

The University of New Orleans: Inter-Fraternity Council Athletics Guidelines

Document Objective

The position as IFC Athletic Coordinator/Chair has not previously existed on the University of New Orleans IFC Executive Board and therefore there is no specifically written out criteria. The goal of this document is to lay out a set of standards and goals for the IFC Athletics Coordinator to meet as well as a list of athletic competitions that are ruled acceptable for on campus events. This will be reviewed by all members of the IFC Executive Board and the advisors and promptly voted on.

Position Standards

The position of IFC Athletics Coordinator requires an unbiased opinion in all matters involving rules and regulations and must be available for as many events as possible. The individual holding this position can play on his respective fraternity team but cannot act as team captain or become involved in matters with team officials. He can be merely be another athlete on the field. He should be the ideal player, following any and all rules as to set an example for others.

List of Sports, Rules and Regulation

Flag Football

Rules and Regulations from the National Sports Center 2013-2014

NSC Flag Football Leagues will be played by the following rules. Rules not covered here will be governed by the Minnesota State High School rules.

LAW I - The Field

1. Field Dimensions - The field shall be approximately 55 yards long by 30 yards wide. The field shall be marked with lines four inches in width. All ceiling, nets, lights, and other structures are considered out of bounds.
2. End Zone – End Zones will be 5 yards deep with the front marked by a cone.
3. First Downs - First down is located at mid-field where the first down markers are placed.

LAW II - The Ball

1. A league provided ball must be used at all times unless both teams agree to an alternative.

LAW III - Number of Players

1. The game shall be played by two teams each consisting of not more than six players on the field. Teams must have a minimum of 5 players present to begin a game and must have 4 players to continue a game.
2. The maximum number of players per roster is 18.
3. All players must be 18 years of age or older, listed on their team's roster, and have completed an NSC liability waiver to be eligible to play.
4. Rosters are frozen which means all waivers must be completed by the second week of the season. Any player without a completed NSC liability waiver after the deadline will be crossed off the roster and are ineligible to play. Note that every player that plays in the first week must have their waiver completed by the start of the game.

5. Players may NOT play on more than one team in the same division. If a player is found to be in violation of any of these rules, their team(s) will be forced to forfeit.
6. Random eligibility checks may be done at any time during the league. If a team is found to have an ineligible player(s), it will result in an immediate forfeit. It is incumbent upon all players to be able to produce a driver's license, passport or state ID at each game in the event that a player is challenged for eligibility. If you cannot provide documentation when challenged, your team must forfeit the game.

LAW IV –Equipment

1. A player shall not wear anything that is dangerous to other players and/or themselves including jewelry.
2. The usual equipment of a player shall consist of a shirt/jersey (which should be consistent in color throughout the team), shorts/sweatpants, shoes, and socks
3. Each player must use a league provided flag system and have 3 flags on the belt. Two located on the side and one in back.
4. Flags cannot be covered with jersey or anything else.
5. Numbered jerseys are recommended in all leagues.
6. Rubber cleated shoes, turf-style or flat-soled shoes are permitted to be used.

Infringement

For any infringement of this law, the player shall be sent off the field to adjust his equipment and shall not return without first reporting to the Official. The player may only re-enter the game at a moment when the ball has ceased to be in play.

LAW V - Duration of the Game

The duration of the game shall be two periods of 24 minutes each with the understanding that:

1. Games will be played during a ONE hour time block. Officials will shorten games to conclude within the hour.
2. The first half is running time.
3. The second half is running time until the final two minutes.
4. Time should be stopped for an injury at any time in the game.
5. The half-time interval shall not exceed 3 minutes.
6. Each team will be allotted 1 timeout per half. Timeouts do not carry over from first half to second half.

LAW VI - The Start of Play

The first team listed on the schedule is the home team. The home team shall begin on defense at the beginning of the game. The visiting team shall begin on defense at the beginning of the second half.

Each team will begin by defending the end zone farthest from their players' bench. The line of scrimmage will be located 5 yards from the end zone line.

LAW VII - Game Play

1. The only first down will be at midfield.
2. Teams have 4 plays to reach the first down, after crossing midfield, teams have 4 downs to score or the ball is turned over to the defense at the line of scrimmage.
3. On fourth down, teams may elect to punt. A punt will move the ball forward up to 20 yards not to exceed the defensive 5 yard line.

4. To begin the series, the ball is placed on the top half of the circle or where the offense turned the ball over.
5. The ball must be hiked between the legs to start play.
6. The ball carrier is down at the point where a flag is removed or falls off.
7. Players may dive to advance the ball or to grab a flag.
8. Players may not jump over another player in any instance.
9. Players cannot swat the defensive person's hands or stiff arm opponents.
10. Players may not grab hold of ball carrier to impede progress; they must be attempting to pull the flag. Incidental grabbing of the shirt or body may occur when attempting to remove a flag and is not a penalty.
11. Ball carriers must avoid contact with a defender who holds a position. If a defender is holding a position, the ball carrier must go around the defender even if he has nowhere else to go, he must stop if he has nowhere to go.
12. Ball carriers must take one full step between spin moves.
13. When rushing the passer, players must block by using outstretched hands, not body. Blockers should not initiate contact; they should obtain position and cushion their block with their hands.
14. Players cannot block below the waist.
15. Defensive players must work around offensive blockers, not plow or push over or through them.
16. Defensive players must wait 2 seconds before rushing the quarterback. This will be up to the official's discretion.
17. Players cannot use hands, arms, or legs to the face of an opponent at any time.
18. Defensive players cannot swat or slap blockers arms or use 'swim' moves.
19. Defensive backs may bump a receiver (not a center) once within 5 yards of the line of scrimmage before the ball is in the air.
20. Defenders cannot bump the center unless the center engages to block.
21. Defenders cannot line up directly over the center.
22. Once the ball crosses the line of scrimmage, even if it is brought back behind the line of scrimmage, a forward pass is illegal.
23. Quarterbacks are allowed to hand the ball off immediately to another player after the ball is snapped.
24. Quarterbacks are not allowed to run past the line of scrimmage until three seconds after the ball is snapped or unless someone from the defense crosses the line of scrimmage.
25. All players will be eligible to receive a pass; this includes the center.
26. Offense players are allowed to throw 2 forward passes as long the ball stays behind the line of scrimmage. Once the ball passes the line of scrimmage, there are no longer any forward passes allowed.
27. If pass is thrown and it hits the ceiling, the pass is instantly ruled an incomplete pass.

