Participants should be aware that there is a risk of injury in participation of intramural sports due to the inherent nature of the activity. Individuals are encouraged to have a physical examination and to obtain adequate health and accident insurance prior to participation. Individuals participate in intramural activities at their own risk!

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**General Intramural Sports Policies and Procedures**

**Signing-In and Rosters**
1. All players must present a valid I-Card in addition to their Illinois App to the Intramural Supervisor in order to sign-in and participate in an intramural contest.
2. An individual is bound to the first team they sign in for.
3. A participant can only play on 1 Co-Rec team and 1 single gender team (i.e. Men’s or Fraternity Greek Cup).
4. If a player is found participating in the contest without having signed in with the Intramural Supervisor and doesn’t have their I-Card and their Illinois App present, said team will forfeit the game and all forfeit fees and consequences will apply.

**Forfeits and Defaults**
1. Teams that are not present at their scheduled contest by game time or are unable to produce enough eligible players to field a team, will be assessed a forfeit aside from the Grace Period Exception.
2. A team may delay its right to win by forfeit and allow the other team a grace period of 10 minutes to acquire a properly equipped team through the Grace Period Exception:
   a. Once a 10 minute grace period is granted by the team who is ready, they may not rescind their decision and take a forfeit before the 10 minutes passes.
   b. If 10 minutes passes after the scheduled game time, and the minimum number of eligible players required to play for the opposing team has not arrived, then that team that is ready to play must accept the forfeit.
c. If the forfeiting team is able to obtain the minimum number of properly equipped players before the 10 minute grace period expires, game starting procedures will occur.
3. The team captain of a team that has forfeited will be assessed a $5 forfeit fee. Additionally the team will be ineligible for playoffs.
4. If a team knows in advance that they will be unable to field a team on a given night; they may avoid the forfeit fee and loss of playoff eligibility by filing a default by 2:00pm on the business day of the contest.
5. A team that has one less than the minimum number of players required to start the contest will receive a default.

Sportsmanship
1. The Intramural Activities Program expects all participants to respect and abide by all rules and policies, show respect and concern for the intramural staff, and refrain from abusive language, poor attitude, and manipulation of the rules to further their chance of winning.
2. Sportsmanship ratings are given to teams after each contest by Intramural Sports Leads, Supervisors, and game officials. These ratings reflect behavior before, during, and after a contest. For purposes of our sportsmanship ratings, we will not count administrative technical fouls and rule technicalities against a team’s overall sportsmanship. The decision will be final and ratings will exist on the following scale:
   4. Team shows excellent sportsmanship and goes out of their way to keep the game safe and fun. Team receives no unsportsmanlike conduct penalties.
   3. Team shows good-to-average sportsmanship, or one (1) unsportsmanlike conduct penalty is assessed.
   2. Team shows below-average sportsmanship and displays dissent to game officials before, during, or after the contest. Two (2) unsportsmanlike conduct penalties is assessed during the contest on either two separate participants, or on a single participant resulting in an ejection.
   1. The intramural contest has been terminated due to three (3) unsportsmanlike conduct penalties being assessed on one team throughout the contest. The three penalties can all be on separate participants or on one participant receiving two unsportsmanlike conduct penalties (resulting in an ejection) and a separate participant receiving an unsportsmanlike conduct penalty.
   0. Team displays unacceptable conduct and sportsmanship. Game is canceled due to any of the following conduct:
      - Fighting or abusive, violent behavior.
      - Team repeatedly exhibits unnecessary roughness that jeopardizes the safety of other participants.
      - Spectator or player clearly gestures or shouts obscenities.
      - A game where more than 3 unsportsmanlike conduct penalties have been assessed to one team.

Playoffs
1. To advance to playoffs during a season, a team must be one of the top 2 in their division.
2. Teams must have a sportsmanship rating average of at least 2.5 to advance to playoffs.
3. Captain must have completed the online Captain’s Quiz prior to the end of regular season to advance to playoffs.
4. Teams must have NO regular season forfeits to advance to playoffs.
5. Teams that advance will be seeded in the bracket according to winning percentage, head to head results, sportsmanship and point differential at the end of regular season.

Protests
1. A team captain may protest player eligibility and rule interpretation, but not the judgement of the officials.
2. To file a protest, notification of the protest must be made to a game official at the time of the alleged infraction prior to the next live ball.
3. A player’s eligibility must be protested prior to the end of the contest. No more than three (3) participants can have their eligibility protested during a single contest.

For more information regarding the policies and procedures of Intramural Activities please see the Intramural Activities Handbook on Active Illini and the Campus Recreation website.

Inclement Weather
1. Information regarding cancellations will be relayed to captains either in an email or phone call from the Intramural Office or the on-site Intramural Supervisor.
   a. Emails from the Intramural Office may come through Active Illini.
2. Unless teams have received an explicit cancellation message in regards to their sport via email or phone, teams should assume that all intramural contests will be played as scheduled.
3. In the event that a contest must be ended early due to inclement weather as determined by the on-site supervisor:
   a. A game shall be considered “official” and the result final if after the conclusion of the first half of the game, the contest is cancelled due to inclement weather.
   b. If the first half of the game is complete, but the contest is tied, an overtime period will be scheduled to determine a winner provided there is time and space available in the remainder of the regular season.
   c. If the first half of the game is not completed when the contest was stopped, the contest will be rescheduled and started over from the beginning on a rescheduled date provided there is time and space available in the remainder of the regular season.

