

# HWS INTRAMURALS RULES MANUAL



**HOBART AND WILLIAM SMITH  
COLLEGES**

# **RECREATION**

## HWS INTRAMURALS RULES: 3V3 BASKETBALL

### Eligibility

1. Must be a full-time student, graduate student, faculty, or staff member of HWS.
2. Current members of varsity or junior varsity intercollegiate sports or hardship athletes may not participate in their corresponding Intramural Sport or closely related sports.
  - a. If an Intramural sport occurs in the same semester as an intercollegiate sport or related sport those on the intercollegiate roster (via website) shall count as varsity athletes. Should they quit any time after the first game of the season they are still considered as part of that team until the following semester.
  - b. Any senior that has a season end in the same semester as an Intramural sport equal/similar to their varsity sport shall be classified as a varsity athlete until the following semester.
  - c. For questions on this please email Deven Siesel – [siesel@hws.edu](mailto:siesel@hws.edu)
  - d. For this sport Basketball players are not permitted.
3. Players may only compete for one team per sport unless all captains agree to veto this rule. Participants can play on multiple teams if there are multiple divisions in existence i.e., an open division and statesmen division would allow a Hobart student to play in both or same thing for a William Smith Student and a heron division.
4. A person who has received professional playing status in a particular sport may not compete in that sport or any related sport.
5. Participants are required to check-in with Intramural staff at each event. Intramural staff personnel may ask for an HWS ID at any point and time to verify identities. If you cannot produce one you cannot play.

### Sportsmanship:

1. Each team will be given a sportsmanship rating by staff members.
2. A team must have an average score of 3.5 or higher to be eligible to earn any awards associated with that sport and could forfeit their ability to participate in playoffs
3. Special game situations: A team winning a game by way of a forfeit shall receive a score of 5. A team losing a game by way of a forfeit shall receive a score of 2.5 unless they give advance notice in which case they will receive a 3.5

SCORE	PLAYER/TEAM ACTIONS	CAPTAIN ACTIONS	TRASH	ACTIONS BY I STAFF
<b>5 (Excellent)</b>	<b>Cooperates fully with staff/teams and games starts on time, no curse words</b>	<b>Calmly discusses calls more so to understand the rule or what official saw and drops it after discussion and has full control over team and is very quick to help intervene with their teams' actions</b>	<b>No trash left behind</b>	<b>No actions were taken</b>
<b>4 (Good)</b>	<b>May vocally question some calls, but move on quickly, no major trash talk or curse words, game starts on time</b>	<b>Very much in control of self and mostly in control of team doesn't help intervene right away but before becoming an issue</b>	<b>Very little trash</b>	<b>1-2 minor warnings where play doesn't stop but officials got annoyed or had to tell players to knock it off</b>
<b>3 (Moderate)</b>	<b>No aggressive arguing with staff/teams makes a decent number of vocal comments</b>	<b>Good control of self but little control over team on minor issues and only intervenes to keep something from become major issue</b>	<b>Some trash</b>	<b>2+ minor warnings or 1 stoppage of play warning</b>

	<b>about officiating, game started late</b>			
<b>2 (Poor)</b>	Constantly verbally questioning calls, trash talking other teams, excessive cursing	Little control of self or team intervenes as a last resort to keep game going (captains must meet with Assist. Direct before next game or it will be a forfeit)	Lots of trash	2+ minor warnings & 1 stoppage of play warning
<b>1 (Unacceptable)</b>	Ejections of players, constant verbal dissent, constant trash talk, excessive cursing	Little control of self and no control of team doesn't intervene at all (captains must meet with Assist. Director before next game or it will be a forfeit)	Lots of trash	Several minor warnings or 2+ stoppage of play warnings
<b>0 (Fighting)</b>	Physical altercations, threatening comments, game gets too physical without actual fights breaking out	No control of self or team (all players must meet with Assist. Director before they are permitted to play any Intramurals)	Lots of trash	Game ended for sportsmanship reasons

**Max Rosters & Participants on** Field: Max Rosters = 10 people    Max on court = 3    Minimum to start and continue play = 2

**Forfeits:** Forfeits can be called for any of the following reasons:

1. A Captain requests it on behalf of their team
2. A player or spectator refuses to leave the field/court after being instructed to do so by Intramural Staff
3. A player is deemed as dangerous to spectators, players, and/or Intramural Staff
4. A Team does not have enough players to start and/or continue play

**Start of Game:** All intramural events are tightly scheduled based on facility availability to allow for maximum participation, so keeping the games on schedule is very important. Please have your team at the field checked-in and ready to play at least ten (10) minutes before your scheduled game time. If one team is late/is not present, the captain of the team that is present and has the minimum number of participants required to play will be given two options (once a decision is made it cannot be changed):

- Take the forfeit immediately
- Give the team five (5) minutes to show

\* If the team shows, the game must be played with only the remaining amount of time left. If the team still does not show, it will be a forfeit.

Games will start with rock, paper, scissors to determine who gets ball first.

### **General Play**

1. If a team chooses to start a match down a player(s), they may not add additional players unless opposing team's additional player(s) arrive
2. Rosters are locked by a team's last regular season game.
3. 20 Minute games.
4. Regular basketball 2's and 3's.
5. 1 timeout per game of 60 seconds per team

### **Mercy**

Soft Mercy = If a team is up by 10 points or more clock runs for everything except injuries (this includes timeouts).

Hard Mercy = If a team is up by 18 points at any point in then the game will be called.

### **Overtime**

Regular season games can and will end in a tie should one occur. During playoff play the following will be the overtime procedures: Rock paper scissors for ball, first team to score 5 points wins.