Penalties

For any infringement of this law, a 5 yard penalty should be assessed from the spot of the penalty.

Exceptions

Any defensive pass interference call less than 10 yards will be placed at the spot of the foul with no loss of downs.

Any defensive pass interference call over ten yards will be placed ten yards from the line of scrimmage with no loss of downs.

All offensive pass interference calls will be a loss of five yards along with the loss of a down.

LAW IX - Method of Scoring

1. A touchdown (6 points) is scored when the ball, in possession of an offensive player, crosses the plane of the goal line.
 - a. Spiking the ball in celebration and other dancing like movements after a touchdown is allowed and encouraged depending on your dancing skills. Taunting is not allowed and is a penalty.
2. Following a touchdown, the offense chooses to try for a 1-point or 2-point conversion.
 - a. 1-point conversion attempts are taken from the 5 yard line.
 - b. 2-point conversion attempts are taken from the 10 yard line.
 - c. A conversion is good when the ball, in possession of an offensive player, crosses the plane of the goal line.
3. A safety (2 points) is scored when an offensive player in possession of the ball is tackled in his own end zone.
4. The team scoring the greater number of points during the game shall be the winner. If no points or an equal number of points are scored, overtime shall be played.

LAW X - Official

A dual system of officiating will be used in all the games. The authority and the exercise of the power granted to the Official by the Laws of the Game shall commence as soon as they enter the locality where the field is situated and shall cease when they leave.

During the game, the Official's power of penalizing shall extend to offenses committed when play has been temporarily suspended. Their decision on points of fact connected with the game shall be final, as far as the result of the game is concerned.

The Official shall:

1. Enforce the laws.
2. Keep a record of all incidents that occur before, during or after the game.
3. Act as a timekeeper and ensure that the time stipulated in the rules is adhered to, subtracting time to keep the game time to one hour.
4. Have discretionary power to stop the game for any infringement of the laws and to suspend or terminate the game, whenever, by reasons of the elements, interference by spectators, or other cause he deems it necessary. In such case, he shall submit a detailed report to the Director of Sports Programming.
5. Allow no person, other than the players, to enter the field without his permission.
6. Stop the game if, in his opinion, a player has been seriously injured, has the player removed as soon as possible from the field, and immediately resumes the game. A player who is able to reach the sideline or goal line unaided shall not be treated on the field.
7. If an official does not show up for their scheduled game, the following procedure should be followed:
 - a. Notify the sports hall monitor.
 - b. Wait five minutes past the scheduled start time to see if the Official shows up.
 - c. After five minutes, the sports hall monitor should fill in as the Official if they are qualified to do so.
 - d. If the monitor is not qualified to officiate, and a replacement official has not arrived to fill in after five minutes, the teams can agree to play with a volunteer adult official or they can use the time for practice and the game will be rescheduled.
 - e. If the teams agree to play the game with a volunteer adult official, the game will be official and the score will stand as final.

If a team would like to contest a call made by the Official, complaints will only be accepted from team managers or team coaches.

LAW XI – Personal Conduct

1. Players, coaches, and spectators can not argue with officials or league staff.
2. No fighting. Any fighting will result in being disqualified from the game. Fighting may also result in further disciplinary action such as suspension or a league ban. No refund will be given to disqualified players or teams.
3. Continued penalties may result in disqualification from the game.
4. No verbal abuse to officials, players, spectators, or league staff. Verbal abuse will be cause for disqualification from a game or league.
5. Players, officials, and spectators must treat each other with respect.
6. Player misconduct may result in game disqualification by the official or league staff.

PERSONAL FOULS

If any of the personal conduct laws are broken, the team who committed the foul will receive a penalty and will lose ten yards.

SUSPENSIONS

Any player that is disqualified from a game shall serve a minimum of a one game suspension from the next scheduled games. If the

League Director, after consultation with the official, determines that a modified (longer or shorter) suspension is warranted, he may rule for a suspension of more or less than one game.

Any player ejected from a second game in the same indoor session shall serve a minimum of a two game suspension from the next consecutively scheduled games.

The League Director has the final authority on the duration of all suspensions.

LAW XII – Overtime

Regular season games that end in a tie will be final. If a playoff game ends in a tie the game will advance to overtime. The following overtime procedures should be followed:

1. Each team has 4 plays to score from mid-field.
2. If only 1 team scores, the scoring team wins.
3. Both teams get a chance to be on offense, even if the first team scores.
4. If neither team scores, the team who advanced the furthest in the first set of downs wins.
5. If both teams score, the process repeats from the opposite 8 yard line. (Extra point conversions are played.)
6. Penalties are applied as usual during the 4 plays.

Interceptions in Overtime

1. If an interception is returned for a score, the defense wins
2. If an interception is returned back behind the line of scrimmage of that play, the forward progress of the offense is marked at the point where the flag of the defender is pulled.
3. If the interception is not returned back to the original line of scrimmage of the play, the forward progress is marked at the original line of scrimmage for that play (not the series).
4. If the defender intercepts the ball in the end-zone, the forward progress will be marked at the 8 yard line or the original line of scrimmage of the play, whichever is further from the end zone.

Some leagues may determine a league champion based on only round robin play. In the event of a playoff, teams will advance to playoffs based on the following criteria:

Team Ranking (Tie Breakers)

1. Points: Teams will be awarded three points for a win, one point for a tie, and zero points for a loss
2. Head to head record (* this criteria will not be considered if three or more teams are tied)
3. Point Differential- Subtract total points allowed from total points scored
4. Fewest Points Allowed
5. Earliest registration date

Volleyball

Rules and Regulations from the University of California Irvine: Intramural Sports

http://www.campusrec.uci.edu/im/rules/fall_vb.pdf

The Game

- A. A team must win 2 out of the 3 games to be declared the winner.
- B. The officials shall conduct a coin toss with the captains and go over any rules not covered in the rule book.
 1. The winner of the coin toss will have the option of side, serve/receive. If a team chooses to receive the other team shall have the choice of side and serve. In the deciding game the head official will conduct a coin toss and the winner will have the option of side, serve/receive. The first team to reach 8 points in the deciding game will then switch sides.
- C. Each team must provide a line judge for the entire game.

