I. **Eligibility**
All participants are subject to Campus Recreation Eligibility Rules, which are outlined in the Campus Recreation Intramural Handbook.

**Please Note:** Players may not participate in two or more teams in any division and in the same sport during the Intramural season. Players may however play in a coed housing league and in one other division such as a men's recreation, men's competitive, IFC or a women's league at the same time. IFC is considered a men's competitive division and therefore will follow the same guidelines as described earlier. Participants who play in more than one team in the same or different (recreation and competitive) division are in violation of this policy and shall be banned from the sport league and will forfeit that game no matter what the final score is. A sportsmanship rating of a 1 shall be given to that team as well. Managers are responsible for their player's eligibility. Ignorance is no excuse. You have been warned.

**NEW:** Any team that is unprepared to play within the grace period will receive a sportsmanship rating of a 3.5. There will be a 10 minute grace period for teams unprepared to play. If a team is unprepared to play after 10 minutes the team late will take a loss. If both teams are unprepared to play before the 10 minutes both teams shall receive a loss. Forfeit: no players at all. Default: lack of eligible players to participate.

II. **The Game**
A. A match consists of best of three games.
B. Games are self-officiated. Fouls are called by the participants playing on the court.
C. Respect the opponents call.

III. **Players, Substitutions and Fans**
A. A team consists of 3 players with a maximum of 2 extra players on the sideline as substitutions.
B. A team may start a game with 2 players.
C. Teams may not have any UCI Basketball players (men or women) on their team regardless of their inactivity on the UCI team or eligibility status as a student athlete. If you are not sure about a player's eligibility please contact the Director of Intramural Sports for eligibility status.
D. Substitutions may only enter after a made basket, timeout or during a deadball.
E. Fans/spectators may not enter the court during the game. Fans/spectators will be asked to leave the premises if they fail to comply with the rules and policies stated by campus recreation.

IV. **Uniform, Equipment, Game Ball, and Court**
A. The first team listed on the schedule shall wear dark colored jerseys. The second team listed on the schedule shall wear light colored jerseys.
B. Teams must bring their own basketball.
C. The men's division shall use men's size basketballs. The women's division has the option of using both the men's or women's size basketballs.
D. If both teams cannot agree on a game ball the Intramural Supervisor will determine the official game ball.
E. Non-marking athletic shoes shall be worn by all players. Players wearing sandals or dress shoes will not be allowed to enter the game.
F. Each game will use half court.

V. **Timeouts and Game Length**
A. Each team is allowed one 60 timeout.
B. A timeout not used will not be carried over to the next game.
C. Only players in the game may call a timeout.
D. Teams will have 55 minutes to finish the best of three games.
E. If a game is tied after 55 minutes the first team to get a 1 basket lead, wins.

VI. **Scoring and Mercy Rule**
A. A regular made basket is worth one point.
B. A successful three pointer is worth two points.
C. The first 2 games will be played straight to 13.
D. The deciding game is played to 13, win by 2, no cap.
VI. Playing the Game
A. To start a game one player will shoot behind the three point line and if successful that team will take the ball first.
B. To start the second game the team who lost in the first game will start with the ball.
C. A team takes turns inbounding the ball after their opponent's successful made basket.
D. A ball must be cleared to the 3 point line on ALL possession changes. (this includes steals and air balls)

VII. Fouls and Violations
A. Players cannot foul out.
B. A player must make their own foul call. A player on your team cannot make the call for you.
C. Do not assume a player will call a foul if you fouled them.
D. The word “foul” must be said. Any other words (Come on man, And 1, my ball, etc.), grunts or gestures will not be acceptable.
E. Respect the opponent’s call.
F. After a foul is called, the ball is put into play at the top of the key.
G. If both teams cannot agree to a ruling the player in question will attempt a three pointer. If the three pointer is successful the team in question will have possession. If the three pointer is unsuccessful the team on defense will take possession.
H. Be consistent with the violations (traveling, double dribble, 3 seconds, palming, illegal screens, etc.). Do not wait until game point to call violations.

