**Please refer to the Participants’ Manual for a complete list of all Intramural Sport guidelines & procedures**

### A. General IM Procedures

A. Teams should arrive 15 minutes before the game to check-in with the supervisor. All participants must display a valid Carolina Card, or be able to show their digital Carolina Card via the GET Mobile app before each game in order to play. No ID – No Play – No Exceptions!

B. Teams are expected to begin the game at the schedule time. Game time is forfeit time!
   
   i. Forfeits: If your team does not have the minimum amount needed to start your game at game time, you will receive a forfeit. You then have 3 business days to come into the IM office and pay a $15 forfeit re-entry fee or you will be withdrawn from the league. You will also receive a 1.0 sportsmanship rating for that game.

   ii. Defaults: If you notify the IM office by 3p on the day of your game (*by 12pm on Sunday for Sunday games) your team will receive a default (instead of a forfeit). You will not need to pay the $15 re-entry fee and you will receive a 3.0 sportsmanship rating (instead of a 1.0)

   i. Teams that don’t have the minimum number of players required to play on their www.imleagues.com roster by 3pm the day of their game (Monday through Friday) or 12pm the day of their game (Sunday) will have their game automatically defaulted by the USC Intramural Sports office.

   iii. The USC Intramural Sports Office can be reached:
      1. By email at intramurals@sc.edu
      2. By phone at 803.576.9387
      3. In person at the Strom Thurmond Wellness & Fitness Center – Room 201D

C. To receive the latest USC Intramural Sports schedules, scores, and updates be sure to download the Imleagues app directly to your phone.

D. The USC Intramural Sports Rainout Line number 803-574-1504. The Rainout Line also has a downloadable app option for the most up to date game updates: https://rainoutline.com/search/dnis/8035741504

E. No jewelry can be worn during games. Captains are responsible for making sure all jewelry is removed before a player takes the field.

F. Sportsmanship: Each team will be given a sportsmanship rating 1-4, in accordance with the Participants’ Manual, from the officiating crew/on-site supervisor following the game. If a player is ejected, their team may play down a person for the remainder of the game.

G. Protest: The only 2 things that can be protested are rule interpretation & player eligibility.
   
   i. In order to protest rule interpretation, you must tell the supervisor you wish to protest before the next play.

   ii. Protests of alleged ineligibility should be made immediately to the intramural sports staff rather than waiting to see the outcome of a game.

### B. Location

A. All games will be played in the Strom WFC South Center.

### C. Players

A. Each team will consist of five (5) players on the court at one time. To avoid a forfeit, a team may start with no less than four (4) players.

### D. Equipment

A. USC Intramural sports will provide a regulation handball for all matches.
   
   B. Each player must wear closed toe shoes.

### E. Timing

A. The game will consist of two (2) halves of (15) fifteen minutes.

   B. A game can’t end in a tie during an elimination game. If a game ends in a tie during an elimination game, teams will have three (3) of their players compete in a shootout. The team with the most goals scored after the three (3) player shootout will be declared the winter.
F. The Game
   A. Substitutes are unlimited but players must enter and exit through their team doors on either end of the Strom WFC South Center.
   B. Play at the start of each half and after a goal start with rules similar to our indoor soccer league. Each team must start in their half of the court, and the action will be started with a backwards pass by the team with possession.

G. Playing the Ball
   A. A player may not touch the ball with their hands below his or her knees
   B. A player may not dive for the ball
   C. A player is allowed a maximum of:
      i. 3 dribbles
      ii. 3 steps (while holding the ball)
      iii. A 5 second stall count when in possession of the ball and not moving.
   D. A player may not self-pass
   E. A player is allowed to use the body to set a pick
   F. When shooting or passing, a player may be in the air over the goal area circle as long as their takeoff was from outside of the goal area line and they release the ball before touching the ground inside the area. “Alley-oops” are allowed
   G. The player must then exit the area in the shortest route possible without interfering with other players

H. Defense
   A. The defender can’t push, hold, or hit the opponent with any part of the body
   B. A defender may not knock the ball from an opponent’s hand
   C. Penalty throws will be awarded if the defender initiates contact with the shooter during a shot on goal

I. Goal area
   A. A ball inside the goal area that isn’t in the air belongs to the goalkeeper
   B. When a court player (on either team) enters the goal area:
      i. If the offense enters, the play results in a goalkeeper throw
      ii. If the defense enters but doesn’t prohibit a scoring chance, the play results in an indirect throw on goal
      iii. If the defense enters and prohibits a scoring chance, the play results in a direct throw on goal

J. Goalkeeper
   A. May play the ball with any part of the body within the goal area
   B. May not kick the ball after possession has been gained
   C. May not leave the goal area with possession of the ball
   D. May not enter the goal area after obtaining possession of the ball outside of the goal area
   E. May not reach outside the goal area to gain possession of the ball
      i. All infractions committed by the goalkeeper will result in an indirect throw

K. Penalty and Free Throws
   A. During direct penalty throws, all other players must stand at least five (5) yards from the thrower until the ball is released
      i. The thrower must keep at least one foot in contact with the floor during the throw
      ii. The goalie may take any position within the goal area during penalty throws
      iii. The ball is live after a penalty throw
   B. During indirect penalty throws, the defense must stand at least five (5) yards from the thrower
      i. The thrower must keep at least one foot in contact with the floor during the throw

L. Scoring
   A. A goal is scored when the entire ball crosses the goal line

M. Format of Tournament
   A. The format of the tournament will be based on the number of teams that register. Please be prepared to play multiple games on the scheduled night(s) of the tournament.
   B. All teams must maintain at least a 3.0 sportsmanship rating average in order to stay tournament eligible.