Equipment
1. All players are required to bring a valid I-Card and show their Illinois App at all Intramural contests.
2. Jewelry is not allowed during any Intramural contest. Jewelry must be removed and not taped over.
   a. If a participant would like to wear medical alert bracelets or religious jewelry or headgear, they can have the pieces approved by the Assistant Director of
Competitive Sports and Community Programs. If approved, these pieces will still need to be covered during play. To learn more about this process, please reference our Intramural Activities Handbook.

3. All players must wear athletic apparel (shorts, sweat pants, t-shirts, etc.) with no exposed metal. Baseball style hats, bandannas, or any other headwear with knots or dangerous materials is not allowed.
   a. Casts or splints are not permitted. Any knee brace with exposed metal or metal hinges is required to be covered.
   b. Players are allowed to wear gloves if they desire.
   c. Sunglasses are not permitted.
   d. If a player is bleeding, or if any of their clothing is stained with blood, they must be removed from the contest until an Intramural Supervisor clears them to play.

4. Participants will receive two intramural jerseys as part of the membership fee upon registering for Intramurals.
   a. Each participant will receive a navy blue and orange numbered jersey at no additional cost each semester they register for an intramural sport.
      i. A team can choose to wear their own uniform jerseys with printed numbers (not taped or drawn).
   b. The home team will wear orange while the away team will wear navy blue, but participants are encouraged to bring both jerseys to their scheduled games.
   c. Failure to abide by the jersey policy may result in a forfeit, or technical foul/unsportsmanlike conduct penalty being assessed against your team at the beginning of the contest.
   d. Intramural Staff on duty will have the final say whether a team has acceptable jerseys to begin a contest.

5. Closed-toed, athletic type shoes are required. All players must wear non-marking shoes.
   a. No boots, sandals, or cleats will be allowed.

6. All equipment is subject to the approval of the intramural staff on duty.

**Game Regulations**

**Rosters:** Each team will consist of 3 players on the court. A minimum of 2 players are required to start and continue the game. For Co-Rec Leagues, there must be at least one female and one male on the court at all times.
   a) Team rosters are limited to a maximum of 20 players

**Timing:** The game is played to 30 points. Each game has a time limit of 20 minutes. If neither team has reached 30 points after 20 minutes, the team leading the game will be declared the winner. The clock will run the entire time, unless stopped due to injury or unforeseen circumstance

**Scoring:** 2 points will be scored if a player makes a basket inside the three point arc. 3 points will be scored if a player makes the basket outside of the three point arc.

**Time-outs:** Teams will not receive any time outs during the game.
Substitutions: Substitutions may occur at any time during dead ball (made basket, out of bounds, foul, timeout).

The Playing Area: The games will be played 3v3 in a half court. The boundaries will be the two sidelines, the end line, and the halfcourt line.

Starting the game: Rock-Paper-Scissors decides which team will have the first possession of the game

POSSESSION: Possession will change after a basket is scored.

CHECK LINE: The check line is anywhere beyond the three point arc. To start the game, possession after a score, overtime, or after a foul, a player must check the ball with the opposite team behind the check line at the top of the key. After the opposing team passes the ball back to the offensive team, the offensive player must pass the ball to a teammate to start play. If the defense gains possession off a missed basket or turnover, they must take the ball behind the check line before attempting to score

a) BEFORE CHECKING THE BALL IN, THE OFFENSE or DEFENSE MUST ANNOUNCE THE SCORE.

End of the game: Both team captains must self-report and confirm the score to the Intramural Supervisor. Captains are required to check and verify all information by signing the scorecard.

Co-Rec Modifications: For Co-Rec Leagues, there must be at least one female and one male on the court at all times

Overtime Procedure: If teams are tied after the 20 minute time limit is reached, the game will go to sudden death. The first team to score will be declared the winner

Foul Procedure

FOULS: Games will be self-officiated. The Intramural Sports Supervisor will only be used to clarify any rules. Fouls will be called by the OFFENSE or DEFENSE. There is no limit on the number of individual player fouls in each game. Any foul results in the fouled team gaining possession at the top of the key and checking the ball in to restart play. If a player is fouled in the act of shooting: if the shot is made, the basket counts and the defense will gain possession. If the shot is missed, the fouled team will gain possession at the top of the key

TECHNICAL FOUL: The Intramural Sports Supervisor may, at any time, issue a technical foul to any player whose action is deemed detrimental to play or unsafe. If this occurs, the opposing team will receive 2 foul shots, and possession. If one team receives two technical fouls in one game, that team will forfeit
Contact Information

If you have any questions or concerns please contact the Intramural Office via email at intramurals@illinois.edu or via phone at 217-244-1344. Our office is open Monday-Friday, 9am to 5pm.