VIII. Coed Rules (Four on Four Basketball)
A. In coed two males and two females constitute a team.
B. You must have at least one female and two males on the court to start the game.
C. You are allowed a maximum of two male substitutions and two female substitutions on the sidelines
D. A female's successful made basket is worth one extra point. A male made basket is worth one point. A male successful three pointer is worth 2 points.
E. In coed basketball games are played straight to 15 in the first 2 games. The deciding game will be played to 13 win by two.

XI. Sportsmanship, Fighting, and Trash Talking
A. Intramural Staff/Officials do not have to give warnings before an ejection. Campus Recreation Staff and Intramural Staff reserves the right to deny participation to anyone (player or spectator) that fails to demonstrate proper sportsmanship.
B. Players who are involved in a fight will automatically be ejected from the game and will be suspended at their next game.
C. All players/ fans ejected for physically assaulting another player, IM Official, or Campus Recreation Staff will be charged by UCI Police with physical assault. The case will be turned to the Dean of Students and ARC privileges will be suspended.
D. If a fight occurs during the game, all players and their fans on the sideline are to remain in their team bench. If a player enters the field/court to observe, separate participants, become involved in the fight, etc., he/she will be disqualified. If a fan enters the court/field during a scuffle and is involved in an altercation (physical contact, pushing, shoving, making threats to the opponents, the fan will be given a 3 game suspension. During the fan's suspension he/she will not be allowed anywhere in the ARC during the teams’ game.
E. If both teams enter the court/field during a fight the game will automatically be called by the officials. Both teams will receive a double forfeit no matter what the score is.
F. If players or their spectators are threatening an opponent or is involved in a scuffle prior to or after the game, the offending team will be disqualified from the next game.
G. Any team who has players ejected more than once will be removed from the league.
H. During playoffs a team must receive a 3.0 or better in their sportsmanship rating to continue in the playoffs.
I. Any team in the playoffs that does not meet the 3.0 sportsmanship rating requirement will be disqualified and their opponent will continue in the playoffs.
J. Any player(s) ejected in the playoffs because of a fight will be suspended for the first 3 weeks of all intramural events, excluding Summer quarter.
K. UCI Campus Police will remove players and fans who fail to comply with the IM Officials, Supervisors and Campus Recreation staff.
L. "Any protest or player ejection ruling will be reviewed by the Intramural Sportsmanship Advisory Board." The Intramural Director will make the final ruling on these issues and matters not covered in the UCI Intramural Rule Book or in the Intramural Players Handbook." (INTRAMURAL SPORTSMANSHIP ADVISORY BOARD: IM Player Handbook).

IX. Rescheduling Procedure
A. A team wanting to reschedule a game must contact the IM Director and the opposing team a week prior to their original game date/time.
B. A list of available dates and times will be given.
C. Both teams must agree on the rescheduled date and time.
D. The team requesting to reschedule must pay a $20.00 rescheduling fee 24 hours prior the original game date. Make payments at the ARC sales desk before it closes.
E. Once the payment has been made a confirmation from the IM Director will be sent to both teams via email. A team is allowed a maximum of 3 reschedules per season per sport but is only allowed one reschedule with the same team.
F. If both teams cannot agree with any of the available dates and times the game will not be rescheduled and the game will be played on the original date and time.
G. When playoffs start teams are allowed to reschedule without paying the rescheduling fee. Make note that the rescheduling fee is not refundable after the payment has been made.

X. **Playoff Requirements**
A. Your team wins half the games (.500 record or better)
B. An average sportsmanship rating of 3.0 or better at the end of the season.
C. Maintain a 3.0 in the sportsmanship rating or better during every playoff game. If the rating reaches below a 3.0 the team is automatically dropped from playoffs. Their opponents, even with a loss, will advance to the next round if that team meets the playoff requirements.
D. No forfeits.
E. A player must have played in a regular season game to be eligible for playoffs.
F. Teams with illegal players will forfeit those games he/she played in and will be recorded as a loss and count towards their win/loss record.