, you will not be given any warm-up time.
D. 6 players constitute a team.
E. To start the game, all players must start at the end line. At the sound of the buzzer/whistle players will run towards the center of the court to retrieve the balls. **Balls will be placed on the 6-foot line.**
F. A player is out if:
   1. He/she is hit by a ball.
   2. Their opponent catches a thrown ball.
      a. No players will be allowed to re-enter once knocked out, even on a catch.
      b. Any ball that hits the back wall or any side walls is dead, and cannot be caught to get a player out.
   3. Using a ball to block a hit the held ball is dropped.
   4. He/she touches or crosses over the centerline or sideline.
      a. **Please note:** A ball can only get out one person on a throw. Once a person is hit, it cannot deflect into another person while in-flight to get them out.
   5. A "headshot" does not eliminate a player. However, if a person ducks or dive to evade a throw and is then hit in the head or face, this player is out.
G. Each game will have a 2-minute time limit. If two minutes has elapsed, the team with more players remaining will win that game.
H. Stalling is not allowed. All players will be alerted by referees to throw the ball, and if a legitimate attempt is not made, a player still in possession of the ball can be called out.
I. After time has expired and if both teams have identical number of players, a duel will occur. From the players remaining on the court, one player from each team will be selected. The two will stand back-to-back on the center line while each holding a ball, and await a whistle from the referee. On the first whistle, players will march away from one another. On the second whistle, players must turn and throw. The person who gets hit first is out, and the opposing team wins that game.
   1. No stalling can occur. For any stall, that player will be deemed out.
   2. Any player that turns prior to the whistle will be deemed out.
   3. You can catch and dodge a thrown ball during a duel.
   4. In the case of players out simultaneously, the duel will take place again with a shorter time in between whistles. This process will occur until a winner is declared.
J. Players that are out must be off the court.
K. You cannot kick the ball.
L. You cannot use the walls to help attack an opponent or dodge a ball.

The Intramural Officials and Intramural Supervisors at the time of play shall have the power to make decisions on any matters or questions not specifically covered in the Intramural Rules.