### **Field/Court**

Games will be played on 1 half of a Bristol Field House main court. All normal basketball lines apply except the half court line shall be considered out-of-bounds.

### **Rules**

***Improper In-Bounds Procedure*** – Play always starts with an inbounds pass from behind the check-up line (3 point), teams will have 10 seconds to inbound the ball, checking up top should happen after all dead balls and any time an official tells you to do so = ***1 warning per game per team then turnover***

***Goal Tending*** – Defense may not make contact with the net or rim at any point and may not hit a ball if it has begun its descent = ***Shot counts and proper points automatically awarded***

***Invalid take back*** – After any change of possession a team must take the ball back with at least 1 foot crossing the 3-point line = ***No points awarded & turnover***

***Shooting Fouls*** – Players fouled while in a shooting motion (no rebounding free throws, make or miss other team gets possession) = ***3 pointer = 1 point + 1 free throw 2 pointer = 1 free throw***

***Non-Shooting Fouls*** – Restart up top with a check and inbounds.

***Jump Ball*** – If a player from each team has possession of the ball at the same time or a double foul is called = ***2 players most involved with the play have a jump ball***

***Illegal Substitution*** – Substitutions may be made during dead ball situations, or their team is in control of the ball, and it hasn't been checked yet = ***Turnover or 1 and 1 free throw***

***Delay of Game*** – Defense must check the ball back immediately after the offense is on the court and players have 5 seconds to shoot a free throw = ***Turnover + 1 and 1 free throw***

***1 and 1*** – Players are fouled while shooting and the ball goes in, or any fouls committed on the offense in the final minute of time = ***player receives an extra free throw if they make the first***

***Too many players on the court*** – maximum of three players on the court at one time per team = ***Turnover or 1 and 1 free throw***

***Non-Possession Foul*** – Defense may not foul any offensive player until the ball is in play after an inbounds is made = ***non-offending team gets 2 free throws and possession***

***Travel*** – Players may not take more than 2 steps without dribbling the basketball = ***turnover***

***Double Dribble*** – Players may not dribble with both hands, play may not pick-up their dribble then dribbles again unless the defense knocks the ball away = ***turnover***

***Carry*** – A player's hand cannot come to a rest underneath the ball when dribbling = ***turnover***

***Charge*** – If the defense has both feet set and doesn't lean into the offense but the offense runs into them = ***turnover***

**Block** – If the defense does not have both feet set or leans into the offense and offense runs into them = **If shooting = shooting foul if not = checkup top**

**3 seconds** – If an offensive player has both feet inside the lane or key for 3 seconds = **turnover**

**Playoff Determining Factors**

Overall Record -> Sportsmanship Rating -> Head-to-Head -> Point Differential

**HWS INTRAMURALS RULES: 5V5 BASKETBALL**

**Eligibility**

1. Must be a full-time student, graduate student, faculty, or staff member of HWS.
2. Current members of varsity or junior varsity intercollegiate sports or hardship athletes may not participate in their corresponding Intramural Sport or closely related sports.
  - a. If an Intramural sport occurs in the same semester as an intercollegiate sport or related sport those on the intercollegiate roster (via website) shall count as varsity athletes. Should they quit any time after the first game of the season they are still considered as part of that team until the following semester.
  - b. Any senior that has a season end in the same semester as an Intramural sport equal/similar to their varsity sport shall be classified as a varsity athlete until the following semester.
  - c. For questions on this please email Deven Siesel – [siesel@hws.edu](mailto:siesel@hws.edu)
  - d. For this sport Basketball players are not permitted.
3. Players may only compete for one team per sport unless all captains agree to veto this rule. Participants can play on multiple teams if there are multiple divisions in existence i.e., an open division and statesmen division would allow a Hobart student to play in both or same thing for a William Smith Student and a heron division.
4. A person who has received professional playing status in a particular sport may not compete in that sport or any related sport.
5. Participants are required to check-in with Intramural staff at each event. Intramural staff personnel may ask for an HWS ID at any point and time to verify identities. If you cannot produce one you cannot play.

**Sportsmanship:**

1. Each team will be given a sportsmanship rating by staff members.
2. A team must have an average score of 3.5 or higher to be eligible to earn any awards associated with that sport and could forfeit their ability to participate in playoffs
3. Special game situations: A team winning a game by way of a forfeit shall receive a score of 5. A team losing a game by way of a forfeit shall receive a score of 2.5 unless they give advance notice in which case they will receive a 3.5

SCORE	PLAYER/TEAM ACTIONS	CAPTAIN ACTIONS	TRASH	ACTIONS BY I STAFF
5 (Excellent)	Cooperates fully with staff/teams and games starts on time, no curse words	Calmly discusses calls more so to understand the rule or what official saw and drops it after discussion and has full control over team and is very quick to help intervene with their teams' actions	No trash left behind	No actions were taken
4 (Good)	May vocally question some calls, but move on quickly, no major trash talk or curse words, game starts on time	Very much in control of self and mostly in control of team doesn't help intervene right away but before becoming an issue	Very little trash	1-2 minor warnings where play doesn't stop but officials got

				annoyed or had to tell players to knock it off
3 (Moderate)	No aggressive arguing with staff/teams makes a decent number of vocal comments about officiating, game started late	Good control of self but little control over team on minor issues and only intervenes to keep something from become major issue	Some trash	2+ minor warnings or 1 stoppage of play warning
2 (Poor)	Constantly verbally questioning calls, trash talking other teams, excessive cursing	Little control of self or team intervenes as a last resort to keep game going (captains must meet with Assist. Direct before next game or it will be a forfeit)	Lots of trash	2+ minor warnings & 1 stoppage of play warning
1 (Unacceptable)	Ejections of players, constant verbal dissent, constant trash talk, excessive cursing	Little control of self and no control of team doesn't intervene at all (captains must meet with Assist. Director before next game or it will be a forfeit)	Lots of trash	Several minor warnings or 2+ stoppage of play warnings
0 (Fighting)	Physical altercations, threatening comments, game gets too physical without actual fights breaking out	No control of self or team (all players must meet with Assist. Director before they are permitted to play any Intramurals)	Lots of trash	Game ended for sportsmanship reasons