III. Players, Substitutions and Fans

- A. Teams consist of 6 players.
- B. A team must have a minimum of 5 players to start a game.
- C. Any team with less than 5 players at the beginning or during the game will be given a loss.
- D. The "Ghost Rule" applies if a team is using 5 players. In the Ghost Rule, opponents shall receive a point and serve after the end of the first full rotation.
- E. Each team shall designate to the officials a captain. The captain shall address the officials on matters of interpretation or to obtain essential information.
- F. Free substitutions are allowed (on a rotating basis) as long as the player either subs for the same person or into/out of the same position.
- G. A team may use a Libero during the game.
 1. The Libero must be designated at the beginning of each game.
 2. The Libero will wear a colored jersey/tee shirt.
 3. The Libero may not block or attack a ball that is above the height of the net.
 4. A hitter may not attack a ball that is above the height of the net after a Libero set's the ball with his/her fingers in front of the 10 foot line.
 5. The Libero may serve but only in one of every rotation of the lineup. 2
- H. Fans/spectators may not enter the court during the game. Fans/spectators will be asked to leave the premises if they fail to comply with the rules and policies stated by campus recreation.

IV. Uniform, Equipment, Game Ball, and Court

- A. Non- marking athletic shoes shall be worn by all players. Players wearing sandals or dress shoes will not be allowed to enter the game.
- B. If both teams cannot agree on a game ball the head referee will determine the official game ball.
- C. Teams using a Libero: The Libero must wear a top that clearly identifies him/her as the defensive specialist.
- D. Team uniforms are not mandatory.
- E. Boundary lines are in-bounds.
- F. Adjacent courts are considered "out-of-play" while other games are in progress.
- G. Any ball, which hits the ceiling, is only out-of-play if it crosses over to the opponent's side of the net.
- H. Balls may not be played off the wall. When playing a ball near a wall, players may not use the wall to gain an advantage.
(Both feet must remain on the floor).
- I. Ball hitting the basketball supports hanging in a horizontal position will be considered legal and play shall resume.
- J. The ball is out of bounds if it touches any part of the TRACK structure.
- K. The net will be at 7 feet and 11 5/8 inches for the men's league and 7 feet, 4 1/8 inches for the women's league.

V. Timeouts and Game Length

- A. Each team is allowed one 60 second timeout.
- B. A timeout not used will not be carried over to the next game.
- C. Only players in the game can call a timeout.

VI. Scoring and Mercy Rule

- A. Rally scoring will be used throughout the entire match.
- B. The first 2 games will be played to 25. A team must win by two. There are no caps.
- C. The third and deciding game will be played to 15. A team must win by 2 points. There are no caps.
- D. When a team reaches 8 points in the third and deciding game both teams shall switch sides.
- E. Sideout scoring will not be used when a team reaches game point.

VII. Service

- A. The server may serve from any position behind the end line.
- B. Let serve: A serve that hits the net and goes over. Play shall continue if a served ball hits the net and goes over.
- C. If the ball is served before the referee's whistle, a reserve shall be given. Only one reserve is allowed. A "point" for the opposing team occurs for the following service faults:
 - 1. Ball does not pass over net.
 - 2. Ball touches teammate or any other object before crossing net.
 - 3. Ball lands out-of-bounds
 - 4. Ball touches wall or ceiling.
- D. If a team serves out of order, their opponents shall receive a point and the serve. The team in violation will lose serve and any points scored while serving out of order. The players of the team at fault must take their correct positions.
- E. Any attempt to screen the receiving team from seeing the trajectory of the serve is a point to the receiving team. This includes two or more players standing together or one player with his hands above his head, as the serve passes over the player(s).
- F. At the time the ball is contacted for the serve, the players on the court must be in their proper order.
- G. The player receiving a served ball may not spike or block a serve above the height of the net.

H. A setting action which resulted in a double contact is permitted during a served ball.

VIII. Playing the Game

A. Each team is allowed three successive contacts of the ball in order to return it.

B. A double contact is allowed on every first ball and the contact is made with only one attempt.

C. The ball may be hit with any part of the body. A volleyball can be kicked.

D. The first contact can contact any part of the body provided that such contacts are simultaneous (except for the first ball over) and that the ball rebounds immediately and without holding or carrying involved.

E. Touching a ball above the height of the net in an attempt to block does not count as one of the three hits allowed; the same player may make the first contact during that play.

F. When the ball visibly comes to rest momentarily in the hands and arms of a player, it is considered as having been held.

Scooping, lifting, pushing, or carrying the ball are forms of holding.

G. If, after simultaneous contact by opponents, the ball falls out-of-bounds, the team on the same side shall be deemed as having caused it to go out-of-bounds.

H. When two players of the same team simultaneously contact a ball, it is considered one contact and either player may make the next contact.

I. A player is not allowed to attack the ball on the opponent's side of the net. 3

J. No player shall assist a teammate by holding him/her while they are playing the ball. It is legal to hold a player not playing the ball in order to prevent a fault.

K. A back row player may not cause a ball, which is completely above the height of the net to cross over to the opponent's side unless he/she is either on the ground completely behind the 3-meter line or is in the air, having jumped from behind the line. If the player touches any part of the line it is a violation.

L. A ball must break the plane of the net before an opponent may contact it or if no play by the attacking team can be made.

IX. Blocking

A. A block is considered legal when a player's hand is above the height of the net and touches or deflects the ball while it is above the height of the net. A player's hand below the height of the net is not considered a block but is considered the first hit and the team has 2 remaining hits left.

B. Blocking may be legally accomplished by only players who are in the front row at the time of service. Back row players may not participate in a single block or team block. (A team block is when two or more players are blocking simultaneously.)

C. The team that has participated in a block shall have three additional contacts after the block.

D. Any player participating in a block shall have the right to make the next contact, such contact counting as the first team hit.

E. Multiple contacts of the ball by a player participating in a block shall be legal provided it is during one attempt to intercept the ball.

F. Multiple contacts of the ball during a block shall be considered a single contact, even though the ball may make multiple

(2 or more) contacts with one or more players of the block.

G. Blocking a served ball is prohibited.

H. It is legal to block a ball on the opponent's side of the net provided, in the opinion of the official, the trajectory of the ball would have caused it to break the plane of the net.

