

IM Code of Conduct

- a) Understand, appreciate and abide by the rules of the game.
- b) Respect the integrity and judgement of game officials and the intramural staff.
- c) Be responsible for your actions and maintain self-control.
- d) Do not taunt or bait opponents and refrain from using foul or abusive language.

Note that any Intramural participant or team not following the Intramural Code of Conduct is grounds for dismissal from a game or the league.

The Players

- a) In-season varsity athletes (spring sports) are not eligible to participate in intramurals. These sports include: Men's and Women's Lacrosse, Men's and Women's Tennis, Men's and Women's Outdoor Track and Field, Baseball, Softball, and Golf.
- b) Each team shall consist of three players. There must be at least one male and one female playing on each team. No player shall wear dangerous equipment including casts or hard material such as a watch.
- c) Unsportsmanlike conduct or rough play will not be tolerated, resulting in the dismissal from a game at the discretion of the referee and may result in suspension from intramural activities. Any inappropriate language and/or gestures toward the referee of the match will result in immediate dismissal from the game. The Intramural Coordinator will attend all matches and all disputes should be registered with him or her. All disputes will then be directed to the Intramural Council for review.

The Game

- a) The winner of a coin toss shall win possession of the ball at the beginning of the match.
- b) Each match is scheduled for a maximum of twenty-five minutes.
- c) Each team must arrive at the scheduled time. If a team is over ten minutes late, they will forfeit the match. After two forfeits during the season, the team must forfeit the remainder of the season.
- d) There are two allotted forty-five second timeouts, which will stop play but not the game clock, except in the last three minutes. The exceptions to this rule are as designated by the IM Coordinator, or in the case of an injury.
- e) A match is won by the first team to score thirty-two points or the leading team after twenty-five minutes.
- f) Each shot within the three point arch is worth two points; all shots outside the three point arch are worth three points.
- g) The ball will change possession after all made baskets.
- h) The ball will be taken back beyond the three-point arch to change possession instead of running a full court game. Failure to take the ball back will result in the loss of possession and the loss of any points resulting from that possession.
- i) The ball must be passed and checked in by an opposing player before it is put into play.

Rule 3: Playing Regulations

- a) If a player is fouled in the act of shooting and makes the basket, it will count and the player will get 1 free throw. If a player is fouled in the act of shooting and misses the basket, it will result in the player receiving the amount of free throws corresponding to the value of the shot that was missed.
- b) After a seventh team foul, the same rules will apply if it is a shooting foul. If it is not a shooting foul, it will result in that team shooting a one for one free throw, and if made, will result in a second free throw opportunity.
- c) If there is a flagrant foul, the player fouled will shoot two free throws and retain possession of the ball.
- d) A player cannot foul out of the game.
- e) All jump balls go to the defensive team at the time.