**Max Rosters & Participants on** Field: Max Rosters = none Max on court = 5 Minimum to start and continue play = 4

**Forfeits:** Forfeits can be called for any of the following reasons:

1. A Captain requests it on behalf of their team
2. A player or spectator refuses to leave the field/court after being instructed to do so by Intramural Staff
3. A player is deemed as dangerous to spectators, players, and/or Intramural Staff
4. A Team does not have enough players to start and/or continue play

**Start of Game:** All intramural events are tightly scheduled based on facility availability to allow for maximum participation, so keeping the games on schedule is very important. Please have your team at the field checked-in and ready to play at least ten (10) minutes before your scheduled game time. If one team is late/is not present, the captain of the team that is present and has the minimum number of participants required to play will be given two options (once a decision is made it cannot be changed):

- Take the forfeit immediately
- Give the team five (5) minutes to show

\* If the team shows, the game must be played with only the remaining amount of time left. If the team still does not show, it will be a forfeit.

Games will start with a jump ball.

### **General Play**

1. If a team chooses to start a match down a player(s), they may not add additional players unless opposing team's additional player(s) arrive
2. Rosters are locked after a team's final regular season game.
3. Two twelve-minute halves with clock stopping the final minute of the game only.
4. Scoring: 2's and 3's or 1 for free throws

5. 2 timeout per game of 60 seconds per team
6. 3 minutes or less for halftime

### **Mercy**

Soft Mercy = If a team is up by 20 points or more clock runs for everything except injuries (this includes timeouts).

Hard Mercy = If a team is up by 30 points at any point in then the game will be called.

### **Overtime**

Regular season games can and will end in a tie should one occur. During playoff play the following will be the overtime procedures: 3 minutes regular rules apply all fouls are 1 and 1.

### **Field/Court**

Games will be played on a Bristol Field House main court. All normal basketball lines apply.

### **Rules**

**5 seconds** – Play has 5 seconds to inbound the ball from out of bounds = **Turnover**

**8 Seconds** – After gaining possession a player has 8 seconds to get the ball past the half court line = **Turnover**

**Goal Tending** – Defense may not make contact with the net or rim at any point and may not hit a ball if it has begun its descent = **Shot counts and proper points automatically awarded**

**Shooting Fouls** – Players fouled while in a shooting motion (no rebounding free throws, make or miss other team gets possession) = **3 pointer = 3 free throws 2 pointer = 2 free throws**

**Non-Shooting Fouls** – Non-offending team gets the ball out of bounds for an inbounds play.

**Jump Ball** – If a player from each team has possession of the ball at the same time or a double foul is called = **Team with possession arrow gets the ball**

**Illegal Substitution** – Substitutions may be made during dead ball situations, or their team is in control of the ball, and it hasn't been checked yet = **Turnover or 1 and 1 free throw**

**Delay of Game** – Defense must check the ball back immediately after the offense is on the court and players have 5 seconds to shoot a free throw = **Turnover + 1 and 1 free throw**

**1 and 1** – Players are fouled while shooting and the ball goes in, or any fouls committed on the offense in the final minute of time = **player receives an extra free throw if they make the first**

**Too many players on the court** – maximum of three players on the court at one time per team = **Turnover or 1 and 1 free throw**

**Travel** – Players may not take more than 2 steps without dribbling the basketball = **turnover**

**Double Dribble** – Players may not dribble with both hands, play may not pick-up their dribble then dribbles again unless the defense knocks the ball away = **turnover**

**Carry** – A player's hand cannot come to a rest underneath the ball when dribbling = **turnover**

**Charge** – If the defense has both feet set and doesn't lean into the offense but the offense runs into them = **turnover**

**Block** – If the defense does not have both feet set or leans into the offense and offense runs into them = **If shooting = shooting foul if not = checkup top**

**3 seconds** – If an offensive player has both feet inside the lane or key for 3 seconds = **turnover**

**Playoff Determining Factors**

Overall Record -> Sportsmanship Rating -> Head-to-Head -> Point Differential

**HWS INTRAMURAL RULES: 7V7 FLAG FOOTBALL**

1. **Eligibility:** Must be a full-time student, graduate student, faculty, or staff member of HWS.
2. Current members of varsity or junior varsity intercollegiate sports or hardship athletes may not participate in their corresponding Intramural Sport or closely related sports.
  - a. If an Intramural sport occurs in the same semester as an intercollegiate sport or related sport those on the intercollegiate roster (via website) shall count as varsity athletes. Should they quit any time after the first game of the season they are still considered as part of that team until the following semester.
  - b. Any senior that has a season end in the same semester as an Intramural sport equal/similar to their varsity sport shall be classified as a varsity athlete until the following semester.
  - c. For questions on this please email Deven Siesel – [siesel@hws.edu](mailto:siesel@hws.edu)
  - d. For this sport football players are not permitted.
3. Players may only compete for one team per sport unless all captains agree to veto this rule. Participants can play on multiple teams if there are multiple divisions in existence i.e., an open division and statesmen division would allow a Hobart student to play in both or same thing for a William Smith Student and a heron division.
4. A person who has received professional playing status in a particular sport may not compete in that sport or any related sport.
5. Participants are required to check-in with Intramural staff at each event. Intramural staff personnel may ask for an HWS ID at any point and time to verify identities. If you cannot produce one you cannot play.