I. A blocked ball is considered to have crossed the net.

VIII. Play at the Net

- A. If a player's action causes him/her to contact the net during play, accidental or not, with any part of body or clothes, that player shall be charged with a fault.
- B. If the ball is driven into the net with such force that it causes the net to contact a player, such contact shall not be considered a fault.
- C. If opponents contact the net simultaneously, it shall constitute a double fault and a replay shall be awarded.
- D. If a player accidentally contacts any part of the net supports, such contact should not be counted as a fault provided that it has no effect on sequence of play. Intentional contact or grabbing of such objects shall be penalized as a fault.
- E. Crossing over the centerline and contacting the opponent's playing area with any part of the body is a fault. The whole foot must be completely over the centerline in order to be a violation.
- F. If the ball, in any way, makes contact with the antenna, it is out. If the ball sails outside of the antenna, it is out.

IX. Violations

- A. A violation will result in a point.
- B. A violation shall be declared when:
 - 1. The ball touches the floor
 - 2. The ball is held, thrown, or pushed
 - 3. A team has played the ball more than three times consecutively or a player touches the ball twice consecutively
 - 4. A team is out of position at serve
 - 5. A player touches any part of the net
 - 6. A player crosses the centerline and contacts the opponent's playing area
 - 7. A player attacks the ball above the opponent's playing area
 - 8. A back row player while in the attack area hits the ball into the opponent's court from above the height of the net
 - 9. A ball lands outside the court or touches any object outside the court
 - 10. A player reaches under the net and touches the ball or an opponent while the ball is being played by the opposite team
 - 11. The game is delayed persistently
 - 12. Illegally served ball or service fault
 - 13. The ball touches or sails outside the antennae
 - 14. A player intentionally hits the ball while the ball is on the other side of the net
- C. It's not a violation if:
 - 1. During a hard driven spike a defensively player double contacts the ball. It will be in the judgment of the official who will determine the intensity of the spike.

X. Coed Rules

- A. Two females must be on the court to start the game and at all times.
- B. At no time during the game, males may exceed females by more than one. 4
- C. Ghost rule will be used for teams using 5 players during the game.
- D. It's a violation and a point is awarded to the opponents if the ball has crossed the plane of the net when two or more hits were made by males. A female must play the ball if there are more than two touches.
- E. Each server must be alternating genders.

XI. Sportsmanship, Fighting, and Trash Talking

- A. Intramural Staff/Officials do not have to give warnings before an ejection. Campus Recreation Staff and Intramural Staff reserves the right to deny participation to anyone (player or spectator) that fails to demonstrate proper sportsmanship.
- B. Players who are involved in a fight will automatically be ejected from the game and will be suspended at their next game.
- C. All players/ fans ejected for physically assaulting another player, IM Official, or Campus Recreation Staff will be charged by UCI Police with physical assault. The case will be turned to the Dean of Students and ARC privileges will be suspended.
- D. If a fight occurs during the game, all players and their fans on the sideline are to remain in their team bench. If a player enters the court/field to observe, separate participants, become involved in the fight, etc., he/she will be disqualified. If a fan enters the court/field during a scuffle and is involved in an altercation (physical contact, pushing, shoving, making threats to the opponents, the fan will be given a 3 game suspension. During the fan's suspension he/she will not be allowed anywhere in the ARC during the teams' game.
- E. If both teams enter the court/field during a fight the game will automatically be called by the officials. Both teams will receive a double forfeit no matter what the score is.
- F. If players or their spectators are threatening an opponent or is involved in a scuffle prior to or after the game, the offending team will be disqualified from the next game.
- G. Any team who has players ejected more than once will be removed from the league.
- H. During playoffs a team must receive a 3.0 or better in their sportsmanship rating to continue in the playoffs.
- I. Any team in the playoffs that does not meet the 3.0 sportsmanship rating requirement will be disqualified and their opponent will continue in the playoffs.
- J. Any player(s) ejected in the playoffs because of a fight will be suspended for the first 3 weeks of all intramural events, excluding Summer quarter.
- K. UCI Campus Police will remove players and fans who fail to comply with the IM Officials, Supervisors and Campus Recreation staff.
- L. "Any protest or player ejection ruling will be reviewed by the Intramural Sportsmanship Advisory Board." The Intramural Director will make the final ruling on these issues and matters not covered in the UCI Intramural Rule Book or in the Intramural Players Handbook." (INTRAMURAL SPORTSMANSHIP ADVISORY BOARD: IM Player Handbook).

XI. Rescheduling Procedure

- A. A team wanting to reschedule a game must contact the IM Director and the opposing team a week prior to their original game date/time.
- B. A list of available dates and times will be given.
- C. Both teams must agree on the rescheduled date and time.
- D. The team requesting to reschedule must pay a \$20.00 rescheduling fee 24 hours prior the original game date. Make payments at the ARC sales desk before it closes.
- E. Once the payment has been made a confirmation from the IM Director will be sent to both teams via email. A team is allowed a maximum of 3 reschedules per season per sport but is only allowed one reschedule with the same team.

- F. If both teams cannot agree with any of the available dates and times the game will not be rescheduled and the game will be played on the original date and time.
- G. When playoffs start teams are allowed to reschedule without paying the rescheduling fee. Make note that the rescheduling fee is not refundable after the payment has been made.

XII. Playoff Requirements

- A. Your team wins half the games (.500 record or better)
- B. An average sportsmanship rating of 3.0 or better at the end of the season.
- C. Maintain a 3.0 in the sportsmanship rating or better during every playoff game. If the rating reaches below a 3.0 the team is automatically dropped from playoffs. Their opponents, even with a loss, will advance to the next round if that team meets the playoff requirements.
- D. No forfeits.
- E. A player must have played in a regular season game to be eligible for playoffs.
- F. Teams with illegal players will forfeit those games he/she played in and will be recorded as a loss and count towards their win/loss record.

Softball

Rules and Regulations from the University of Michigan Rec Sports Softball Rules
<http://recsports.umich.edu/article/intramural-softball#rules>

Equipment

1. The Intramural Sports Program will furnish scorecards and balls.
2. Bats and catchers masks can be checked out with ID. Catcher's masks are recommended.
3. Each team will provide a scorekeeper, which should be the Team Manager.
4. For safety and injury prevention, exposed jewelry, such as wrist watches, bracelets, earrings, and neck chains must not be worn during games.
5. METAL SPIKES MAY NOT BE WORN IN INTRAMURAL SOFTBALL.
6. Casts are illegal.
7. Clothing which has blood on it must be removed before the player may continue competition. A substitute player should enter the game to allow the player with blood to remove the soiled clothing.

