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. Upon participating in one game, all participants are required to pay the quarterly IM Sports Pass – no exceptions. **Failure to pay this fee by the end of the regular season will result in a $25/person fine charged to the Team Captain as well as exclusion from playoffs.**
B. All participants are subject to Campus Recreation Eligibility Rules that are outlined in the Intramural Sports Participant Handbook.
C. All players must present a valid UCI Student ID OR Driver’s license in order to check in for a game.
D. Players may not participate on two or more teams in any division and in the same sport during the Intramural season.
E. 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.

I. The Game

A. The game shall be played between two teams of four (4) players each. Teams must have a minimum of three (3) players to start the game. **No game will be played with five (5) players for the sake of player safety.**
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 5-minute grace period to field the minimum number of players required to start a game.** Any forfeit will result in a $25 Forfeit Fine (summer sports only) charged to the Team Captain.
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, player technical fouls/suspensions, 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. If a team has two or less players at any point during the game, the game can be ended if it is no longer competitive.
B. A substitute who desires to enter the game shall notify players on the court of the substitution.
C. Substitutions may be made by both teams during dead ball situations (foul, out-of-bounds, timeout). Individual team substitutions can be made after a made basket by the opposing team, and prior to the ball being inbounded.
D. 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 of 20 minutes each, with all running clock except for timeouts, injuries, technical fouls/ejections or a formal protest. Halftime shall not exceed a length of three minutes.
B. **Game Clock Procedures:** The game clock will not stop except for timeouts, injuries, or a formal protest. The clock will **NOT** stop on/at:
   1. Out-of-bounds
   2. Fouls
   3. Halftime
   4. A dead ball during the final 2 minutes of either half (different from officiated Basketball)
C. Each team is entitled to two (2) 60-second timeouts per game.
D. A shot clock will not be utilized at any point during the game, however teams should be reminded that any issues of “stalling” or “running out the clock” have a negative effect on a team’s sportsmanship for that game. In extreme cases, the IM Supervisor has the right to intervene and relinquish possession to the opposing team if the offense refuses to attempt a shot within a reasonable amount of time.
E. Coming out of halftime, the team with the lower score will start the second half with possession of the ball.
F. 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.

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 court monitor will be provided for each game, and will be as involved as is necessary to maintain fair play as dictated by play or the aggressiveness of the players.*

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, nor can the player committing the supposed foul call the foul for the offensive player.
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 IM 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.

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.

XI. Ejections

A. A player can and will be ejected from a game for abusing the Call-Your-Own nature of the game, unsportsmanlike misconduct, serious foul play, using abusive language, or if he or she persists in misconduct, with or without receiving a caution.

B. Players can be pulled from the court or ejected at the discretion of the IM Supervisor.

C. 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.

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

E. 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 – playoffs TBD for Summer Basketball

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. Teams that finish in 1st and 2nd place in their division will participate in the “A” playoffs, and teams that finish in 3rd and 4th place in their division will participate in the “B” playoffs. Sportsmanship criteria must still be met. Please refer to the Intramural Sports Participant Handbook for full tiebreaker procedures.
      i. Any game that is defaulted by a team will count worse than a loss for that defaulting team’s record for seeding purposes.
      ii. Any game that is forfeited by a team will count worse than a default for that forfeiting team’s record for seeding 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.

B. 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.