**Sportsmanship:**

1. Each team will be given a sportsmanship rating by staff members.
2. A team must have an average score of 3.5 or higher to be eligible to earn any awards associated with that sport and could forfeit their ability to participate in playoffs
3. Special game situations: A team winning a game by way of a forfeit shall receive a score of 5. A team losing a game by way of a forfeit shall receive a score of 2.5 unless they give advance notice in which case they will receive a 3.5

SCORE	PLAYER/TEAM ACTIONS	CAPTAIN ACTIONS	TRASH	ACTIONS BY ISTAFF
5 (Excellent)	Cooperates fully with staff/teams and games starts on time, no curse words	Calmly discusses calls more so to understand the rule or what official saw and drops it after discussion and has full control over team and is very quick to help intervene with their teams' actions	No trash left behind	No actions were taken
4 (Good)	May vocally question some calls, but move on quickly, no major trash talk or curse words, game starts on time	Very much in control of self and mostly in control of team doesn't help intervene right away but before becoming an issue	Very little trash	1-2 minor warnings where play doesn't stop but officials got annoyed or had



				to tell players to knock it off
3 (Moderate)	No aggressive arguing with staff/teams makes a decent number of vocal comments about officiating, game started late	Good control of self but little control over team on minor issues and only intervenes to keep something from become major issue	Some trash	2+ minor warnings or 1 stoppage of play warning
2 (Poor)	Constantly verbally questioning calls, trash talking other teams, excessive cursing	Little control of self or team intervenes as a last resort to keep game going (captains must meet with Assist. Direct before next game or it will be a forfeit)	Lots of trash	2+ minor warnings & 1 stoppage of play warning
1 (Unacceptable)	Ejections of players, constant verbal dissent, constant trash talk, excessive cursing	Little control of self and no control of team doesn't intervene at all (captains must meet with Assist. Director before next game or it will be a forfeit)	Lots of trash	Several minor warnings or 2+ stoppage of play warnings
0 (Fighting)	Physical altercations, threatening comments, game gets too physical without actual fights breaking out	No control of self or team (all players must meet with Assist. Director before they are permitted to play any Intramurals)	Lots of trash	Game ended for sportsmanship reasons

**Max Roster and Participants on Field:** Rosters can be as large as you want but no more than 7 on the field at one time.

= Loss of down or automatic first down pending if the call is against the offense or defense.

**Forfeits:** Forfeits can be called for any of the following reasons:

1. A Captain requests it on behalf of their team
2. A player or spectator refuses to leave the field/court after being instructed to do so by Intramural Staff
3. A player is deemed as dangerous to spectators, players, and/or Intramural Staff
4. A Team does not have enough players to start and/or continue play

**Start of Game:** All intramural events are tightly scheduled based on facility availability to allow for maximum participation, so keeping the games on schedule is very important. Please have your team at the field checked-in and ready to play at least ten (10) minutes before your scheduled game time. If one team is late/is not present, the captain of the team that is present and has the minimum number of participants required to play will be given two options (once a decision is made it cannot be changed):

- Take the forfeit immediately
- Give the team five (5) minutes to show

\* If the team shows, the game must be played with only the remaining amount of time left. If the team still does not show, it will be a forfeit.

Coin toss will happen 5 minutes before the game with Home Team calling the toss. Winner of the coin toss will receive 3 options:

Kick & which end zone to defend in first half, receive, or defer to second half. Losing team will get opposite of that choice (winning team defers then losing team picks kick & defend or receive. Winning team picks kick, losing team receives first)

### **General Play:**

7. If a team chooses to start a match down a player(s), they may not add additional players unless opposing team's additional player(s) arrive
8. Rosters are locked after teams last regular season game.
9. Time will be (2)15-minute halves with a 3 minute or less halftime clock is running until the final 2 minutes of the second half stopping for: incomplete passes, out of bounds, score, timeouts, penalties, official timeout, touchback, injuries
10. Scoring: Touchdown = 6 points, Safety = 2 points Extra points = teams may take an automatic 1 point or try for 2 points from the yellow cones yard line or 3 points from the orange cones. Teams may not rush unless blitzed on extra points they must throw a pass.
11. First down marker is marked by the orange cones
12. 2 timeouts per game of 60 seconds per team

### **Mercy:**

Soft Mercy = If a team is up by 19 points or more at 2-minute mark in second half clock runs for everything except injuries and timeouts.

Hard Mercy = If a team is up by 35 points at halftime or any point in the second half then the game will be called. Teams will have one last possession to get out of mercy rule.

### **Overtime:**

Regular season games can and will end in a tie should one occur. During playoff play the following will be the overtime procedures:

1. Second coin toss occurs with Away Team calling toss.
2. Winner of toss can choose offense or defense as both teams will go in the same direction for overtime.
3. Each team will be given 4 downs to try and score.
  - a. There are no first downs unless a penalty would otherwise warrant one.
  - b. Anything but a score leads to the other team gaining possession.
  - c. Interceptions cannot be returned.
4. If the first team scores the second team receives the same opportunity.
5. Tries for extra points remain the same and regulation play.
6. If the score is still tied after both teams have had their possessions, then the above process is repeated. However, the team that elected to start the first round on defense will now start the second round on offense.
7. 1 timeout (regardless of they had any remaining or not) is granted for overtime.

