

Intramural Rules

- Games will be played on Tuesdays and Thursdays.
- Teams must have the same color of shirts and different colored than their opponents.
- A minimum of three players, by each team, are needed to participate in a game. For co-ed teams, there needs to be at least one female on the court when only three players are present to play.
- The game shall consist of two twenty minute halves.
- The clock will run continuously until the last two minutes of the second half when it will stop for all fouls, violations and timeouts.
- Half-time will be five minutes.
- Each team is permitted two timeouts per game, each one minute in length.
- If the score is tied at the end of regulation play, a three minute overtime period will be played.
- The clock will run continuously until the last minute of the period when it will stop for all fouls, violations and timeouts.
- Each team is allowed one timeout, one minute in length. Timeouts not used during regulation play cannot be used during overtime.
- If a second overtime is necessary, the team scoring first shall be declared the winner.
- One technical foul will result in banishment from the game, a total of two at anytime will result in banishment for the season.
- Fighting will not be tolerated. Any violence will result in banishment from Intramural Activities for a year, and the violator will be subject to the Student Disciplinary Code of Conduct.

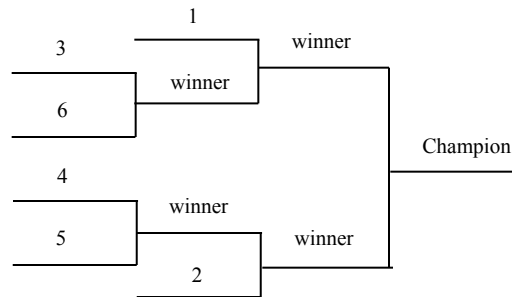
Intramural 6 Team Round Robin

Seed	Name	Wins	Place
1			
2			
3			
4			
5			
6			

Game Information

Players	Match Time	Scores	Code
Round: 1			
1 vs 6			
2 vs 5			
3 vs 4			
Round: 2			
1 vs 5			
6 vs 4			
2 vs 3			
Round: 3			
1 vs 4			
5 vs 3			
6 vs 2			
Round: 4			
1 vs 3			
4 vs 2			
5 vs 6			
Round: 5			
1 vs 2			
3 vs 6			
4 vs 5			

Tournament Bracket



- Round robin play will determine seeding into bracket play
- Seeds one and two will earn a first round bye in the tournament
- Same rules from round robin play will apply to tournament play