Time Factors

1. A regulations game will be seven (7) innings in length.
2. A game need not be seven (7) innings for it to be legal.
3. NO new innings may begin after 55 minutes have elapsed from the start of the game.
4. Games called because of inclement weather will follow Official ASA Rules, with intramural tie modifications.
5. Semi-final and Final games will have no time limit.
6. At the discretion of the Field Supervisor or umpire, games may be terminated at the end of a half inning when there is a great difference in the score and continuance of play interferes with the start of the next game

Tie Game

1. During the regular season, ties will not be resolved, and each team will be credited with a win.
2. If a tie exists in tournament play, extra innings will be played.

3. The umpire may, after a warning, forfeit the game to the opposing team if, in their judgment, a team is using tactics obviously designed to delay or shorten the game. This rule applies especially to games in which there is the threat of rain or time expiration

Players

1. An official team consists of 10 players.
2. A team must have 8 players to start and continue a game.
3. Any substitutions made after the start of the game must follow Official Softball Rules.
4. If players arrive after the start of the game, they may be inserted into the batting order by adding on to the end of the existing line up.

Base Running

1. When a defensive player has the ball a base runner may not deliberately, with great force, crash in to the defensive player. Penalty: Base runner is out. Ball is dead and all runners return to last base touched at the time of the collision.
2. If flagrant, base runner is given an automatic SRS Level 3: Sportsmanship Ejection and is ejected from the game.
3. There is NO must slide rule in IM softball. A base runner must avoid contact with a fielder who has the ball. Sliding is one option to avoid contact.

Batting

1. Batters have a one ball and one strike count upon coming up to bat.
2. Any number of players may be included in a team's batting order.
3. When a player bats it establishes their position in the line-up for the entire game.
4. If, for any reason, a player must leave the batting line-up, the substitute must be a person who has not yet batted. If no qualified substitute is available, an out shall be declared each time the vacated position in the batting order comes up.
5. A player may leave and return to the line-up only once, provided that the player returns to the same spot in the batting order.

Fielding

1. There will be total free substitution of players in the field on defense, but never more than ten.
2. The infield fly rule is as follows: A fair fly ball (not including a line drive) which can be caught by an infielder with ordinary effort when first and second bases; or the bases loaded are occupied before two are out. Any defensive player who takes a position in the infield at the start of the play shall be considered an infielder. The infield fly is ruled when the ball reaches the highest point based on the position of the closest infielder regardless of who makes the play. When it seems apparent that a batted fly ball will be an infield fly, the umpire shall immediately declare: "Infield Fly." The ball is live, the batter is automatically out, and runners may advance at the risk of the ball being caught. The runners can tag up and advance once the batted ball is touched, the same as on any fly ball. If the ball is foul, it is treated as any foul ball.
3. If an infielder deliberately drops a fly ball in a force play situation, the ball is dead, the batter is ruled out, and all runners must return to their bases. If an infield fly is ruled, it has precedence over a deliberately dropped ball.

Pitching

1. A legal pitch is delivered with an underhand motion at a moderate speed and must have a perceptible arch, and reach a height of at least 6 feet from the ground, while not exceeding a

maximum height of 12 feet from the ground. Speed and height (flat or excessive) are left entirely to the judgment of the umpire.

2. The strike zone is that space over any part of home plate which is between the batter's back shoulder and their knees when the batter assumes their natural batting stance.
3. Balls and Strikes - a batter receives a base on balls after three (3) balls and is called out after receiving two (2) strikes. Any foul ball resulting in the 2nd strike, is an out.

Overthrow

1. When a thrown ball enters any designated out-of-play area, the official immediately signals the ball dead and each and every base runner shall be entitled to two bases from where the base runner was at the time of *the throw*.
2. A ball carried into an out-of-play area by a fielder will result in the award of *one* base for each runner. A person is out of play when one foot is completely beyond the out of play line while that player has possession of the ball.
3. An overthrow hitting the backstop remains in play; runners shall be entitled to advance at their own risk.
4. Any ball hitting a wire, post, or any other obstruction in fair territory remains in play.
5. A batter is NOT out if a batted fly ball is caught by a fielder off a fair territory obstruction, such as a wire. Play proceeds as if the ball was fielded from the ground.

Dead/Live Ball

When a ball becomes "LIVE", it remains so until the umpire calls "TIME," which should be done when the ball is held by a player in the infield area, and in the opinion of the umpire, all play has ceased.

Scoring

The Team Manager is responsible for maintaining the official score on the scorecard. It is advised to check the score following each inning.

The score must be kept on the official scorecard provided by the Intramural Sports Program.

The umpire is not responsible for the score.

NEW RULE Mercy rule:

If a team is winning by 15 runs after four innings or 10 runs after five innings, a mercy shall be called, and the game shall end.

Teams may score a maximum of 10 runs per inning; except in the 7th inning or last inning under time limit, whichever applies.

Other Important Slow Pitch Rules

Bunting or chopping the ball is not allowed. Result: Batter is OUT.

Base stealing is NOT allowed.

Runners CANNOT leave their base until the pitch crosses home plate. Result: No Pitch, Runner is OUT.

An illegal pitch is a BALL; if the batter swings, the resulting play stands.

Basketball

I. GENERAL RULES

A. Alcohol and Tobacco

- Players under the influence of alcohol will not be tolerated during any Recreational Sports department events.
- Tobacco products of any kind are not allowed at any Department of University Recreation events.

B. Eligibility

- All full-time undergraduate and graduate students, as well as part-time students, faculty, staff or University affiliates who have purchased a Recreational Center membership are eligible to participate in Intramural events.
- Each player must present a valid and current TAMIU ID card and have signed in prior to the start of each game or match to be deemed eligible to participate. NO EXCEPTIONS!
- NO current VARSITY BASKETBALL PLAYERS may participate on any Intramural Basketball Team. If a team is caught using a current Varsity player, their game will be declared an automatic forfeit and possible removal from the Intramural league.

C. Forfeits

- GAME TIME IS FORFEIT TIME. Therefore, for a team to claim a win by forfeit, they must be "Ready to Play".

f "Ready to play" means that a team must be on the playing area, ready to play, with the minimum number of players as listed in the sport rules. The line-up must be recorded on the official scorecard. The team must be able to respond immediately to the begin play order of the official.

- All forfeited contests WILL NOT be rescheduled.

D. Jewelry

- Players must remove ALL jewelry prior to participating. This includes, but not limited to: rings, bracelets, necklaces and earrings. Baseball caps, hats with a bill and bandanas with a knot are also not permitted. Medical bracelets or necklaces are allowed; however, they must be taped down prior to entering the game.