**Field:** Sideline to sideline with the initial part of the sideline being the goal line. Field width will be the 35-yard line to the regular field endzone line. First Down line is marked with blue/purple/black cones, Touchback down line marked with red cones, End Zone and boundaries supplemented/marked by lines on field and orange cones

### **Rules:**

#### **Kickoff/Punt Return Infractions –**

Kickoffs and punts cannot be returned and are down where the ball comes to a complete stop, or a player catches the ball

#### **Illegal Substitution – 5 yard penalty - previous spot – replay down**

- Players may only substitute between downs prior to the official setting the ball on the line of scrimmage

**Delay of Game – 5 yard penalty – previous spot – replay down**

- Substitutes shall be ready to play and not cause unreasonable delay in the game (ie flag belts already on and ready no putting them on as they enter the game).
- Offense must snap the ball 25 seconds after the official sets it on the line of scrimmage. This will be displayed on scoreboard using shot clock feature.
- Offense has 15 seconds to retrieve the ball after a play and get it to an official.
- Scoring team has 25 seconds to get the ball, get to the other side of the field and kickoff to the opposing team

**Inadvertent Whistle – Replay down or take result of play**

- Official accidentally blows the whistle

**Fumble –**

- Ball is down where the ball hits the ground.

**Safety – 2 points to opposing team and possession via a kickoff**

- Team has flag removed in their own endzone

**Touchback – Ball placed at the red cones**

- If the ball on a punt or kickoff rolls into or out of the endzone without being touched by anyone other than the kicker/punter

**Illegal Procedure – 5 yard penalty – previous spot – replay down**

- Offense may not cross the line of scrimmage prior to the snap.
- Offense may not make any movement that otherwise simulates the start of a play.
- Offense may not have anyone in forward motion at the time of a snap
- Offense may only have 1 player in motion at a time
- Snap must be from one player to another player and the receiver must be at least 2 yards off the ball
- Defense may not cross the line of scrimmage or come in contact with any offensive player prior to the snap

**Illegal Forward Pass – 5 yard penalty – previous spot – loss of down**

- Ball cannot be thrown forward after it crosses the line of scrimmage.

**Illegal Blitz – automatic first down for offense – previous spot of ball**

- The defense must wait for the 5 second blitz count to end before blitzing the QB
- If the QB makes any vertical movement toward the opposing teams endzone the blitz count becomes null.

**Simultaneous Catch – play is dead at the spot with offense retaining possession**

- Offense is award possession and ball is dead on the spot.

**Illegal Physical Contact – 10 yard penalty – spot of foul – replay down – ejection possible**

- No blocking other than a screen block where hands are at sides or behind your back
- No attempting to steal/swat/strip the ball
- No hurdling other players
- No lowering shoulders
- Players must make an effort to go around other players not through them
- No intentional physical contact of any kind other than those described as permissible in flag rules section
- No player may guard their flags. Ball carriers may not use a strait arm tactic (stiff arm), swinging arm to deflect, or swatting another player's arms.
- Diving for flags, a pass, and extra yardage is permitted but cannot be directly into another player.

**Tackling – 10 yard penalty – spot of foul – automatic first down or loss of down pending – ejection possible**

- No tackling other players

**Unsportsmanlike Conduct – 10 yard penalty – spot of foul – replay down – ejection possible**

- No intentionally removing flags from an opponent prior to them having possession of the football
- No intentionally removing your own flags
- All belts must be on prior to a snap
- Disrespecting Intramural staff and/or equipment

**Legal Catch –**

- At least one foot inbounds with possession of the football before that foot leaves the inbounds territory.

**Flag Rules/Equipment Worn Improperly – 5 yard penalty – previous spot – replay down**

- No articles of clothing may cover any portion of a player’s flags
- Flags should be positioned to have one flag over each hip and one flag in the center of their back
- Should a flag belt fall off with no one grabbing it the play becomes one hand tap between players shoulders and knees.

**Illegal Punt – Turnover from previous spot of ball**

- Teams may elect to punt on 4<sup>th</sup> downs only. The must do so by declaring it to an official. Once they declare they cannot change this and fake punt.
- Teams may not perform a quick punt and must allow for the returning teams returner to get into position.

**Summary of Penalties**

<b>5 Yard Penalties</b>	<b>10 Yard Penalties</b>
<ul style="list-style-type: none"> <li>• Equipment Worn Illegally (previous spot – replay down)</li> <li>• Delay of Game (previous spot – replay down)</li> <li>• Illegal substitution (previous spot – replay down)</li> <li>• Illegal Procedure (previous spot – replay down)</li> <li>• Illegal Forward Pass (previous spot – replay down)</li> <li>• Intentional Grounding (previous spot – replay down)</li> </ul>	<ul style="list-style-type: none"> <li>• Offensive Pass Interference (previous spot – replay down)</li> <li>• Defensive Pass Interference (previous spot – replay down)</li> <li>• Illegal Physical Contact (spot of foul – replay down – ejection possible)</li> <li>• Unsportsmanlike Conduct (previous spot – replay down – ejection possible)</li> <li>• Tackling (spot of call – automatic first down – ejection possible)</li> </ul>

<b>Other/Special Penalties</b>
<ul style="list-style-type: none"> <li>• Safety = two points to opposing team &amp; possession via a kick-off</li> <li>• Touchback = possession starts at the purple cones.</li> <li>• Illegal Blitz = automatic first down for offense from previous spot</li> <li>• Inadvertent whistle = team in possession chooses to replay down from previous spot or take the resulted play</li> <li>• Illegal Punt = Turnover from previous spot of ball</li> </ul>

