Mission Statement:
The mission of the Department of Campus Recreation is to develop and provide high quality innovative fitness, recreation, and leadership programming to promote retention and long term relationships to The University of Arizona and our community.

Rule 1: Eligibility

1. All participants are subject to Eligibility Rules, which are listed in the current Intramural Sports Handbook.

2. Participation is limited to currently-enrolled, U of A fee paying students, U of A Faculty/Staff that have a current Department of Campus Recreation Membership or purchase an Intramural Sports participation card.

3. All players must sign in with Supervisor at site prior to game time with Current U of A ID or a government issued photo ID.

4. NO ID - NO PLAY - NO EXCEPTIONS!

5. All Intramural participants must complete an assumption of risk form prior to participating in the first game. This form can be acquired in the Registration Office or at site before the first game.

Rule 2: General Rules

1. Current National Federation of State High School Association rules will be adhered to with the exceptions contained in these rules.

2. The Arizona Intramural Sports Program reserves the right to enforce, apply or act upon any rule, policy or procedure not specifically covered in this document or the current Intramural Sports Handbook.

3. Only players that are present may sign in. Teams who arrive early may sign in early. Players must check in individually, using their own CATCARD.

4. All intramural participants are responsible for their own medical expenses. Any student unsure of their physical condition should check with their family physician or Campus Health Services before participating in Intramural Sports.

5. Each team must designate to the officials a court captain. The court captain will speak for the team in all dealings with the officials. His/Her choice of any options shall be irrevocable.
6. All games will be played in the South Gym at the Campus Rec Facility. Facility regulations (check the current Intramural Sports Handbook)
   - No practicing or playing in hallway lobbies prior to game times.
   - No food or drink allowed in the gymnasium.
   - Spectators must view the games from the bleachers
   - Dunking, grabbing, pulling, popping or abusing the rim in any manner is not allowed either before, during halftime or after any game.

7. Teams are not allowed on the court/sidelines prior to their scheduled game time. Teams must wait on the bleachers until the game prior to theirs has finished. Teams may warm-up in the North Gym if space is available.

8. The “First” team listed on the schedule will be the home team and shall have the choice of jersey color. Their opponents shall wear dark colored shirts or opposite the home team. This rule applies only in cases of shirt color conflict. Teams should always bring two different colored shirts to each game!!!

9. Teams may play with their own ball if it passes inspection by the sport supervisor and both teams agree. If agreement cannot be reached, an Intramural ball will be used. A regulation leather basketball must be used. Men’s - 29.5 - 30 inches (20-22 oz.). Women’s 28.5 - 29 inches (18 - 20 oz.) Game balls will be provided, but practice balls must either be brought by the team or checked out at the equipment checkout station. Women’s regulation ball must be used in all women’s division games. Men’s regulation ball must be used during all CoRec. Division games.

10. All teams must be ready to play at the scheduled time. Check the Intramural Sports Handbook for the forfeit policy. Show up early, sign-in early, start on time!

11. Spectators must observe the games from the bleachers. No spectators are allowed along the court sidelines & baselines. NOTE: Spectators can be issued technical fouls for inappropriate behavior during a game. Technical fouls of this type will count toward the team totals. Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in assessment of a technical foul, ejection or forfeiture of the game.

12. The officials shall have the power to make decisions on any matters or questions not specifically covered in the rules.

13. An official’s jurisdiction begins 30 minutes before the scheduled game and ends when the score sheet is signed by both teams captains. The officials have control of the entire playing facility.

14. Please do not berate, abuse, harass, swear or curse at, make physical contact with, yell at or try to intimidate the officials!

**Rule 3: Players and Rosters**

1. Players may only participate on one team! However, a player may participate in two divisions. Example: A female can play on ONE TEAM ONLY in the women’s division and ONE TEAM in the CoRec. division. The same holds true for a male. If it is determined that a player is participating on multiple teams he/she will be disqualified from the league and each game they have played in for each team will be forfeited!
2. A player’s name must appear on the Team Roster to be eligible to play in a game. The player must also be legally checked in before playing. Players cannot be added to the roster on site.