E. Rosters

- There will be a roster limit of ten (10) players for all divisions of Intramural basketball.
- However, captains are responsible for checking their rosters prior to playoffs for accuracy. NO new players will be added during playoffs; therefore, all rosters must be finalized prior to the start of each team's final game of the regular season. From that point on the roster's will be locked and can only be changed with the special exception by the Assistant Director of Intramurals and will be evaluated on an individual basis.

F. Sportsmanship Rating (see attachment)

G. Tie-breaker provisions

- In case of a regular season tie, seeding will be set by the following criteria in this order;

i. Head to Head Match Up (if applicable)

ii. Sportsmanship Rating

iii. Winning Percentage

iv. Point Differential

v. Coin Flip

- All teams must maintain a minimum 3.0 sportsmanship rating throughout the regular season to be eligible for the playoffs and 2.0 rating in the playoffs.

H. Ejections

1

- Any player, coach, or spectator may be ejected from the game/match for any actions occurring before, during or after that event.

- Participants will not be told at the time of their ejection as to the length of their suspension. Any and all decisions regarding suspensions will be handed down from the Assistant Director of Intramurals.

II. GAME, COURT, & PLAYER'S EQUIPMENT

A. Game

- A minimum of two (2) players are required at the start of the game to avoid a forfeit. In Co-Rec games, a minimum of one (1) member of the opposite sex is required.

B. Court

- All players shall remain in their designated team areas at all times. Spectators shall remain in the seating area at all times.
- Any player or spectator in violation of this rule can receive a technical foul or be removed from court.
- ANY PLAYER OR SPECTATOR ENTERING THE COURT DURING GAME PLAY FOR ANY REASON OTHER THAN PLAYING IN THE GAME, TIMEOUTS, OR INJURIES WILL RECEIVE AN AUTOMATIC TECHNICAL FOUL AND MAY BE SUBJECT TO IMMEDIATE EJECTION.
- Areas between the courts must be kept clear and free from congestion.
- Supervisors and officials reserve the right to remove spectators from all areas.
- Team captains are directly responsible for the conduct of their fans.
- Interference with the scorekeeper is prohibited. All questions or concerns regarding the scorer's tables should be directed through the officials or court supervisor.

C. Substitutions

- Substitutions are allowed only in dead ball situations.
- All substitutes must enter at the designated scorer's table.
- Please note: that the horn is simply to indicate that substitute would like to enter the game; however, the official(s) will gesture for substitutes to enter the court at the appropriate time.

D. Equipment

- Players of opposing teams must wear contrasting colored jerseys; with numbers (NO tape numbers are allowed). Teams are allowed to have numbers 0 and 00 but NOT both.
- Jerseys must be checked out by a member of the team (ideally the team captain) from the on court supervisor with a TAMIU ID. These jerseys must be returned after use to the supervisor to receive their TAMIU ID. It is the responsibility of the captain to make sure these are no duplicate numbers in the jerseys.
- The fee for unreturned jersey is \$5.00 per day. Lost or damaged jerseys will be charged at a fee of \$15.00 per jersey.
- Athletic/ basketball shoes must be worn at all times during Intramural Basketball competition.

Illegal Equipment

- All protective medical materials (tape, pads, etc.) must be approved by the game officials prior to the start of the game.
- Any headwear such as ski caps or bandanna's containing any exposed knots is illegal. All types of hats with bills are illegal to wear during play.
- All equipment deemed unsafe by the game officials may not be worn. Failure to remove equipment deemed unsafe will prevent the individual from participation.
- Shirts must be worn at all times. Cut-off shirts and sleeveless shirts may be allowed but must be cutoff directly at the shoulder with a maximum of four (4) inches under the armpit.
- If a Recreational Sports jersey is worn, a shirt must be worn underneath.
- The ball will be provided by the Recreational Sports department and may be used unless both teams agree on the use of another ball. That alternative ball must be approved by the game officials. Any team using their own ball shall be responsible for bringing it on to the court and maintaining responsibility for their own equipment.

III. TIME FACTORS, PLAYERS, AND GAMEPLAY

A. Time Factors

- A game shall consist of two 20-minute running halves.

- The clock will run continuously for the first eighteen (18) minutes of both halves and the clock will stop during the last two (2) minutes of each half on every whistle. 3

i. NOTE: If a team is ahead by 10 points or more during the final two (2) minutes, the clock will not stop but continue to run. If the lead falls back under 10 points the clock, then the clock will be stopped as listed above.

- Each team is allowed two-30 second time-outs per half, use or lose.
- Halftime shall be no longer than three (3) minutes in length.
- Tie Games: A maximum of one (1) overtime period of two (2) minutes will be played. The clock shall stop on all whistles during overtime. If at the end of overtime the game is still tied, the game shall end in a tie. In playoffs, extra overtime periods will be used to determine a winner. Teams will each receive one (1) timeout per overtime period and timeouts will NOT carry over from regulation to overtime or from overtime to overtime.

B. Players

- An injured or apparently injured player who is discovered by an official while the ball is dead must be removed from the game and will only be eligible to return following the next dead ball.
- A player who is bleeding, or has an open wound, or is deemed to have an excessive amount of blood on their uniform shall be considered an injured player. All bodily fluids must be removed from the player and/or uniform prior to returning to play.

C. Game play

- Jump Ball: All games and overtime periods will begin with a jump ball. The team losing the jump ball will gain the possession arrow. Therefore, on all other jump-ball situations, the alternating possession will be used.

- Protests: Only protests of rule interpretations or player eligibility will be permitted. Protests concerning the judgment of an official will not be allowed.

i. A non-charged timeout must be called in order to file a protest.

ii. If the protest is not able to be resolved the scorekeeper must make a note on the score sheet of when and where the game was stopped. If the protest is upheld the game can continue from that point. The team filing the protest will still be charged a timeout.

IV. FREE THROWS AND FOULS

A. Free throws

- Free throws shall be awarded for fouls called while in the act of shooting or in bonus situations.

¾ If the field goal is successful, then one (1) free throw will be awarded.

¾ If the field goal is unsuccessful, then two (2) or three (3) free throws will be awarded.

¾ Only six (6) players (excluding the shooter) shall be allowed in the lane on free throws.

¾ All non-shooting fouls shall result in ball possession to the offended team, unless in the bonus.

- NO PLAYER shall enter the lane or leave a marked lane space until the ball TOUCHES the rim or backboard.