## HWS INTRAMURALS RULES: INDOOR SOCCER

### Eligibility

1. Must be a full-time student, graduate student, faculty, or staff member of HWS.
2. Current members of varsity or junior varsity intercollegiate sports or hardship athletes may not participate in their corresponding Intramural Sport or closely related sports.
  - a. If an Intramural sport occurs in the same semester as an intercollegiate sport or related sport those on the intercollegiate roster (via website) shall count as varsity athletes. Should they quit any time after the first game of the season they are still considered as part of that team until the following semester.
  - b. Any senior that has a season end in the same semester as an Intramural sport equal/similar to their varsity sport shall be classified as a varsity athlete until the following semester.
  - c. For questions on this please email Deven Siesel – [siesel@hws.edu](mailto:siesel@hws.edu)
  - d. For this sport soccer players are not permitted.
3. Players may only compete for one team per sport unless all captains agree to veto this rule. Participants can play on multiple teams if there are multiple divisions in existence i.e., an open division and statesmen division would allow a Hobart student to play in both or same thing for a William Smith Student and a heron division.
4. A person who has received professional playing status in a particular sport may not compete in that sport or any related sport.
5. Participants are required to check-in with Intramural staff at each event. Intramural staff personnel may ask for an HWS ID at any point and time to verify identities. If you cannot produce one you cannot play.

### Sportsmanship:

1. Each team will be given a sportsmanship rating by staff members.
2. A team must have an average score of 3.5 or higher to be eligible to earn any awards associated with that sport and could forfeit their ability to participate in playoffs
3. Special game situations: A team winning a game by way of a forfeit shall receive a score of 5. A team losing a game by way of a forfeit shall receive a score of 2.5 unless they give advance notice in which case they will receive a 3.5

SCORE	PLAYER/TEAM ACTIONS	CAPTAIN ACTIONS	TRASH	ACTIONS BY I STAFF
5 (Excellent)	Cooperates fully with staff/teams and games starts on time, no curse words	Calmly discusses calls more so to understand the rule or what official saw and drops it after discussion and has full control over team and is very quick to help intervene with their teams' actions	No trash left behind	No actions were taken
4 (Good)	May vocally question some calls, but move on quickly, no major trash talk or curse words, game starts on time	Very much in control of self and mostly in control of team doesn't help intervene right away but before becoming an issue	Very little trash	1-2 minor warnings where play doesn't stop but officials got annoyed or had to tell players to knock it off
3 (Moderate)	No aggressive arguing with staff/teams makes a decent number of vocal comments	Good control of self but little control over team on minor issues and only intervenes to keep something from become major issue	Some trash	2+ minor warnings or 1 stoppage of play warning

	<b>about officiating, game started late</b>			
<b>2 (Poor)</b>	Constantly verbally questioning calls, trash talking other teams, excessive cursing	Little control of self or team intervenes as a last resort to keep game going (captains must meet with Assist. Direct before next game or it will be a forfeit)	Lots of trash	2+ minor warnings & 1 stoppage of play warning
<b>1 (Unacceptable)</b>	Ejections of players, constant verbal dissent, constant trash talk, excessive cursing	Little control of self and no control of team doesn't intervene at all (captains must meet with Assist. Director before next game or it will be a forfeit)	Lots of trash	Several minor warnings or 2+ stoppage of play warnings
<b>0 (Fighting)</b>	Physical altercations, threatening comments, game gets too physical without actual fights breaking out	No control of self or team (all players must meet with Assist. Director before they are permitted to play any Intramurals)	Lots of trash	Game ended for sportsmanship reasons

**Max Rosters/Participants on** Field: Max Rosters = none Max on court = 6 (5 + goalie) Minimum to start and continue play = 4

**Forfeits:** Forfeits can be called for any of the following reasons:

1. A Captain requests it on behalf of their team
2. A player or spectator refuses to leave the field/court after being instructed to do so by Intramural Staff
3. A player is deemed as dangerous to spectators, players, and/or Intramural Staff
4. A Team does not have enough players to start and/or continue play

**Start of Game:** All intramural events are tightly scheduled based on facility availability to allow for maximum participation, so keeping the games on schedule is very important. Please have your team at the field checked-in and ready to play at least ten (10) minutes before your scheduled game time. If one team is late/is not present, the captain of the team that is present and has the minimum number of participants required to play will be given two options (once a decision is made it cannot be changed):

- Take the forfeit immediately
- Give the team five (5) minutes to show

\* If the team shows, the game must be played with only the remaining amount of time left. If the team still does not show, it will be a forfeit.

Games will start with rock, paper scissors or coin toss. Winning team picks to take ball first or which goal they want to defend first.

Ball must be kicked forward across the center line to start each kickoff.

### **General Play**

1. If a team chooses to start a match down a player(s), they may not add additional players unless opposing team's additional player(s) arrive
2. Rosters are locked after a team's final regular season game.
3. Two twelve-minute halves with clock stopping the final minute of the game only.
4. 2 timeout per game of 60 seconds per team
5. Halftime of 3 minutes or less
6. Swap sides of field after half-time

### **Mercy**

Soft Mercy = If a team is up by 4 or more goals in the second half clock runs for everything except injuries (this includes timeouts).

Hard Mercy = If a team is up by 8 goals at any point in the second half the game will be called.

### **Overtime**

Regular season games can and will end in a tie should one occur. During playoff play the following will be the overtime procedures: 3 minutes sudden death and regular rules apply. If still tied shootout with 5 players from each team alternating kicks

### **Field/Court**

40-yard line to goal line. Sideline to sideline. Penalty box is 10-yard line to goal and has mark to hash mark. Goal box is 5-yard line for length of goal.

