ASSUMPTION OF RISK STATEMENT

All Intramural participants are responsible for their own medical expenses. Any participant unsure of his/her physical condition should check with their physician or the University Clinic before participating in an Intramural Sports contest. Teams are responsible for keeping their spectators under control. Misconduct of participants, coaches or spectators can result in an unsportsmanlike penalty, ejection or forfeiture of the game. Team Captains will be held responsible for spectator, team and sideline misconduct. Two ejections from any contest will result in an automatic forfeiture.

RULE 1: ELIGIBILITY

1. PARTICIPATION: Participation is limited to currently enrolled, fee-paying University of Southern Mississippi students and faculty/staff members with Recreational Sports Memberships.

2. SOUTHERN MISS ID CARD: A current Sothern Miss ID must be presented to the Supervisor to participate.

3. NUMBER OF TEAMS: Players can compete for only one single sex team and one corec team, regardless of league classification (example: participants cannot play for a men’s recreational team and a men’s fraternity team).

4. SIGNED IN: Once a participant has signed in for a team, he/she may not transfer to another team.

RULE 2: TEAM COMPOSITION

1. TEAMS: Each team will consist of 6 players on the court at one time. A minimum of 4 players are required to start the game.

2. CAPTAIN: Each team shall designate a team captain to make all decisions.

3. PARTICIPANTS: Team representatives including players, coaches, spectators and other persons affiliated with the team are subject to these sport rules and all intramural policies.
RULE 3: DEFAULTS, FORFEITS AND PROTESTS

1. **FORFEITS**: If a team fails to appear with the required minimum number of players, ready to play, at the scheduled location at the scheduled start of the game, a member of the Intramural Sports staff will declare the contest a forfeit. Teams that forfeit will receive a ‘C’ for sportsmanship and will be required to pay $15 to the Recreational Sports. The captain of the forfeiting team will be suspended from play until that payment has been made. Teams are only allowed one forfeit per sport per season. If a team forfeits twice, it will be removed from the league for the remainder of the season.

2. **DEFAULTS**: If a team knows that they will be unable to play a scheduled game, the team captain must contact the Intramural Sports office by 12:00 PM the day of the contest to declare a default. The defaulting team will receive a loss and a ‘B’ for sportsmanship. Teams are allowed one default or forfeit per sport. Upon the second infraction that team will be dropped from the league.

3. **PROTESTS**: Protests involving rule interpretations will be considered immediately following the incident in question. Play will be suspended until an Intramural Sports supervisor rules on the protest. If a team continues to play without calling the supervisor to the game site, then that team forfeits its right to a protest. Protests will not be honored after play has resumed. Judgment calls cannot be protested. If the protest is not approved, the protesting team is charged with a time out. If the protest is upheld, the delay shall count as an official’s time out. Official’s judgment calls cannot be protested.

RULE 4: PLAYING AREA AND EQUIPMENT

1. **PLAYING AREA**: All games will be played on the Payne Center gym courts. The perimeter to the dodge ball courts will be marked by the volleyball court lines.
2. **DODGEBALL**: Dodgeballs will be provided by the Intramural Sports Program.

3. **ATTIRE**: Matching teams jerseys are not required. All players must be in athletic attire (no jeans or khaki pants/shorts).

4. **SHOES**: All players must wear shoes.

5. **JEWELRY**: No jewelry may be worn. Jewelry must be removed before the participant will be allowed to participate. Medical alert bracelets are permitted but they must be taped down. Taping of all other jewelry is not permitted.

6. **BLOOD RULE**: If a player is bleeding, has an open wound, or an excessive amount of blood on his/her uniform the player will be directed to leave the game. The injured player is not to return until the bleeding has stopped, the wound is covered, and the bloody uniform is changed.

**The Intramural Sports Staff has the right to deem certain equipment unsafe or illegal.**

**RULE 5: LENGTH OF THE GAME AND TIMING**

1. **LENGTH OF THE GAME**: The length of the game shall be 25 minutes to play as many games as possible. The team with the most wins when time has expired shall be declared the winner. Games in progress when 25 minutes have expired shall be completed.

2. **TIME OUTS**: There are no time outs.

3. **TIE**: In the event of a tie, a sudden death overtime game will occur. Teams will start a new game with all six players and the first team to have a player get out will lose the match.

**RULE 6: PLAYING THE GAME**

1. **START OF THE GAME**: 3 balls will be placed on both sides of the court at the half court line. All team members must stand beyond the baseline of their side of the basketball court. When the whistle is blown, players are allowed to go anywhere on their side of the court, but must stay in-bounds. Each team is initially allowed to only possess the balls on the right side of the line (3 balls per team). Players must return to the back line on their side of the court before they can throw the ball. Once the game begins, all 6 balls are in play for both teams.

