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. However, players may play in one CoRec 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. 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 opponent’s call.
      1. In cases where a team is fouling excessively, the intramural supervisor on-site has the right to talk to the team captains, eject participants, and/or end the game.

III. **Players, Substitutions and Fans**
   A. A team will field three players on the court at a time. The maximum size for a roster is eight (8) players. All players may check in for the day of play.
      1. A team may start a game with a minimum of two players.
      2. There are no gender requirements for legal participation.
   B. 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.** The game will begin once the minimum amount of players has arrived for each team. If a team does not have the minimum amount to start the game at game time, that team will automatically move down to a “2” for sportsmanship rating, and cannot achieve higher than a “3” rating for that game.
   C. Substitutions may only enter after a made basket, timeout, or during a dead ball situation.
   D. 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. Each member of the team must wear the same color t-shirt which is specified on the Team Schedule page. Any person wearing a different colored shirt will not be allowed to participate.
   B. Teams must provide their own basketball.
   C. The men’s division shall use men’s size basketballs. The women’s division shall use women’s size basketballs. The CoRec division will default to the women’s size ball unless the men’s ball is agreed upon by both teams prior to the start of the game.
   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. The game will be played on half of a full court. All games are played at the ARC basketball courts.

V. **Timeouts and Game Length**
   A. Each team is allowed one 60-second timeout per game. Timeouts may only be called during a dead ball situation or by the team currently in possession of the ball.
   B. A timeout not used will NOT be carried over to the next game.
      1. A team that uses multiple timeouts can be punished through loss of possession, points awarded to opposing team, or being disqualified from the game and receiving a loss.
   C. Only players in the game (on the court) may call a timeout.
   D. Teams will have 55 minutes to finish the best-of-three match.
   E. If a game is tied after 55 minutes, the next team to score a basket wins.
      1. If best-of-three series is tied at 1-1 when the 55 minutes expires, a “Sudden Death” game to 5 points will be implemented to determine the winner of the series.
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 two games will be played first-to 15 points.
   D. If necessary, the third game will be played first-to 11 points.
   E. Overtime Procedures:
      1. If a game score is tied at the end of 55 minutes, play will continue. The next made basket wins the game.
      2. If the match score is tied at the end of 55 minutes in any fashion, an overtime will be played immediately.
         First team to 5 points wins.

VII. 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. There is no “make it, take it.”
   D. A ball must be cleared to the three-point line on ALL possession changes.
      1. This includes on a steal or on any shot attempt that fails to hit the rim.

VIII. 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. After a foul is called, the ball is put into play at the top of the key.
   F. 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.
   G. Be consistent with the violations (traveling, double dribble, 3 seconds, palming, illegal screens, etc.). Do not wait until late in the game to call violations.
   H. If a “jump ball/tie-up” occurs, one player will simply take a shot from beyond the 3-point line to determine possession.
   I. Respect the opponent’s foul calls, but do not abuse this privilege. Teams utilizing excessive fouling as a strategy can have individual players removed from the game, or have the game ended by the IM Supervisor and receive a loss.

IX. Playoff Requirements and Seeding
   A. Playoffs will be determined based off total number of teams registered.