3. A team consists of five players (with a 12-player limit per team), but may start with four players. A team must have four players on the court at all times. Teams must start and end the game with at least four players. A team appearing with at least four players must start the game or a forfeit will result. During the course of a game, if a team drops below 4 players (due to injury, disqualification or ejections) the game will be stopped for liability purposes. This team receives a loss.

4. When a team has forfeited, the opposing team must have at least four players checked in (names and cat card numbers on the score sheet) with the Sport Supervisor to receive a win.

5. Substitutions must be reported to the scorer before entering the game. Substitutes may enter the game only when the official acknowledges them. **Penalty: Technical foul.** Substitutes may not enter the game without their name, jersey number and cat card number appearing on the game score sheet. **Penalty: Technical foul**

6. In order to play, teams "must" wear permanently numbered T-shirts/Jerseys of the SAME COLOR. T-shirts/Jerseys must have legible numbers on one or both sides, preferably at a minimum of 3 inches high. If a player is number “0” then that number must appear on the jersey. Numbers can be on the back or front, however they cannot be on the sleeve! Taped or pinned on numbers are not allowed. NO EXCEPTIONS!

7. All players must wear non-marking rubber-soled athletic tennis or basketball shoes (only).

8. Jewelry of any kind including “body piercings” (friendship bracelets, necklaces, chains, chokers, rings, studs or earrings) may not be worn. If you enter the game wearing any of these items the penalty is a Technical foul. If you are wearing any of these items and they cannot be removed then you are NOT ALLOWED TO PLAY.

9. Casts (plaster, metal or other hard substances in their final form) or any other item judged to be dangerous by the Sport Supervisor or official may not be worn during the game. Knee braces made of hard, unyielding substances covered on both sides with all edges overlapped and any other hard substances covered with at least 1/2 inch of slow recovery rubber or similar material will be allowed.

10. Hats are not allowed!

11. **PLAYERS MUST WEAR SHORTS/ATHLETIC TYPE PANTS. NO SHORTS WITH SNAPS, EXPOSED METAL OR HARD PLASTIC OR BUTTONS, NO SHORTS WITH HOLES. SHORTS OR PANTS WITH POCKETS CANNOT BE TURNED INSIDEOUT UNLESS THEY ARE LINED AND HAVE NO DOG EARS! TAPE OVER POCKETS ALSO WILL NOT BE ALLOWED!!!!**

12. Players may wear headbands. However, players are NOT ALLOWED to wear bandanas, dew rags, stocking caps, wool hats, hard brim hats, wave caps or pull over caps.

**Rule 4: The Game and Periods**
1. The game will be started with a team putting the ball in play by a mid-court jump ball. The team that does not gain control of the initial offensive possession will start the alternating process by being awarded the ball out of bounds at the spot nearest to where the next jump-ball situation occurs. The second half starts with the team entitled to possession (based on the possession arrow) given the ball at the division line opposite of the scorer’s table.

2. In order to play a scheduled game, each team must provide a responsible individual to act as scorekeeper/timer. Ideally, the person should be a non-player. However, if this is not the case, a player must then act in this capacity. This player “must” act as the scorekeeper the entire half unless the designated scorekeeper arrives. If there is “no” designated scorekeeper then the player can only switch out at the conclusion of the half. If a team shows up with only 5 players, they must play shorthanded because one of the four must act as scorer/timer. A team will not be delayed because a team is not prepared. Failure to provide this individual will result in the game official starting the clock and initiating the forfeit procedure (A 10 minute forfeit period and 2 points for each minute that a team is late). A team must still have at least 4 players on the court to start a game. If the score keeper is switched prior to the conclusion of the half then the team will be penalized with a Technical Foul and the original Score Keeper will be placed back at the table.

3. The ball is out-of-bounds if it passes completely over the backboard. It is also out if it contacts the backboard supports, stands, railings, balcony or ceiling support.

4. The edges of the backboard are inbound.

5. There will be Two (2), Twenty (20) minute halves of continuous running time. The clock will stop for time outs. Exception: During the last two minutes of the second half, the clock will be stopped for all dead ball situations (e.g., violations, turnovers, time outs, fouls, etc.). Halftime will be 3 minutes.

