GENERAL INFORMATION
All participants must register at https://recwellservices.uky.edu/ to participate.
To access Fusion IM, Log In with your UK Link Blue account, select Fusion IM & Register.
Electronically sign the online waiver and pass a participant quiz based on Participant Handbook.

Participation in ALL Intramural Events Require:
Valid UK or BCTC student, faculty or staff ID required for all contests to participate.
Jewelry is NOT permitted.
No hats, skull caps, bandanas, or other headgear. Terry-cloth headband without exposed knots.
Review specific sport rules for additional attire restrictions.

BCTC student/faculty/staff must pay the “Recreation Fee” before access to Fusion IM or participation.
Information about “Recreation Fee” http://www.uky.edu/plusaccount/uk-estore-information.
Pay “Recreation Fee” at https://iweb.uky.edu/ukestore/ and retain your electronical receipt.
Then email the Intramural Director, Natosha Harris at neharris1@uky.edu before participation; please provide
your email address you’d like to use to log into your Fusion IM account. She will create you an account within
the Fusion system enabling you to register for a team and then participate.

These groups must send an email neharris1@uky.edu to have an account made:
Religious Advisors
Spouses of current UK student/faculty/staff can only play on CoRec teams.

Inclement Weather/Defaults/Forfeits:
Decisions on inclement weather will not be made until at least 3pm on game day and a message will be
sent through Fusion IM and or social media.

Defaults vary depending on tournament design:
A person undertaking the role of team captain, Greek chair or Residential chair is assuming responsibility
for that team and agrees that if the team forfeits a contest, the team captain, Greek chair or Residential
chair will be assessed a $20 forfeit fee and must pay the fee before the next scheduled contest.

Loss by default will not be counted as a forfeit, nor affect your sportsmanship rating while two defaults
result in a forfeit or are the same as a forfeit.

Submit Default for your game via Fusion IM by clicking the “Default” Button with your corresponding game at least three
(3) hours prior to your scheduled game time. Failure to submit your default before designated time will result in a
forfeit and the $20 forfeit fee will be assessed to your team captain, Greek Chair or Residential Chair.

Forfeits applies to various team sports and 10 minute rule applies to various sports:
If a team is not prepared to play with the required or minimum number of players signed-in when the appointed time
arrives, that team will have 10 minutes to become ready to play. To obtain a contest victory by forfeit, the required or
minimum number of participants must be present, signed-in on the score sheet and ready to play. If a double forfeit
occurs, both teams will receive a forfeit; in tournament play both teams with receive a forfeit and no team will advance
to the next round.

Submit Default for your game via Fusion IM by clicking the “Default” Button with your corresponding game at least three
(3) hours prior to your scheduled game time. Failure to submit your default before designated time will result in a
forfeit and the $20 forfeit fee will be assessed to your team captain, Greek Chair or Residential Chair.

Forfeits applies to various team sports and 10 minute rule applies to various sports:
If a team is not prepared to play with the required or minimum number of players signed-in when the appointed time
arrives, that team will have 10 minutes to become ready to play. To obtain a contest victory by forfeit, the required or
minimum number of participants must be present, signed-in on the score sheet and ready to play. If a double forfeit
occurs, both teams will receive a forfeit; in tournament play both teams with receive a forfeit and no team will advance
to the next round.
ROSTERS
- Five (5) player limit for Men’s, Women’s, and Co-Rec teams.
- Players may play for ONLY ONE single sex team whether Greek or Independent.
- Players may, however, play for ONE Co-Rec team and ONE single sex team.
- Players are not officially on a team until they have shown their ID to check in or for on-site registration signed a waiver. Once a player has played for a team that is the team, he or she shall be on for the remainder of the league or tournament.
- To be eligible for the playoffs, a player must play in at least one regular season game.
- In the playoffs, rosters shall be frozen to include only those players who played in at least one regular season game. No additions shall be made during the playoffs.
- Teams may add players through the final game of the regular season or until their team limit has been reached whichever comes first. Once the roster limit is reached the roster is frozen.

PLAYERS
MEN’S AND WOMEN’S TEAMS
- The maximum number of players on the field at one time is three (3).
- A team must have a minimum of three (3) players to start the game.
- Once started, the game may continue with no less than two (2) players as long as the team has a chance to win.

CO-REC TEAMS
- The maximum number of players on the field is three (3) (2 men and 1 woman or 1 man and 2 women).
- A team must have a minimum of three (3) players to start the game.
- Once started, the game may continue with no less than two (2) players as long as the team has a chance to win.

LEAGUE OR TOURNAMENT PLAY
- For pool play, each team will be scheduled for three (3) or four (4) regular season games.
- The first (1st) game to be cancelled due to inclement weather, facility issues, closing of the university, etc. will be moved to the end of the season, remaining games will not be rescheduled.
- Teams with 3.0 or better sportsmanship rating and .500 or better record will advance to playoffs.

GAME TIME AND LENGTH
- Playing time consists of a game played to 21 points or 20 minutes.
- The 20 minutes will be split into two, 10-minute halves with a 2-minute halftime.