### **Rules**

***Slide Tackle*** – Slide tackling of any kind is prohibited = ***DFK or PK depending on where foul took place***

***Handball*** – No touching of the ball from the elbows down unless you're the goalie within the penalty box area = ***Direct Free Kick or PK depending on where foul took place.***

***Illegal Throw*** – Both feet must be in contact with the ground, both hands on the ball and overhead, and no foot may touch or cross over the – ***Turnover with other team receiving a throw-in***

***Out of bounds*** – If ball crosses over the side lines = ***Throw-in*** If ball crosses over the end lines = ***Goal Kick or Corner depending on who touched it last***

***Penalty Kicks*** – PK is taken from the 8-yard line – players may not hesitate once they go in motion and once the ball is touched all players except the initial kicker may make a play on it = ***These occur if a call would have been and DFK but took place inside the penalty box.***

***Goal Kicks*** – Taken from anywhere within the goal box. These are DFK's

***Corner Kicks*** – Taken from the indicated corner by officials. These are DFK's

***Direct Free Kicks*** – No pushing, handballs, no holding, striking, tripping, slide tackling, excessive physical contact, no contacting goalkeeper when they have possession or are jumping to make a play, goalkeepers may not intentionally elbow other players while going for a ball, = ***DFK is a free kick that can go directly into a goal without anyone else touching it***

***Indirect Free Kicks*** – No unsportsmanlike conduct, dangerous play such as but not limited to high kicking or bicycle kicks or playing the ball while you are on the ground, delay of game, goalkeeper holds ball for more than 6 seconds, goalkeeper drops the ball then picks it back up = ***IFK is a free kick that must be touched by another player before going into a goal***

***Illegal Start of Play*** – Players must kick the ball forward over the center line one ball rotation (players may shoot at the goal for initial kick) = ***1 warning per team per game then DFK***

### **Playoff Determining Factors**

Overall Record -> Sportsmanship Rating -> Head-to-Head -> Point Differential

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## **HWS INTRAMURALS RULES: OUTDOOR SOCCER**

**Eligibility**

1. Must be a full-time student, graduate student, faculty, or staff member of HWS.
2. Current members of varsity or junior varsity intercollegiate sports or hardship athletes may not participate in their corresponding Intramural Sport or closely related sports.
  - a. If an Intramural sport occurs in the same semester as an intercollegiate sport or related sport those on the intercollegiate roster (via website) shall count as varsity athletes. Should they quit any time after the first game of the season they are still considered as part of that team until the following semester.
  - b. Any senior that has a season end in the same semester as an Intramural sport equal/similar to their varsity sport shall be classified as a varsity athlete until the following semester.
  - c. For questions on this please email Deven Siesel – [siesel@hws.edu](mailto:siesel@hws.edu)
  - d. For this sport soccer players are not permitted.
3. Players may only compete for one team per sport unless all captains agree to veto this rule. Participants can play on multiple teams if there are multiple divisions in existence i.e., an open division and statesmen division would allow a Hobart student to play in both or same thing for a William Smith Student and a heron division.
4. A person who has received professional playing status in a particular sport may not compete in that sport or any related sport.
5. Participants are required to check-in with Intramural staff at each event. Intramural staff personnel may ask for an HWS ID at any point and time to verify identities. If you cannot produce one you cannot play.

**Sportsmanship:**

1. Each team will be given a sportsmanship rating by staff members.
2. A team must have an average score of 3.5 or higher to be eligible to earn any awards associated with that sport and could forfeit their ability to participate in playoffs
3. Special game situations: A team winning a game by way of a forfeit shall receive a score of 5. A team losing a game by way of a forfeit shall receive a score of 2.5 unless they give advance notice in which case they will receive a 3.5

SCORE	PLAYER/TEAM ACTIONS	CAPTAIN ACTIONS	TRASH	ACTIONS BY ISTAFF
5 (Excellent)	Cooperates fully with staff/teams and games starts on time, no curse words	Calmly discusses calls more so to understand the rule or what official saw and drops it after discussion and has full control over team and is very quick to help intervene with their teams' actions	No trash left behind	No actions were taken
4 (Good)	May vocally question some calls, but move on quickly, no major trash talk or curse words, game starts on time	Very much in control of self and mostly in control of team doesn't help intervene right away but before becoming an issue	Very little trash	1-2 minor warnings where play doesn't stop but officials got annoyed or had to tell players to knock it off
3 (Moderate)	No aggressive arguing with staff/teams makes a decent number of vocal comments about officiating, game started late	Good control of self but little control over team on minor issues and only intervenes to keep something from become major issue	Some trash	2+ minor warnings or 1 stoppage of play warning



2 (Poor)	Constantly verbally questioning calls, trash talking other teams, excessive cursing	Little control of self or team intervenes as a last resort to keep game going (captains must meet with Assist. Direct before next game or it will be a forfeit)	Lots of trash	2+ minor warnings & 1 stoppage of play warning
1 (Unacceptable)	Ejections of players, constant verbal dissent, constant trash talk, excessive cursing	Little control of self and no control of team doesn't intervene at all (captains must meet with Assist. Director before next game or it will be a forfeit)	Lots of trash	Several minor warnings or 2+ stoppage of play warnings
0 (Fighting)	Physical altercations, threatening comments, game gets too physical without actual fights breaking out	No control of self or team (all players must meet with Assist. Director before they are permitted to play any Intramurals)	Lots of trash	Game ended for sportsmanship reasons

**Max Rosters/Participants on** Field: Max Rosters = none Max on court = 6 (5 + goalie) Minimum to start and continue play = 4

**Forfeits:** Forfeits can be called for any of the following reasons:

1. A Captain requests it on behalf of their team
2. A player or spectator refuses to leave the field/court after being instructed to do so by Intramural Staff
3. A player is deemed as dangerous to spectators, players, and/or Intramural Staff
4. A Team does not have enough players to start and/or continue play

**Start of Game:** All intramural events are tightly scheduled based on facility availability to allow for maximum participation, so keeping the games on schedule is very important. Please have your team at the field checked-in and ready to play at least ten (10) minutes before your scheduled game time. If one team is late/is not present, the captain of the team that is present and has the minimum number of participants required to play will be given two options (once a decision is made it cannot be changed):

- Take the forfeit immediately
- Give the team five (5) minutes to show

\* If the team shows, the game must be played with only the remaining amount of time left. If the team still does not show, it will be a forfeit.

