

IMPORTANT DATES:

Registration Dates: May 20, 2024 to May 22, 2024
Pool Play Dates: May 29, 2024 to June 24, 2024
Playoff Bracket Released: June 25, 2024
Playoff Date: June 26, 2024

GAME DAYS & TIMES: Monday & Wednesday – Division 1 at 4:20 & 4:40/Division 2 at 5:00 & 5:20

GAME LOCATION: Student Recreation Center – 4 Court Gymnasium

DIVISION OF COMPETITION: Open

MINIMUM NUMBER OF PLAYERS: 3

REGISTRATION/ROSTERS: All teams initially will be pending until their roster has met the minimum number of players requirement. There are a limited number of spots available in each league/division and these spots will be filled based the order that teams meet the minimum player requirement. If the team does not have the minimum players required by the registration deadline, they will not be included in the Intramural season/tournament.

FORMAT: Pool play followed by a single-elimination playoff. Ties will be broken based on the Tie-Breaking Procedures found in the Intramural Sports Participants Guide.

Group Structure and Playoff Qualification:

- **D1 & D2:** Groups of 8 Top 4 in Each Group Make Playoffs

FORFEIT PROCEDURE: If a team fails to have the minimum number of players at the scheduled game time, the opposing team who is present will have the following options:

1. Take the win by forfeit at that time. No contest will be played.
2. Choose to wait until the opponent arrives to compete. However, the official game clock will start running as scheduled. The game will commence once the opponents arrive with whatever game time is remaining on the clock and the score 5-0, in favor of the waiting team. If the opposing team is not ready to play 10 minutes after the scheduled game time, the Intramural Staff will declare a forfeit win for the waiting team.

GAME RULES:

1. Game to 15, win by 2, or highest score after 15 minutes.
 - a. If the game is tied after 15 minutes, next point wins.
2. Make it take it (the team that scores, retains possession).
3. Scoring: 2s & 3s are worth 1 and 2 respectively.
4. The imaginary “check line” shall be the top of the foul circle. The ball must be passed in after a score. The ball must be cleared behind the check line after any change of possession (steals and missed shots).
5. Call your own fouls. Team that is fouled will get the ball at the top of the foul circle.

INTRAMURAL POLICIES:

1. All players are bound by the polices set forth in [Intramural Sports Participant Guide](#).
2. **WEARING JEWELRY IS NOT PERMITTED.** Players cannot tape jewelry and will not be able to participate until all jewelry has been removed.

SPORTSMANSHIP: Good sportsmanship is required of all participants. Players, coaches, and spectators are to conduct themselves properly at all times. UConn Recreation reserves the right to suspend or disqualify groups or individuals for unsportsmanlike conduct at any time. Unsportsmanlike conduct before, during, and/or after a game (event) will not be tolerated.

If you have any questions, please email the
Competitive Sports Office at competitivesports@uconn.edu