6. When a team is shooting free throws and a time out is called, the clock will start when the ball is touched after a throw-in on a made basket or when the ball is touched in bounds on a missed basket. The clock continues to run on technical fouls unless a time out has been called.

7. Overtime: If necessary, a 2-minute period shall be played to determine a winner. The Clock will run continuously for the first 2-minutes. During the last 2-minutes the clock will stop on all dead ball situations (e.g., violations, turnovers, time outs, fouls, etc.).

8. If a team is leading by 20 points or more in the final 5 minutes of the game, the mercy rule will be put into effect and the game will be over.

9. The officials will be the sole judge of the game clock. Their decision is final and binding and cannot be protested. If a timing error is made, the officials will remedy the situation in a fair and equitable manner.

**Rule 5: Time-outs**

1. Each team will have three (one-minute) time outs for the ENTIRE game.

2. The team may only call time-outs with possession of the ball or during a dead ball situation.
3. Time-outs in excess of the allotted number may be requested and shall be granted during regulation playing time or during any overtime period at the expense of a technical foul. The technical foul must be given even if the official was unaware that the time-out was excessive.

4. One 1-minute time-out for each overtime period is allowed. Time-outs from regulation play or overtime play do not carry over into the overtime.

**Rule 6: Violations**

1. Backcourt: Teams will have ten seconds to cross the half-court line. Once the ball has been established across the half-court line (both feet and the ball), it is a violation to cross back over into the backcourt. **Penalty: Turnover.**

2. Three Seconds: An offensive player cannot be inside of or in contact with the free throw lane (known as the key) for more than three seconds while the ball is in his/her team's front-court. **Penalty: Turnover.**

3. Five Seconds: If a player is closely guarded (within six feet) in the front-court and holds the ball for more than five seconds, or dribbles the ball for more than five seconds then a violation will be called. **Penalty: Turnover.**

4. Kicking: Kicking the ball is a violation only when it is an intentional act; accidentally striking the ball with the foot or leg is not a violation.

**Rule 7: Throw-In Violations**

1. The thrower shall not leave the designated throw-in spot until the ball has crossed the plane of the boundary. **Penalty: Turnover.**

2. After a goal or awarded goal, the team not credited with the score shall make the throw-in from the end line where the goal was made and from any point outside the end line. Any player of the team may make a direct throw-in (can run the baseline after a made basket), or he/she may pass the ball along the end line to a teammate outside the boundary line.

3. The thrower must pass the ball into the court within five seconds of the start of a throw-in. **Penalty: Turnover.**

4. The thrower may not step on or over any part of the line. **Penalty: Turnover**

5. The opponent of the thrower cannot reach through the throw-in boundary plane and touch or dislodge the ball **Penalty: Technical foul.**

6. The opponent of the thrower cannot cross the end line or its imaginary plane. This is a delay of game. The team should be warned on the first offense and then penalized with a technical foul on each subsequent offense.

**Rule 8: Fouls**

1. A player shall be allowed 5 personal fouls per game. On the fifth personal, that player shall be removed from the game. A personal foul is a player foul that involves illegal contact with an opponent
while the ball is live, which hinders an opponent from performing normal defensive and offensive movements.

2. A double foul is a situation in which two opponents commit personal fouls against each other at approximately the same time. In the case of a double foul, fouls are recorded, no free throws are awarded, and the team who was in possession at the time the double foul was committed retains the ball.

3. An intentional foul is a personal or technical foul designed to stop or keep the clock from starting, to neutralize an opponent’s obvious advantageous position, or contact away from the ball or when not playing the ball. (Automatic 2 points plus possession of the ball).

4. A technical foul is a foul by a non-player, a non-contact foul by a player, or an intentional or flagrant contact foul while the ball is dead. **Penalty:** Automatic 2 points and possession of the ball.

5. A flagrant foul may be a personal or technical foul of a violent or savage nature, or a technical non-contact foul, which displays unacceptable conduct. If a flagrant foul occurs, the player is ejected from the game.

6. When a player control (charging) foul is committed, no points can be scored.

7. Two technical fouls against a player or coach result in immediate ejection of that person from the game.

8. Slapping the backboard or hanging from or grabbing the rim is a technical foul. Exception: a player may grab the rim to prevent injury to themselves or others. A player may slap the backboard in an attempt to block a shot.