• Bonus Free Throws: Upon a team's seventh (7th) foul in each half, a bonus free throw is awarded if the first free throw is successful. This is typically referred as a one plus one (1-and-1). Upon a team's tenth (10th) foul in each half, the bonus free throw is awarded whether or not the first free throw is successful. This is typically referred as the double bonus.

B. Fouls

Technical fouls - When a technical foul is administered;

¾ The offended team will receive two (2) points and the possession of the ball at mid-court.

¾ The technical foul will be counted as personal foul.

¾ Should a team receive three (3) technical fouls during the course of a game, then the game will be declared over and the win shall be awarded to the opposing team. The offending team must meet with the Assistant Director of Intramurals prior to their next scheduled game.

¾ If a player is given a technical foul for abusive language towards an official or another player, then he/she must leave the game until the next dead ball situation.

¾ Any player receiving two (2) technical fouls during the course of the game will be ejected from the game and subject to further disciplinary action.

Intentional Fouls

¾ Non-Flagrant - Two (2) points and ball possession awarded to offended team.

¾ Flagrant - Penalized as technical foul and automatic ejection.

Unsportsmanlike Behavior - The following behaviors are examples of actions considered unsportsmanlike behavior and can result in a technical foul and/or immediate ejection from a contest.

Items are not limited to the actions mentioned on this list: 4

- Foul language directed at the officials, supervisors, or opposing players.
- Insulting/ threatening the officials, supervisors, or opposing players.
- Participating in a fight (Automatic Ejection).

C. Foul Limit

- All players will be allowed the maximum of five (5) personal fouls during the course of the game.

V. SCORING

A. Point Values

- Free Throw = 1 point
- Field Goal (inside the arc) = 2 points
- Field Goal (outside the arc) = 3 points

B. Mercy Rule

- Once a team has a lead of thirty (30) or more points in the second half, the game is ended (All divisions of play).

C. Forfeit Score

- The score of a forfeited game shall be recorded as 1-0. However, if the offended team is ahead at the time of the forfeit, then score will stand as is.

VI. CO-REC RULES

- Team Make-up
- A Co-Rec team may consist of the following line ups;
f A maximum of three (3) members of any gender on the court
- 3 females and 2 males
- 3 males and 2 females
- A team must have at least one (1) member of each gender to start a game.
- Substitutions can be made for any sex; however, the maximum of three (3) members of any gender still applies.

• Point Values

- Points will be scored as follows:

¾ Men – regular score

¾ Women

- Free Throw = 1 point
- Field Goal (inside the arc) = 3 points

- Field Goal (outside the arc) = 4 points
 - All free throw attempts, regardless of the gender shooting, shall count for one (1) point.
 - Women will shoot three (3) free throws for regular shooting fouls and four (4) free throws for a shooting foul behind the 3-point line.
 - All bonus situations, regardless of sex, shall be enforced the same way.
 - Participation
 - There are no restrictions on player movement on the court of play. Male and female players may move freely throughout the free throw lane area.
 - There are no restrictions in regards to competitive match-ups on the court of play. It is legal for a male player to guard a female player or vice-versa.
 - There are no rules stating that teams must have an even number of male or female players on the floor. Each team is entitled to establish the line-up they feel is best for their team during the course of the game.
 - Once the ball has crossed into the front court, a FEMALE player must touch the ball once before any basket can be counted.
- ¼ EXCEPTION: Any fast-break situation is allowed (i.e. ball was stolen at half court or pass intercepted).
- Equipment
 - Co-Recreational teams will use a regulation size men's basketball.

Dodge ball

- I. Equipment
 - A. Participants must wear athletic shoes, shirts, and shorts/pants.
 - B. Casts are illegal.
 - C. Clothing which has blood on it must be removed before the player may continue competition. A substitute player should enter the game to allow the player with blood to remove the soiled clothing.
- II. The Game
 - A. Coin toss will determine which team chooses their side of playing field for the match.
 - B. Matches are best of 5 games.
 1. The first team to win three games shall be declared the winner of the match.
 - C. Each game will have a 7-minute time limit.
 1. If 7-minutes have elapsed and a game is in progress, the team with more players is declared the winner of that game.
 2. If 7-minutes have elapsed and a game is in progress, with equal number of players per team still on the court, "sudden death" overtime will be played. The next team to lose a player shall lose that game.
 - i. In the regular season, the game is official at the conclusion of the sudden death period (after one more player is out). Each team will be credited with a win for any games not played.
 - ii. In the playoffs, a team must win three games to be declared the winner. If a game decided by sudden death does not result in the third win for a team additional 5-minute game(s) shall be played until a team wins three games.
 - D. There will be a 2-minute break in between each game, to allow the balls to be reset and lineups to be changed.
 - E. A game is won when one team has eliminated all players from the opposing team.
- III. Teams

- A. Teams consist of six (6) players.
 - B. Three (3) players are needed to start and continue a match.
 - C. Substitutions cannot be made on the fly. A team may change its lineup in-between games of a match. A player not originally in the starting lineup may enter after a caught ball.
 - D. Any player not in the current game must remove his/her jersey
- IV. Court
- A. The game will be played on a basketball court.
 - 1. For the first four minutes, teams will be able to go to the half-court line.
 - 2. With three minutes remaining, teams will be able to go to the 10-ft. volleyball line
 - 3. With two minutes remaining, teams will be able to go to the free-throw line.
 - B. During play, all players must remain within boundary lines, except if retrieving a ball.
 - C. Touching any part of the current attack line with any part of the foot or any other part of their body is considered out of bounds.
 - D. Any part of a player's foot touching a sideline or end line means that that player is in play.
 - E. A player may only retrieve balls from their half of the court (both inbounds and out of bounds).
- V. Opening Rush
- A. Game begins with three balls on each team's cone line (for a total of six balls).
 - B. Players take a position behind their end line.
 - C. Following a signal by the official, teams may approach the attack line to retrieve balls.
 - D. Each team must send at least one player to retrieve a ball. Minimally, one player must touch at least one ball. A team that does not send at least one player on the opening rush shall lose one player to be determined by the official based on who made the least effort to retrieve a ball.
- VI. Outs
- A. A player is out when:
 - 1. A live ball hits any part of the player's body, clothing, or uniform below the shoulders. If a player ducks or takes a position with their head below where their shoulders normally would be when standing (i.e. crouching, kneeling, sitting, diving, rolling) the player is out and the throw is considered legal.
 - 2. A player throws a ball that hits an opponent, who is standing upright, above the shoulders the player who threw the ball is OUT.
 - 3. A live thrown ball is caught by a defending player. The player who threw the ball is OUT.
 - i. The team which caught the ball may return one player who was already out (standing out of bounds). The team shall choose which player returns. EXCEPTION: see Co-Rec Rules.
 - ii. Should a catch be made after the ball has hit a player but not yet hit the ground, the catch is legal and only the thrower is OUT.
 - iii. A legal catch must be made in the court of play.
 - 4. A player drops a held ball as result of contact by a thrown ball is OUT.
 - 5. A player leaving the court to avoid being hit or to "hide" is OUT. Both of the player's feet must be completely outside the sideline and/or end line.
 - i. EXCEPTION: A player may leave the court to retrieve stray balls from their own side of the court.