2. **GETTING OUT**: A player shall be out for the following:
   - Contacting any part of the opponents court beyond the center line. Contacting the center line is illegal. However, reaching over the center line to grab a ball,
provided that the player never contacts any part of the court on the opponent’s side of the center line, is legal.

- Contacting any part of the court out-of-bounds. However, travelling out-of-bounds to retrieve a ball, provided that the player does not travel out-of-bounds to avoid a thrown ball is legal.

- Being hit by a legally thrown ball from the opponent’s court before it hits the ground, wall, basketball goal or curtain. Any player(s) contacted by a live ball in this manner shall be out.
  - A thrown ball that hits one opponent then contacts another opponent before contacting the ground, wall, basketball goal or curtain results in both opponents being eliminated.
  - A thrown ball that hits an opponent then is caught by another opponent before the ball contacts the ground, wall, basketball goal, or curtain will result in only the thrower being eliminated.

- Attempting and failing to catch a thrown ball, provided that the player comes into contact with the thrown ball before it hits the ground.

- A thrown ball is caught in the air by an opponent; the thrower is out. The catching player’s team will be allowed to re-enter one player in the order they were eliminated.

- Using a ball as a shield to deflect an opponent’s thrown ball is legal as long as the ball does not contact the player with the ball.
  - If a thrown ball is blocked by a ball in possession of an opponent and the opponent’s ball is dropped, the player is not eliminated. The ball must contact the player.
  - If a thrown ball is blocked by a ball in possession of an opponent and the thrown ball is deflected into another player, the player who the ball contacted is out.
  - If a thrown ball is blocked by a ball in possession of an opponent and the thrown ball is then caught by the non-throwing team, the thrower is out.

- Intentionally kicking a ball in an attempt to hit an opponent.

- Once out, players must immediately leave the playing area. Acting as a temporary shield or not leaving the playing area immediately will result in a teammate being eliminated.

3. **SCORING:** When time expires, whichever team has won the most games, wins the entire match.
4. **STALLING/5 SEC VIOLATIONS:** The trailing team must be given the opportunity to eliminate the leading team’s players. There shall be no stalling by the leading team to keep the trailing team from this opportunity. The leading team may not collect and hold all of the balls to keep them from the opposition. The officials will call a stall and begin a 5 second count when no balls are at the disposal of the trailing team and no play has been made by the leading team. Before the end of the 5 second count, a ball must be put at the disposal of the trailing team by attacking, throwing or rolling it to their side of the court. Throwing a ball over and beyond the end line or sitting a ball over the end line would not be included.

- **5 Second Penalties:**
  - 1st violation: stoppage of play and the balls evenly divided between the 2 teams. Play begins again with all players on their respective baselines.
  - 2nd violation: a player from the violating team will be automatically eliminated.

**RULE 7: SPORTSMANSHIP**

1. **RATING:** Each team will begin the contest with a 4 sportsmanship rating and shall be rated by the officials at the end of the contest. The authority of the officials’ ratings exists prior to, during, and following all contests to which that official is assigned, and extends to all persons on, at, or near the playing site. Sportsmanship ratings shall be marked on the score sheet prior to captain signing off on the score and sportsmanship rating.

   - **A. (4.0) – Excellent Sportsmanship:** Players cooperate fully with the intramural sports staff and opposing team members. If necessary, the captain converses calmly with officials about rule interpretations and calls.

   - **B. (3.0) - Good Sportsmanship:** Team members verbally complain about some decisions made by the intramural sports staff and/or show minor dissent which may or may not merit a conduct warning (unsportsmanlike penalty / technical foul / yellow cards / etc.). Teams that receive one conduct warning will receive no higher than a "B" rating.

   - **C. (2.0) - Mediocre Sportsmanship:** Team constantly comments to the intramural sports staff or the opposing team. The team captain exhibits little or no control over teammates or him/herself. Teams that receive one ejection or two conduct warnings (unsportsmanlike penalty / technical foul / yellow cards / etc.) will receive no higher than a “C” rating.

   - **D. (1.0) - Below Average Sportsmanship:** Team constantly comments to the intramural sports staff or the opposing team. The team captain exhibits little or no control over teammates or him/herself. Teams that receive one ejection and one conduct warning or a combination of three conduct warnings (unsportsmanlike penalty / technical foul
yellow cards / etc.) will receive no higher than a "D" rating and the game will be forfeited.

F. (0) - Unacceptable Sportsmanship: Team is completely uncooperative. Captain has no control over teammates and/or him/herself. Any team that receives two ejections or four conduct warnings (unsportsmanlike penalty / technical foul / yellow cards / etc.) will receive a "F" rating and the game and season will be forfeited.

RULE 8: COREC CLARIFICATIONS

1. TEAM COMPOSITION: Each team will consist of 6 players are on the court. A minimum of 4 players are required to start the game.
   a. 6 players are on the court – 3 males and 3 females
   b. 5 players are on the court – 3 males and 2 females or 2 males and 3 females
   c. 4 players are on the court – 2 males and 2 females