Game rules have been adapted for intramural play. In all other cases, rules from the CIF (California Interscholastic Federation) and the NFHS (National Federation of State High School Associations) will be in effect.

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 Student ID OR Driver’s license 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. Players may however play in one Coed league and in one Men’s/Women’s league concurrently.
   D. A player must have played in a regular season game to be eligible for playoffs. There will be no on-site additions to a team’s roster once playoffs have begun. Please contact the Director of Intramural Sports with any roster questions.

II. The Game
   A. The game shall be played between two teams of five players each. Teams must have a minimum of four players to start the game.
   B. Prior to the game, the IM Supervisor will meet with the captains to go over any rule clarifications, sportsmanship issues, etc.
   C. All players must first check-in prior to participation.
   D. Games will start on time. A team with less than the minimum number of players to start the game will be given a forfeit loss. **Teams are given a 10-minute grace period to field the minimum number of players required to start a game.**
   E. Team Sportsmanship is rated from a scale of 4 (excellent) to 1 (poor). Each team steps onto the court with a rating of 2.5, and receives a whole number rating score upon completion of the game. Sportsmanship is determined by behavior on the court, demeanor towards opposing players and Intramural Sports Staff, physicality of play, etc.
   F. An intramural supervisor will be provided for every game. The supervisor will be available in the main gym to help with injuries, set games due to time, and ensure that each game runs smoothly.
   G. Each team shall designate to the intramural supervisor a captain. Only the captain shall address the supervisor on matters of interpretation or to obtain essential information.
   H. Each team must provide a scorekeeper.

III. Players, Substitutions and Fans
   A. (Coed League only) Each team will have at least two females and two males present to start the game.
   B. (Coed League only) A team may end the game with one female and three males or three females and one male, provided one of the female/male players was injured or disqualified during the game.
   C. If a team has three or less players at any point during the game, the game can be ended if it is no longer competitive.
   D. Substitutions may be made during dead ball situations only.
   E. A substitute who desires to enter the game shall notify players on the court of the substitution.
   F. Fans, spectators, or coaches may not enter the court during the game, harass IM Staff, or engage in behavior that is detrimental to the play on the field/court. Any fans not abiding by Intramural policies will be asked to leave the premises, and will affect the overall Team Sportsmanship rating.

IV. Uniforms, Equipment, Game Ball and Court
   A. Teams will be required to wear matching t-shirt colors as decided at the manager’s meeting. Players failing to wear assigned team color will not be eligible for that night of participation.
B. **JEWELRY OF ANY KIND IS PROHIBITED.** This includes: ear rings, piercings, rings, rubber bands/Livestrong bands or necklaces. Hats and bandanas are prohibited.

C. Players on the court with illegal uniform/jewelry will be warned and asked to leave the court and will not be allowed back on until the violation has been dealt with.

D. Equipment used to hold or tie the hair (i.e., hair ties, scrunchies) will be permitted, but can only be located in the player’s hair.

E. Athletic shoes must be worn at all times.

F. Teams must provide a basketball. If both teams cannot agree on a game ball, the head official will determine the official game ball.

V. **Game Length, Timeouts, and Overtime Procedure**

A. The game shall consist of two halves; the first team to reach 25 points will bring halftime. Halftime shall be 3 minutes long.

B. Regular men’s and women’s games are played to 50 points while coed games are played to 60. Games must be completed by five minutes prior to the next scheduled game. Therefore, if neither team is near 50 points, the supervisor will declare (with roughly ten minutes remaining before the next scheduled game) that the game will be played to a revised score, or “hard cap”. That score will be 5 points higher than the team with the higher score.

   Thus, if the score is 30-25, the game will be over when one team reaches 34 or more points.

C. The game will not stop, except for time-outs, injuries and half-time.

D. Each team is entitled to two (2) 60-second timeout per game.

E. Any game tied at the end of the time expiring will go into sudden death, where the team that makes the next basket wins the game.

VI. **Scoring**

A. There are no free throws.

B. Field goals shall be worth 2 points.

C. A successful three-point shot is worth 3 points.

D. **Coed League Only:** A Female made basket worth one extra point, except on a free throw.
   
   1. A female made free throw is worth one point.
   
   2. A female made basket is worth three points.
   
   3. A female made three pointer is worth 4 points.

VII. **Foul Calling**

*Perhaps the most critical part of “Call Your Own” is the player’s ability to fairly and consistently call fouls. A foul is contact initiated by one player that creates an advantage against the opposing player. In the hopes of keeping the game going, fouls should only be called if they clearly affect a team’s advantage, safety, or sportsmanship.*

A. The player who believes a foul has been committed against them is the only person who may make the call. Teammates may not call a foul occurring against their own teammate.

B. Please respect the game—honor all foul calls. If an issue arises with players abusing this rule, please approach the supervisor to discuss the situation.

C. As a last resort, if a dispute over a call still exists, the accused team may shoot for possession from the top of the 3-point arc. In this case, the defensive player directly involved in the play at the time of the questionable call must take the shot.

D. If the Supervisor observes flagrant fouls, unsportsmanlike behavior, or extreme delays during the game, the supervisor has the authority to warn both teams and/or end the game.

E. Only ONE sportsmanship warning will be given by the supervisor.

F. **Consistent Calls:** Do not wait until the final points of the game to call fouls or violations. Please keep all calls consistent throughout the game.

VIII. **Other Violations**

A. Only players in the game can make violation calls. Such players may call traveling, 3 second violations, backcourt violations, out-of-bounds, etc.

B. On these types of violations, if two teams cannot agree, alternating possession shall be used.

IX. **Dead Ball and Throw-In situations**

A. After any dead ball situation (fouls, out of bounds, time-outs), the ball must always be “checked” by the defense, then the offense will put the ball in play. If the dead ball situation occurs in the frontcourt, the ball will always be “checked” at the top of the 3-point arc. If the dead ball occurs in the backcourt, the ball will be “checked” at the point nearest to the interruption.

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B. Once the ball has been "checked," the throw-in by the offense cannot exceed five seconds.

X. Dunking

A. Dunking is not allowed:
   1. During warm-ups, half time, or post-game. Technicals shall be assessed to players violating this policy.

XI. Ejections

A. A player can and will be ejected from a game for unsportsmanlike misconduct, serious foul play, using abusive language, or if he or she persists in misconduct, with or without receiving a caution.

B. The player receiving the ejection must leave the premises, and, along with his/her team captain, must meet with the Director of Intramural Sports prior to participating in the next game. Any unsportsmanlike ejection will be penalized by AT LEAST a one-game suspension, and potentially more depending on the nature of the offense.

C. A player ejected twice during the course of the season will be suspended for the remainder of the season.

D. If a team has a total of three or more players ejected during the season, the team will be removed from the league.

XII. Playoff Requirements and Seeding

A. In order to determine playoff qualification, the intramural sports staff will use the following guidelines:
   1. Win/loss record will determine final regular season standings. The top-3 teams in each five team division will advance to playoffs. In the case of more or less teams in a division, or other unforeseen circumstances, the amount of teams allowed into playoffs may be altered at the discretion of the Director of Intramural Sports.
      i. Any game that is defaulted by a team will count worse than a loss for that defaulting team's record for playoff inclusion purposes.
      ii. Any game that is forfeited by a team will count worse than a default for that forfeiting team's record for playoff inclusion purposes.
   2. An average sportsmanship rating of \(2.5\) or better by the end of the season. This average must be maintained throughout playoffs. If a team has worse than a 2.5 average, they cannot make playoffs.