6. A player touching any part of the center line with any part of the foot or any other part of the body is OUT.
 - B. Once a player is OUT, they must immediately drop any balls in hand and exit the playing field. Players that are OUT may retrieve balls from their team's half of the court only and hand them to their players still in the game.
 - C. Once a ball touches the floor, sidewall, curtain, or anything else that is not a person, an OUT cannot be scored.
- VII. Retrieving Balls
- A. The only reason for a player to be out of bounds is to be chasing after a loose ball. Upon obtaining a loose ball, that player must immediately return inbounds. The player must be considered legally inbounds to throw a ball at an opponent or be gotten OUT due to a ball thrown by an opponent. If a player out of bounds is hit by a ball, he/she is not out.
 - B. A player may only retrieve balls from their half of the court (both inbounds and out of bounds).
 - C. A player may be handed a ball from out of bounds, by a teammate who is out of the game.
- VIII. Five-Second Violation
- A. In order to reduce stalling, a violation will be called if a team controls all six (6) balls on their side of the court for more than 5-seconds.
 - B. If a violation is called, the team must then roll one of the balls to their opponents beyond the opponent's free throw line. This rule should not be used to give the winning team (team with more players) an advantage.
- IX. Extending the Court
- A. For the first three minutes, teams will be able to go to the half-court line.
 - B. For the fourth minute, teams will be able to go to the 10-ft. volleyball line
 - C. For the fifth minute and time remaining, teams will be able to go to the free-throw line.
- X. Yellow and Red Cards
- A. Yellow Card – If a player argues a call excessively or displays other unsportsmanlike behavior, the official can give a yellow card
 1. A yellow card results in the following:
 - i. If carded player is still in game, they are ruled OUT
 - ii. If carded player is not in game, a teammate is OUT (chosen by opposition)
 - iii. Carded player must sit out next game

Ultimate Frisbee

A. TEAMS

1. Teams will consist of 7 players on the field.
2. 5 players are needed to start and/or continue a game.

B. EQUIPMENT

1. Any flying disc may be used as long as it is acceptable to both team captains. If the captains cannot agree, a disc will be checked out from the Intramural Sports Supervisor and used for play.
2. Metal cleats are not allowed.
3. Teams must check out jerseys from the Intramural Sports Supervisor. Shirts must be worn underneath the jerseys.
4. Casts are illegal.

5. Clothing which has blood on it must be removed before the player may continue competition. A substitute player should enter the game to allow the player with blood to remove the soiled clothing.

C. LENGTH OF GAME

1. Each half is 22 minutes of running time which will be timed from a central clock.
2. Half-time will be 5 minutes long.
3. Time lost to injuries cannot and will not be made up.

4. At the end of regulation time, the point-in-progress shall be completed if there is a differential of one point between the two teams. If at the completion of that point there is a tie, another point shall be played with the team just scoring throwing off to the team scored upon.

D. SUBSTITUTIONS

1. Substitutions may be made after each point.

E. PLAY

1. Object of the game is to score goals. A goal is scored each time the offense completes a pass in the defense's end zone. Each goal counts as 1. After each score play is initiated as described in Rule E-

2. Each time a goal is scored, the teams switch directions of their attack.

2. A coin flip will determine who will receive in the first half. The opposing team receives in the second half. Play is initiated with both teams lining up on the front of their respective end zone line. The defense throws the disc to the offense. Players may not leave their respective end zones until the disc is released.

3. The disc may be advanced in any direction by completing a pass to a teammate. If a pass is not completed (e.g. out-of-bounds, drop, block, interception) possession reverts to the opposing team (turnover).

4. Players may not run with the disc.

5. The person in possession of the disc has ten seconds to throw it. The defender guarding the thrower counts out the stall mark. If ten seconds is reached, the offense turns over the disc. If the defensive team switches defenders, the count must revert to '1.' A defensive player must be within 5 feet of the throw to initiate a stall count.

6. A player's pivot foot is established with the first touching of the ground. Moving the pivot foot is a travel, causing a turnover.

7. Only one defensive player may guard a thrower at any time. There must be at least one disc's diameter between the upper bodies of the thrower and the marker at all times.

8. Intentionally bobbling, tipping, guiding, etc. of the disc in order to advance the disc is illegal and is considered travelling.

9. If the disc is caught simultaneously by offensive and defensive players, the offense retains possession.

10. A player cannot score by running with the disc into the end zone after gaining possession of the disc. His/her first point of contact must be completely in the end zone. A player who runs the disc into the end zone must take it to the closest point outside of the end zone and continue play from there.

11. Handoffs and catching your own throw are not allowed.

F. OUT-OF-BOUNDS

1. Any area not on the playing field is considered out-of-bounds. The perimeter lines are considered out-of-bounds.

2. For a receiver to be considered in-bounds after gaining possession of the disc, the first point of contact with the ground must be completely in-bounds. Should the momentum of the player carry him/her out-of-bounds after making a catch and landing in-bounds, the player is considered in-bounds. The player carries the disc to the point where he/she went out-of-bounds and puts the disc into play from that point.

3. If a pass goes out-of-bounds, the opposing team gains possession of the disc where it left the field of play.

4. If a throw-off lands out of bounds the receiving team will put the disc into play at the nearest point on the playing field where the disc went out-of-bounds.

G. FOULS

1. Players are responsible for their own foul and line calls. If a dispute cannot be resolved, a coin flip will determine the call.

2. When a player initiates contact on another player a foul occurs. When a foul disrupts possession, the play resumes as if the possession was retained.

3. Picks and screens are prohibited.