

Note: Rules are governed by the National Federation of High School Associations (NFHS) with the following adaptations. For a complete list of general Intramural Sports Policies, please reference the participants guide at recreation.uconn.edu or on IMLeagues.

DIVISIONS OF COMPETITION:

A (Most Competitive)

B (Competitive)

C (Recreational)

FORMAT: This is a 5 player indoor league. Teams will be placed in round robin pool play with the top teams advancing to a single elimination playoff tournament. Games are scheduled from 6:00PM to 11:00PM, Sunday through Thursday. All games will be played in Guyer Gymnasium located inside the Student Recreation Facility.

FORFEIT PROCEDURE: If a team fails to have the required number of participants at the scheduled game time, the opposing team who is present will have the following options:

1. Take the win by forfeit at that time. No contest will be played.
2. Choose to wait until the opponent arrives to compete. However, the official game clock will start running as scheduled. The game will commence once the opponents arrive with whatever game time is remaining on the clock and the score at 10-0, in favor of the waiting team. If the opposing team is not ready to play 10 minutes after the scheduled game time, the Intramural Staff will declare a forfeit win for the waiting team.

GENERAL RULES:

1. Each team must have 5 players to start the game. Teams may have no more than 3 females or 3 males on the court at once. In the case of an injury, player(s) fouling out, or other reasons, a team may finish with less than 5 players.
2. The game will consist of two 20 minute halves. During the first 19 minutes of each half, running time is used and the clock will only be stopped for time outs and injuries. During the last minute of each half, the clock is stopped according to NFHS rules.
3. The clock will continue to run if a team is winning by 20 or more points with one minute remaining.
4. Each team is allowed two time outs per game (30 seconds in duration). One time out will be given per overtime, unused time outs from regulation do not carry over. A time out request must be made by a player on the court.
5. Players shall be disqualified when committing their 5th personal foul. A technical foul is counted as a personal foul and a team foul.
6. A jump ball begins each game and the possession arrow will be used after that as necessary. Each overtime period will begin with a jump ball.
7. If necessary, a three minute overtime period will be played (clock stops according to NFHS rules throughout). **During regular season pool play, there will be no overtime.**
8. Bonus
 - a. 7th team foul = one free throw (plus a bonus free throw if the first attempt is successful)
 - b. 10th team foul = two free throws
9. No free throws will be awarded for the first 6 common team fouls or for player/team-control fouls.
10. The number of players permitted in the lane spaces during free throws (not including the free throw shooter) will be six: four defensive players and two offensive players. The lane spaces closest to the end line must remain vacant.

INTENTIONAL FOUL: The offended team will automatically be awarded 2 points plus the ball out of bounds.

FLAGRANT FOUL: The offended team will automatically be awarded 2 points plus the ball out of bounds. As opposed to intentional, a flagrant foul is intended solely to cause harm or injury to the opponent. Any person committing a flagrant foul will be **DISQUALIFIED** from the game and must leave the playing area within a reasonable amount of time. In addition, the ejected player will be subject to Intramural disciplinary procedures.

TECHNICAL FOUL: The offended team will automatically be awarded 2 points plus the ball out of bounds. **Any person committing 2 technical fouls in one game will be DISQUALIFIED from the game and must leave the playing area within 5 minutes.** In addition, the ejected player will be subject to Intramural disciplinary procedures.

SPORTSMANSHIP RATING: Good sportsmanship is required of all participants. Players, coaches, and spectators are to conduct themselves properly at all times. UConn Recreation reserves the right to suspend or disqualify groups or individuals for unsportsmanlike conduct at any time. Unsportsmanlike conduct before, during and/or after a game (event) will not be tolerated. **The team captain assumes full responsibility for the conduct of the team and spectators.**

Unsportsmanlike conduct includes actions that are unbecoming to an ethical, fair, honorable individual. It consists of acts of deceit, disrespect, or vulgarity and includes taunting. UConn Recreation disapproves of any form of taunting which is intended or designed to embarrass, ridicule, or demean others under any circumstances.

Following each contest, the game officials, intramural manager(s) and scorekeeper will rate each team on their sportsmanship with either an "Acceptable" or "Unacceptable" rating.

The following behavior may result in an Unacceptable rating for sportsmanship:

- The team or individual(s) receive any technical foul for unsportsmanlike conduct
- Player(s) persistently harass opponents, officials or spectators

The following behavior will result in an Unacceptable rating for sportsmanship

- The team receives multiple technical fouls
- Any member(s) of the team is ejected from the game
- Members of the team or spectators display unsportsmanlike conduct after the conclusion of a game

Teams receiving their 2nd Unacceptable rating in the same season will be dropped from the league or playoffs. Depending on the severity of the incident, a team may be removed from the league and/or face additional sanctions for only one Unacceptable rating.

The Intramural Supervisors reserve the right to reevaluate and amend any rating based on team/player's sportsmanship.

If you have any questions, please contact Kelsey Cato (Coordinator of Intramurals and Tournaments) at 860-486-2357 or by email: Kelsey.Cato@UConn.edu

Schedules and results will be available on the IMLeagues webpage.



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