MANDATORY PARTICIPATION FEE: All teams are required to pay a participation fee of $10.00.

ALCOHOL AND DRUG POLICY: Individuals and/or teams who arrive to a scheduled competition intoxicated, suspected of consumption, or possessing alcohol and/or other illegal substances will not be permitted to play. The game will be forfeited immediately. There are no exceptions to this stipulation. The supervisor in charge will have the final decision.

MEDICAL PROCEDURES: The Intramural Program Department will not assume the responsibility for any injuries received during competition. Participants are reminded that their participation is voluntary. We strongly recommend that all participants have a physical examination and secure medical health insurance. Any injury and/or accident should be reported immediately to the supervisor in charge.

SAFETY: Proper attire should be worn while competing. All jewelry, watches, hats, and any other personal item should be removed before participation. Individuals wearing casts should have them padded and checked for approval with the supervisor in charge. Any person(s) bleeding and/or having blood on clothing will be removed from competition until this problem is resolved. Appropriate measures must be taken into account.

PLAYER PARTICIPATION: Participation is limited to one team on one day in one league/pool. All players that appear on a team roster must be a current student, faculty, or staff member at Binghamton University. In addition, players can not be added after the first game has been played. Any team that violates the participation rule will forfeit all games prior and be ineligible for playoff competition. A valid university ID CARD is required for all participants. In addition, all participants must be prepared to show IM staff members the ID Card at any time during league play. If an ID card is not presented when asked, the player(s) will not be able to participate and/or continue to participate. Special Note: No more than two club members (Ice Hockey and Roller Hockey, separate and/or combined) can participate on a team.

TEAM JERSEYS: All teams are required to supply their own team jerseys. All jerseys should match in color. Home teams: White. Away Teams: Dark

CHALLENGING A GAME: If there is a discrepancy for any reason related to the outcome of a game, the following actions must be taken.

1. The team making the challenge must make it in writing to The Intramural Program Department no later than two days after the original game has been played.
2. The statement should include the names of the teams that participated in the contest, the date of the contest, and the specific reason why the contest is being challenged. The Intramural Program Department members will then review the challenge and make a FINAL decision.

EQUIPMENT: Appropriate footwear must be used. Improper footwear includes work boots, sandals and any other open toe shoe.

CANCELLATION/ FORFEIT OF GAMES: All games must start on time. However, all teams will have a maximum of 10-15 minutes after the official start time. Any games beginning after the official start time will then play in a speed-up rule format. Any team that does not show for a scheduled game will be given a forfeit.

CANCELLATION OF GAMES: At times, it may be necessary to postpone or cancel games. All captains will be notified ASAP. This could also mean up to a regularly scheduled game.

SINGLE ELIMINATION TOURNAMENT: Top five teams from each pool will advance to the single elimination tournament beginning the week of 12/6. Criteria for advancement includes (1) Overall Series/Match W-L; (2) Head-to-Head Result (W-L); (3) Total Individual Game W-L; (4) Flip a Coin.
SPECIFIC GAME RULES AND SITUATIONS

- All games are played in the West Gym.
- Game will start with 6 balls, 3 on the left side of the center line and 3 on the right side. To start play the whistle will blow and each team can only go after the 3 balls located to their right side.
- All games must begin with at least 3 women, no more than 3 men. This is a 6v6 league, game may begin with 5 players but will still require 3 women to start.
- Games will 20 minutes in length- win as many games as possible to establish overall series/match winner.
  - No new games will begin after 19 minutes have passed unless series/match is tied.
  - At the end of 20 minutes, if a game is in progress, game will continue until completed/ winner.
  - If this game results in a series/match tie, 1 overtime period will be played;
    - Overtime period is two vs. two (2v2), one male/one female, only 4 balls will be used.
- Once balls are retrieved to begin a game, the ball and player must then step behind the 10ft. volleyball line before a ball can be thrown at an opponent.
- Court boundaries include the length of a volleyball court and width of a basketball court. If a player touches or crosses any boundary line with any part of the body they are “out”.
- Out of play/dead balls include balls that hit/deflected on/from walls, ceilings, basketball backboards, light fixtures, ect.
- Players can not touch or cross the mid-line, if violated player is "out".
- Once a player is hit, he/she is "out" until the next game. Players who are "out" must wait next to the scorers table located on the sidelines. Once a ball is caught by your team, players may reenter the game in the order they were called out.
- Leaving the court for a ball will result in a player being called out. Teams are encouraged to have additional players behind end lines to retrieve balls. If all balls are lost, play will stop at the official’s call then resume at the official’s call.
- Balls that hit a player via a bounce will not be deemed as being out.
- Throws that are caught will result in the player throwing the ball to be called out. This includes a throw that has been blocked but has not touched the floor.
- Throws that result in a player being called out must be below the shoulders. HEAD SHOTS will result in the player throwing the ball to be out. A warning will be given, next violation of any team member will result in automatic removal from the game.
- Throws may be blocked with another ball. If the blocked ball is caught by any player, it will result in an “out”.
- Players who drop their ball while attempting to block a ball will be called out. Attempts to catch, then dropped deflected balls will result in the player who attempted to catch the deflected ball is out.
- Balls that are dropped as a result of a deflection, but caught by another player will result in a “double-out”- both the thrower and deflector.
- Players cannot hold onto the ball for more that 5 seconds, if violated the player is “out”. If players do not make a throwing attempt while holding the ball within the 5 second grace period, they will be called out (example: player picks up a ball, drops it at the 5 second count, picks it up again).
- If one player remains against the opponent, no more than 4 balls can be on that player’s side of the court at one time.
- Officials will have the final judgment as to who is out. A whistle will be blown each time a player is called out. A double/long whistle will indicate a stoppage of play.
- Results of/for a forfeit will be an automatic 4-0 score with an overall series/match win pending circumstance (i.e. injury related).