9. Dunking is legal during the game only. A player hanging from or “popping” the rim (not attempting to protect themselves or others) during a legal dunk can be assessed a technical foul. Dunking, hanging or grabbing on the rim during warm-ups or in a dead ball situation will result in a technical foul.

10. A technical foul on a spectator or coach is charged to the team captain.

11. Any two players and/or coaches and/or spectators ejected from a game will result in an automatic forfeiture of the game by the offending team.

12. A technical foul is recorded as a personal foul, and also included in the total team fouls.

13. Three technical fouls on one team result in an immediate forfeit. If a player receives two technical fouls, it results in an ejection. If another player on the same team gets a technical foul then the game will result in a forfeit due to sportsmanship points.

**Rule 9: Free Throws**

1. A player will receive the one-and-one bonus after the offending team has accumulated 7 fouls in a half. This rule applies to all fouls except shooting, player control, technical, intentional or flagrant. On the tenth foul, and every foul thereafter, the opposing team will shoot two free throws for all fouls except player control.
2. When a player control foul is committed, the basket will not be allowed and free throws will not be awarded.

3. Players will be GIVEN TWO POINTS and possession of the ball for all technical, intentional or flagrant fouls.

4. Players will be allowed two free throws when fouled in the act of shooting. If the basket is made, then it counts, and the player is allowed one free throw.

5. Any shooting foul committed behind the three-point line, on a missed shot, will merit three free throws. If a player is fouled, in the act of shooting, behind the three-point line, and makes the shot, one shot will be awarded.

6. An opponent of the free shooter must occupy each of the lane spaces adjacent to the end line unless the resuming of play procedure is in effect. No player may occupy the lane spot closest to the Free Throw-line. No player may occupy the “BLOCK”.

Rule 10: Free Throw Violations

1. Players who wish to occupy the marked lane spaces must do so quickly, and must alternate lane spaces if their opponents wish to occupy the space nearest them. These individuals may enter the lane as soon as the free throw shooter release the ball for a shot.

2. Any player other than the free thrower, who does not occupy a marked lane space, must be above the free throw line extended and behind the three-point line. These players may not enter the three point arc until the ball has touched the rim.

3. The free thrower must not touch the free throw line. He or she cannot fake a try, and must release the ball within ten seconds.
   - In a one and one situation this will result in a turnover.
   - If this occurs on the first attempt of a two shot foul, the first shot is void and the second will be administered.
   - If this occurs on the second attempt of a two shot foul, it will result in a turnover.

4. Failure to cause the ball to touch the rim will result in a dead ball.
   - In a one and one situation this will result in a turnover.
   - If this occurs on the first attempt of a two shot foul, the first shot is void and the second will be administered.
   - If this occurs on the second attempt of a two shot foul, it will result in a turnover.

5. Please refer to the Conduct of Participants and Spectators section in the current Intramural Sports Handbook for specific conduct guidelines. Any team or player that leaves the bench area for any reason to participate in an on court altercation shall receive an automatic suspension/forfeit for the next scheduled league or play-off game.

6. Any act will be considered unsportsmanlike if in the opinion of the Official or Sports Supervisor it promotes ill will or detracts from the game. This includes, but is not limited to:
   - Unnecessary roughness.
   - Use of abusive or insulting language directed toward a player, coach or spectator.
   - Indicating objections to an official’s call.
   - Touching/striking an official (ejection & life suspension).
7. Team captains will be penalized (technical fouls, ejection) for the unsportsmanlike conduct of their players and/or spectators if a specific player or spectator involved in an incident cannot be identified.

**Co-Rec Modifications**

1. Each team shall consist of five players, of which a minimum of two females and two males must be on the court at all times.

2. The game ball shall be a men's regulation ball.

3. **SCORING:** Men's field goals are worth 2 points each and women are worth 3 points. Men's Three Point shots are worth 3 points while women's are worth 4 points. During the bonus women will shot 1 and 1 as normal.

*ADDITIONAL INFORMATION ON RULES CAN BE FOUND IN OUR CURRENT INTRAMURAL SPORTS HANDBOOK.*