EQUIPMENT
- Athletic apparel must be worn by all participants.
- Athletic shoes with rubber soles must be worn at all times. No one may play barefoot or with open toe shoes.
- The following equipment shall be considered Illegal:
  - Headgear containing any hard, unyielding, or stiff material, including billed hats.
  - Jewelry of any kind including earrings, finger rings, wedding rings, necklaces, watches, etc.
  - Pads or braces worn above the waist.
  - Shirts or jerseys, which do not remain, tucked in.
  - Hard leg and knee braces which are not covered.

BEGINNING A GAME
- Each game shall begin with a captain’s meeting and a coin toss.
- The visiting team captain shall call the toss.
- The winner of the coin toss shall receive the option of:
  - Becoming the offense
  - Becoming the defense
- The first possession of the game shall begin at the top of the 3-point arc.
GAMEPLAY

- Games are self-officiated. The Intramural Supervisor will serve as administrators for the game. They will not call fouls or violations unless there is excessive contact. The penalty will be one (1) free throw for the offended team and the ball awarded for a throw-in. Intramural Supervisors may remove a player from a contest without warning if the player’s behavior is inappropriate.
- Half-court game played by two teams of three players.
- There are NO team timeouts. For injuries and special circumstances, the supervisor will call the only time-outs.
- Substitutions may be made after a basket or any stoppage in play.
- After a basket, out-of-bounds, violation or foul, the offense must “check” the ball before play resumes and the ball must be passed to start play. There are no free throws.

OVERTIME

- If the score is tied at the end of regulation (20 minutes), there will be a one (1) minute period of overtime. A team must win by two points.
- If the score is still tied at the end of the overtime period of (1) minute, then sudden death will be played. The first to score wins.

SCORING

- If there is a definite winner at the end of regulation time (20 minutes), the game will end. There is no required point differential.
- Points will be awarded as follows:
  - 1 point for a made field goal inside the 3 point arc
  - 2 points for a made field goal outside the 3 point arc
- Dunking is permitted, provided that a player does not hang from the rim or snap the rim unnecessarily. Unless a player is hanging on the rim to avoid landing on another player, a technical foul will be administered. Dunking is NOT permitted during any intermission of any Intramural competition or before or after scheduled games.
- Do not hang from the rims or nets. Do not put yourself, your team, the official or other IM staff in the position of dealing with players grabbing, etc. the rims or nets.

CO-REC SCORING (A more complete list of Co-Rec rules appears at the end of the rules sheet)

- In a Co-Rec contest a female basket will be scored as follows:
  - Any basket made inside the 3-point arc will count as 2
  - Any basket made outside of the 3-point arc will count as 3

SPECIAL CO-REC RULES

PLAYERS

- Maximum number of players on a roster is five (5)
- Maximum number of players on the court is three (3) (1 male and 2 females or 2 males and 1 female)
- Three (3) players are required to start a game (1 male and 2 females or 2 males and 1 female)
- A game may continue with no less than two (2) players as long as that team still has a chance to win and

SCORING

- All male baskets made in a game will count as follows:
  - Any basket made inside of the 3-point arc will count as one (1) point.
  - Any basket made outside of the 3-point arc will count as two (2) points.
- All female baskets made in a game will count as follows:
  - Any basket made inside of the 3-point arc will count as two (2) points.
  - Any basket made outside of the 3-point arc will count as three (3) points.
CONDUCT (Retain information in document, updated & current information, erase this line when updating rules)

- It is the desire of the Campus Recreation and Wellness Unit that all participants display good sportsmanship.
- Any player ejected from a game for any reason shall be suspended from ALL Intramural play until they contact the Intramural Director. It is the responsibility of the player to setup an appointment with the Intramural Director via email, neharris1@uky.edu. If players are found to be participating before being reinstated they will be suspended from all Intramural activity for the remainder of the semester. A team for which an ineligible player participated will forfeit all games.
- Fighting will not be tolerated in any form. Teams will be responsible for their players and spectators. Teams and/or individuals may be subjected to expulsion from any further Intramural Sports.
- Any team criticizing or otherwise ridiculing, or attempting to demean an official or any Intramural staff member shall be liable to expulsion and disciplinary action. In addition, the game may be forfeited at the discretion of the referee, supervisor, or tournament director.

PROTESTS

- There will be no protest involving official’s judgment in games that are officiated by the Intramural Staff.
- Protests of rule interpretation must be made before the start of the next dead ball situation.
  - To protest, the protesting team must begin the process immediately following the event in question. The supervisor’s decision is final.
  - Protests can be made without team time-outs. A rejected protest in this case will result in an unsportsmanlike conduct penalty on the team captain.
- In non-officiated games, any and all disagreements between teams must be settled by the players. Disagreements not resolved within reason or in a timely manner, Intramural Staff will intervene and decide to resolve the disagreement and their decision is final.

- Eligibility protests are permitted. They must be filed in writing by noon the following business day.
- All eligibility protest must be emailed to the Intramural Director, neharris1@uky.edu or turned into the IM Office, room 172-B of the Johnson Center.