ACCIDENT INSURANCE
The State of California and Chico State cannot accept liability for injuries. Participants are encouraged to provide their own accident insurance. Participants are not insured by Chico State or the State of California. Insurance is available at the University Health Center.

GENERAL
In order to participate a valid CSUC or photo ID is required for check-in at each game. Any problems with lost, stolen and/or misplaced IDs must be taken care of prior to game time.

BLOOD RULE
A player with a bloody injury or blood on his/her uniform must leave the game. The player may not return to the game until the wound is no longer bleeding, the wound is covered and/or the uniform is changed.

FORFEITS
A. Game time is forfeit time.
B. No Show = No team members show up to a schedule game and the Intramurals Office was not contacted. A No Show can result in elimination from end of the season playoff participation.
C. Forfeit = A team does not have the minimum amount of players to begin a contest. A team notifies the Rec. Sports Office of their forfeit by 3pm on gameday. One notification of a forfeit to Intramural Sports made by 3pm on gameday will not result in removal from league or postseason.
D. Multiple forfeits may result in elimination from the end of the season playoff participation.

PLAYERS
Games are played with three players on the court. Co-ed Division is played with at least one woman on the court at all times. If this ratio is not met, it is an automatic forfeit.

EQUIPMENT
Court shoes only. Intramural Sports will provide balls.

PREGAME
Game time is forfeit time. Two forfeits may result in expulsion from league.

Coin flip decides possession. Before games, both teams can warm up at the same time.
TIME KEEPING

1. Each contest is 30 minutes in length including warm-up.
2. Each team is allowed one 45-second time out. Unlimited substitutions are permitted, but only during dead-balls. (No time-outs are permitted in the last two minutes of the game.)
3. No stalling is allowed. An unwritten 24-second clock is in effect at all times. IM court monitors will have the final word.

GAME PLAY

1. Each team will play multiple contests per night.
2. Contests are the first to 25 points and/or 30 minutes whichever comes first.
3. The team leading at the 30-minute time limit will be declared the winner for that game.
4. If game is tied, sudden death scoring is in effect = “First team to score wins”.
5. First team to reach 25 points wins, “There will be no win by 2 rule.”

POSSESSION

1. The ball will change possession after a scored basket. No “make it, take it.”
2. The ball must be cleared on every change of possession. Clearing the ball means two feet behind the 3-point line. Failure to clear the ball results in a loss of basket but not possession for the first two violations. After the second violation, loss of basket and possession will take place.
3. The ball must be checked by an opposing player and passed in (not dribbled) to begin play.
4. A jump ball (or tied-up ball) starts with possession going to the team that did not win the coin toss and will then alternate there after.

SCORING

1. Baskets will count for one point each.
2. Baskets made when the shooter has both feet behind the 3-point line count for two points. Court monitors will call out “two-points.” If there is any doubt as to whether the basket made was worth one or two points, the basket will be counted as one point.

FOULS/PROCEDURE OF PLAY

1. Only the offensive player with possession on the ball or the defensive player guarding the ball may call a foul. Foul calls may not be disputed.
2. Fouls will be played out-of-bounds at the top of the three-point circle.
3. After a foul called by the offense, the ball will be taken out at the top of the key. If the defense calls an offensive foul, the offense will remain in possession at the top of the key (i.e. illegal screens, over the back, 3 in the key, 5 second violations, etc.). This is to prevent the defense from unfairly calling fouls to gain possession of the ball. If the offense is committing fouls consistently, the defense should alert the supervisor.
4. **20-Point Caution Rule**: After a team reaches 20 points (or five points from the winning score declared by a supervisor) any blatant foul determined to stop an attempt at shooting will result in:

   a. The team that is fouled will declare a **CAUTION**.
   b. Following that and until the completion of that game, any foul that is deliberate attempt to stop the shooter from scoring will result in a one and one situation at the line. The fouled player will shoot the one on one at the line.
   c. Once the caution is declared, the rule applies to the team, not an individual player.
   d. In all cases, the ball will return to the offense whether or not one or both shot attempts are made.

5. Flagrant fouls and/or continuous misconduct will result in a forfeit and dismissal from the league.

6. **All players receiving a flagrant foul call by the court monitor must sit out for 2 minutes.** During the two minutes a player on the bench, if available can replace them. **After the two minutes the player may return to the game.**

7. Any questions or disputes should be taken up with the IM court monitor in charge of the game. If, for any reason, the IM court monitor is unable to make a decision, the players will flip a coin to settle the dispute. **The IM staff will hear no disputes after a game has been completed.**

8. Intramural officials reserve the right to disqualify a team for an infraction of any of the following policies:

   a. **USE OF ILLEGAL PLAYERS**: The three or four players listed on the roster at the time the entry is submitted are the only players eligible to play in the tournament.
   b. **FALSE INFORMATION**: The information provided to the Intramural Department upon entry is the basis for division breakdowns. Any false information is ultimately the responsibility of the team captain.
   c. **UNNECESSARY ROUGHNESS**: We expect good sportsmanship. Disqualifications are left to the discretion of tournament officials. There are roving Intramural officials who are authorized to decide when games are “getting too rough.” They can begin to officiate games and immediately implement the shooting of foul shots at any time they deem necessary.