All participants must read the Intramural Handbook and sign a Holds Harmless Agreement before participating. Both of these can be found on our website: www.wwu.edu/campusrec.

I. GAME, FIELD, PLAYERS, AND EQUIPMENT

A. The Playing Field
   1. The game is played on a gym floor; the basketball court and the surrounding out-of-bounds areas are in play. The dividing line for teams will be the division line (half-court) of the basketball court, with the line remaining neutral.

B. Equipment
   1. Regulation balls shall be used as provided by the Campus Recreation Office; other balls will be allowed.
   2. Equipment representing possible hazards to participants will not be permitted. Jewelry, exposed metal or hard unyielding plastic on braces, casts, etc. will not be allowed. THIS INCLUDES ALL EARRINGS.
   3. Players must wear athletic type shoes that cover the foot completely. Sandals, boots, and open toe shoes are NOT allowed. The officials and supervisors on duty have the authority to disallow any shoe, which they feel would endanger the person wearing the shoe or his/her opponents. No protest regarding shoes will be accepted by the Intramural Staff.

C. Players/Game
   1. A full team shall consist of eight (8) players. If a team has more than 8 players the extra players must sit out until the beginning of a new game. The same eight players that start a game must end that same game, there are no substitutions. A team must start and finish the game with at least six (6) players.
   2. If a team does not have the minimum number of players to start a contest at the scheduled time, they will be given 10 minutes to secure the correct number before the game is declared a forfeit.
   3. A match will consist of the best three (3) out of five (5) games.
   4. A game is won if all the players on a team are in jail or whoever has the most people not in jail at the end of the 8 minute time limit. At the 6 minute mark in the game the boundaries are changed and the back boundary line moves up to the free throw line of the basketball court. If the game is tied at the end of the time limit, the teams will play sudden death. The first team to legally send an opposing team’s player to jail will be declared the winner of the game. No players can be freed from “jail” during sudden death.
   5. Teams will switch halves after each game
   6. Varsity/Club Sport Players: Only one (1) ex-Varsity and one (1) Sport Club member (current or former) can be on a team’s roster. Varsity players must sit one full calendar year from the last time they were listed on the team’s roster before they are eligible to participate in Intramural Sports.
   7. Any player visibly bleeding must leave the field and may return with the referee’s permission after the wound is cleaned and bandaged; clothing must be changed if blood is visible/present before player may reenter the match.

D. The Game Procedures
   1. Starting The Game
      (a) The game will begin by placing six (6) balls on the division line. Participants will line up behind the baselines of the court. The supervisor will start the game by counting down. Players will then run to the midcourt line to retrieve balls.
      (b) The ball must be cleared past the free throw line before it can be thrown at an opponent
      (c) A player may reach across the midcourt line to retrieve a ball as long as no part of his or her body touches the opponent’s side of the court
      (d) Any ball considered out of play, will be brought back into play at the earliest possible time
2. Sending an opponent to jail
   (a) In order to send an opponent to “jail” you must strike them anywhere between the shoulders and feet.
   (b) If a player is positioned between the 10 foot line and half court all head shots will be illegal. The person hit remains in the game. Any balls that hit a player positioned behind the 10 foot line are fair and the player hit is sent to jail.
   (c) The player that threw the ball is not out. If malicious intent is suspected or obvious, then the player is out.
   (d) A player struck by a thrown ball remains in the game if he/she catches the ball or if it is caught by a teammate before it touches the ground, a basketball hoop/supports/backboard, or a wall. When this happens the player who threw the ball is sent to jail.
   (e) A player may block a ball with another ball in their possession, but if the player loses the original ball or the ball still strikes the player or teammate after they try to deflect the ball, they are out.
   (f) If the ball bounces off a player and is caught by a teammate before touching the ground, walls or other structures that player IS NOT out, the player who threw the ball is sent to jail.
   (g) Balls that strike any other surface (backboard, floor, wall, backboard supports) are considered dead.
   (h) Players may not possess a ball for more than 5 seconds. If you possess a ball for more than 5 seconds, you will be called out and must go to jail. Solely based on referees discretion.
   (i) A single thrown ball may knock out more than one player.

3. Jail
   (a) Jail will be located on the team’s side marked by the benches along the bleachers.
   (b) Anyone in the jail is responsible for keeping the balls from going out of play.
   (c) Anyone in jail may kick or bat a ball back into play, but may not catch nor throw a ball into play.
   (d) Jail is only for players who have been knocked out of the game, and while in jail players must remain seated.

4. Freed from Jail
   (a) Players will come out of jail in the same order that they entered jail.
   (b) A Player may come out of jail if a teammate catches a thrown ball by an opposing player. With a caught ball, a player from your team will be freed from jail upon being given the ball.

5. Jail Break
   (c) Jail breaks CAN ONLY OCCUR ONE TIME PER GAME
   (d) A jailbreak occurs when the cone (set up on in the middle of the court and on the baseline) is knocked over by either team.
      a. When A teammate knocks over the opponents cone with thrown ball
         i. Everyone in jail is freed
      b. When one team knocks over their own cone in attempt to block a ball from striking it or in any other way causes the cone to be knocked over
         i. The opponents have the option of taking the knockdown and freeing their players from jail, or they can choose to have the cone set back up and continue play without any players being freed from jail. The captain will be responsible for this decision.

6. Co-Rec Modifications
   (a) Teams may play with 4 women/4 men
   (b) The number of male and female players cannot differ by more than 1.

7. Sportsmanship Rating
   (a) Teams receiving two (2) unacceptable sportsmanship ratings during the season will automatically be dropped from any further competition.
   (b) Any team that receives an unacceptable rating is suspended from any further games until they have met with the intramural coordinator.
   (c) Any ejected player must meet with the Intramural Coordinator before that person can participate in any future intramural event/sport.
(d) If an ejected participant or suspended team plays in any future intramural event/sport before meeting with Intramural Coordinator that game will result in an automatic forfeit.

(e) It is the individual or captains responsibility to make contact with the intramural coordinator within 14 days of ejection or unacceptable sportsmanship rating, to have continued participation in intramural events/sports. Intramural Coordinator contact: Amy Cornish 360-650-7261, Amy.Cornish@wwu.edu

8. Playoffs

(a) To compete in playoffs, an individual must be on the roster (via IMLeagues) the day before playoffs is scheduled to start.

(b) Participants must be at championship game to receive the intramural championship tee.

(c) Playoff brackets will be posted on IMLeagues (www.IMLeagues.com/wwu) following the end of regular season play.

(d) During playoffs, a team that receives an unacceptable sportsmanship rating will be suspended and removed from the tournament/playoffs.

*Rules not outlined in this sheet will follow the National Federation of State High School Association Rules

**For other policies regarding sportsmanship ratings, forfeits, protests, eligibility, inclement weather, defaults etc, please review the intramural handbook which can be found online at (www.wwu.edu/campusrec)