

Administrative Rules and Information

- I. Prior to the game, players must check-in at the information table with the supervisor or University Recreation Assistant on duty. All University Recreation participants MUST have a Comet Card or the GET app to participate, **no exceptions**.
- II. All games will be played on campus unless otherwise mentioned. Check imleagues.com/utdallas for specific location. Teams are expected to report to their court/field 15 minutes before game time.
- III. NO ALCOHOL, TOBACCO, OR FOOD allowed in UREC facilities. Non-alcoholic beverages are allowed with a secure top.
- IV. **Ejections:** Any form of physical combat (pushing, punching, kicking, etc.) at any time during one's use of the facility while at a University Recreation event is taking place will result in an immediate ejection with further action taken on an individual basis. The officials of each game or any other UREC staff may eject any player or bystander for inappropriate behavior at any time. Ejected players must be out of sight and sound within one minute or a forfeit may be declared. It is the responsibility of the team captain to make sure ejected players leave the area. **An ejected player must schedule a meeting with the Assistant Director of Competitive Sports before he/she can play again in ANY intramural event.**
- V. **Sportsmanship:** All team members, coaches, and spectators are subject to sportsmanship rules as stated in the University Recreation Guidelines. Each team's sportsmanship (max of 4) will be evaluated by intramural officials, scorekeepers, or supervisors assigned to the game. Captains will have the opportunity to see their team's sportsmanship rating at the end of each game. **A team must average a 3 to be eligible for playoffs.**
- VI. **Forfeits:** Teams will receive a "0" sportsmanship rating for a forfeit. After one forfeit, teams become ineligible for playoffs. Teams are dropped from competition after two forfeits. If a team knows that they are unable to make the contest, they must notify the University Recreation office 24 hours in advance to default their game (972.883.7457). Defaulting teams will not receive a sportsmanship rating for the respective defaulted game; however, the team defaulted against will receive a "4" sportsmanship rating.
- VII. **Rosters:** Players can join teams until the completion of the second week of games for leagues and prior to the end of registration for special events and tournaments. After this time, rosters are frozen and team captains must submit a request to the Intramural Sports office to add any other player(s). However, players can be dropped at any time.
- VIII. University Recreation reserves the right to amend, add, or remove any policies, procedures, or rules during each season without notice.

Rules of Play

National Federation rules govern all play; please note the following highlights or exceptions:

I. PLAYERS

- a. Teams consist of 5 players. The game must begin with 5 players but a team may finish the game with less than 5 players due to disqualification or injury.
- b. CoRec modifications are explained altogether at the end of this rule sheet.
- c. Substitutes will remain in the bench area unless trying to enter the contest. In this case, they will report to the scorer's table. Substitutes must wait to enter the court until beckoned on by an official.

II. EQUIPMENT

- a. Teams should wear similar color shirts with numbers on either the front or back.
- b. UREC will provide jerseys on a daily basis when necessary.
- c. Athletic shoes and athletic attire are required for participation. Unacceptable attire includes: jeans, jean shorts, boots, street shoes, and open-toed shoes.
- d. No jewelry is allowed to be worn while participating.
 - i. The only exceptions are for any Medical Alert or religious jewelry. Please contact the UREC Competitive Sports office (972.883.7457) to learn how to properly wear such jewelry for safe play.
- e. Officials and Supervisors on duty have the final say on any equipment that may be considered dangerous.

III. THE GAME

a. Location

- i. All games will be played at the Rec Center West courts.

b. Timing

- i. Game time is forfeit time.
- ii. Games will be two 20-minute halves with a running clock in each half.
 1. First half clocks stops on whistles with less than one minute.
 2. Second half clock stops on whistles with less than two minutes.
 3. Clocks will stop for all timeouts.
- iii. Halftime
 1. Halftime will be three minutes in length but may be extended at the discretion of the officials or supervisor.
- iv. Timeouts
 1. Teams receive three 30-second timeouts for use at any time in the game.
- v. Mercy Rule exceptions:
 1. Running clock if either team is up 10+ points,
 2. Game is considered over if up by 50 points at any point, up 30+ points at the ten minute mark or 10+ points at the two minute mark.
- vi. Overtime
 1. Only played during playoffs.
 2. Three minutes in length and only one 30-second timeout will be given regardless of the number used in regulation.
 3. The clock will be running until the last minute of the overtime.
 4. A second required overtime will be sudden death.

c. Important Rules

- i. Jump Ball
 - 1. The game will start with a center circle jump ball between any two opposing players.
 - 2. Thereafter, any held ball situation will go to the alternate possession arrow and be taken out-of-bounds.

d. **Three-point Scoring**

- i. Three-point baskets will be utilized as follows: Men's & Corec divisions will utilize the second/green 3-point arc, Women's divisions will utilize the first/black 3-point arc.

IV. FOULS

a. **Non-shooting Common Foul**

- i. No free throws are awarded for a non-shooting common foul until a team reaches their seventh team foul per half.
- ii. Bonus - Upon a team reaching their seventh team foul, the opposing team will shoot a one-and-one.
- iii. Double Bonus - When a team commits their tenth foul in a half, the opposing team will be awarded two free throws after a foul is called until the half is complete.

b. **Intentional, Flagrant, or Technical Fouls**

- i. A player will be ejected for any flagrant foul.
- ii. Swinging of the elbows may result in a foul if contact is or is not made with an opponent.
- iii. Excessively swinging the elbows with the intent to injure or harm another player will result in a **flagrant foul** if there is contact with an opponent.
- iv. **Any intentional, flagrant, or technical foul called by the official will take the offended player to the free throw line. The player will get two free throws, if one is made two points are awarded (or three points if during a three point try) for the offended team and possession of the ball.**
 - 1. If any one player receives 2 technical fouls in the same game, he/she will be automatically ejected.
 - 2. If a team accumulates a third technical foul in the same game, that team will lose the game and be charged with a forfeit.
 - 3. Additionally, **any player accumulating 3 unsporting technical fouls during the season will be barred from further participation, and must meet with the Assistant Director of Competitive Sports.**

V. INJURIES

- a. A player who is bleeding, has an open wound, or has an excessive amount of blood on his or her uniform must leave the game immediately. The player shall not re-enter until the bleeding is stopped, during the next opportunity to substitute, and the wound is covered or the uniform is changed.
- b. If the clock is stopped due to an injury, the injured player must leave the game and shall not re-enter until the next opportunity to substitute, unless a time-out is called and the player is able to return to the game before the time-out is expired.

VI. PROTESTS

- a. A team wishing to protest because they believe a correctable error has occurred will do the following:
 - i. Upon gaining possession, the team will call a timeout, alert the game officials that they wish to protest and will state specifically what "correctable error" they

think has been made. If a team does not have a timeout, there cannot be a protest.

- ii. The game officials will alert the team that, a) the error is not correctable or b) the error is correctable.
 1. In a) – the ball will immediately be put back in play and the team will be charged a timeout.
 2. In b) – the game officials will charge a timeout to the team and find a supervisor who will make the final ruling. If the error is correctable, the error will be fixed and the team will be given the timeout back. If the error is not correctable, the team will be charged with a timeout.

CoRec Modifications

1. A forfeit is declared by the Intramural Sports Supervisor if a team does not have at least five players at game time.
2. CoRec teams must have a combination of 3 women and 2 men or 3 men and 2 women on the court AT ALL TIMES.
3. All baskets will count for the same amount of points regardless of gender. Games will be played with a men's regulation size ball.
4. The second/green 3-point arc will be utilized.
5. Men cannot shoot inside the lane. If this happens, the shot will not count and an automatic change of possession will occur.