Games will start with rock, paper scissors or coin toss. Winning team picks to take ball first or which goal they want to defend first.

Ball must be kicked forward across the center line to start each kickoff.

### **General Play**

1. If a team chooses to start a match down a player(s), they may not add additional players unless opposing team's additional player(s) arrive
2. Rosters are locked after a team's final regular season game.
3. Two twelve-minute halves with clock stopping the final minute of the game only.
4. 2 timeout per game of 60 seconds per team
5. Halftime of 3 minutes or less
6. Swap sides of field after half-time

### **Mercy**

Soft Mercy = If a team is up by 4 or more goals in the second half clock runs for everything except injuries (this includes timeouts).

Hard Mercy = If a team is up by 8 goals at any point in the second half the game will be called.

### **Overtime**

Regular season games can and will end in a tie should one occur. During playoff play the following will be the overtime procedures: 3 minutes sudden death and regular rules apply. If still tied shootout with 5 players from each team alternating kicks

### **Field/Court**

40-yard line to goal line. Sideline to sideline. Penalty box is 10-yard line to goal and has mark to hash mark. Goal box is 5-yard line for length of goal.

### **Rules**

***Slide Tackle*** – Slide tackling of any kind is prohibited = ***DFK or PK depending on where foul took place***

***Handball*** – No touching of the ball from the elbows down unless you're the goalie within the penalty box area = ***Direct Free Kick or PK depending on where foul took place.***

***Illegal Throw*** – Both feet must be in contact with the ground, both hands on the ball and overhead, and no foot may touch or cross over the – ***Turnover with other team receiving a throw-in***

***Out of bounds*** – If ball crosses over the side lines = ***Throw-in*** If ball crosses over the end lines = ***Goal Kick or Corner depending on who touched it last***

***Penalty Kicks*** – PK is taken from the 8-yard line – players may not hesitate once they go in motion and once the ball is touched all players except the initial kicker may make a play on it = ***These occur if a call would have been and DFK but took place inside the penalty box.***

***Goal Kicks*** – Taken from anywhere within the goal box. These are DFK's

***Corner Kicks*** – Taken from the indicated corner by officials. These are DFK's

***Direct Free Kicks*** – No pushing, handballs, no holding, striking, tripping, slide tackling, excessive physical contact, no contacting goalkeeper when they have possession or are jumping to make a play, goalkeepers may not intentionally elbow other players while going for a ball, = ***DFK is a free kick that can go directly into a goal without anyone else touching it***

***Indirect Free Kicks*** – No unsportsmanlike conduct, dangerous play such as but not limited to high kicking or bicycle kicks or playing the ball while you are on the ground, delay of game, goalkeeper holds ball for more than 6 seconds, goalkeeper drops the ball then picks it back up = ***IFK is a free kick that must be touched by another player before going into a goal***

***Illegal Start of Play*** – Players must kick the ball forward over the center line one ball rotation (players may shoot at the goal for initial kick) = ***1 warning per team per game then DFK***

### **Playoff Determining Factors**

Overall Record -> Sportsmanship Rating -> Head-to-Head -> Point Differential

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## **HWS INTRAMURAL RULES: VOLLEYBALL**

### **Eligibility**

1. Must be a full-time student, graduate student, faculty, or staff member of HWS.
2. Current members of varsity or junior varsity intercollegiate sports or hardship athletes may not participate in their corresponding Intramural Sport or closely related sports.
  - a. If an Intramural sport occurs in the same semester as an intercollegiate sport or related sport those on the intercollegiate roster (via website) shall count as varsity athletes. Should they quit any time after the first game of the season they are still considered as part of that team until the following semester.
  - b. Any senior that has a season end in the same semester as an Intramural sport equal/similar to their varsity sport shall be classified as a varsity athlete until the following semester.
  - c. For questions on this please email Deven Siesel – [siesel@hws.edu](mailto:siesel@hws.edu)
  - d. For this sport volleyball players are not permitted.
3. Players may only compete for one team per sport unless all captains agree to veto this rule. Participants can play on multiple teams if there are multiple divisions in existence i.e., an open division and statesmen division would allow a Hobart student to play in both or same thing for a William Smith Student and a heron division.
4. A person who has received professional playing status in a particular sport may not compete in that sport or any related sport.
5. Participants are required to check-in with Intramural staff at each event. Intramural staff personnel may ask for an HWS ID at any point and time to verify identities. If you cannot produce one you cannot play.

**Sportsmanship:**

1. Each team will be given a sportsmanship rating by staff members.
2. A team must have an average score of 3.5 or higher to be eligible to earn any awards associated with that sport and could forfeit their ability to participate in playoffs
3. Special game situations: A team winning a game by way of a forfeit shall receive a score of 5. A team losing a game by way of a forfeit shall receive a score of 2.5 unless they give advance notice in which case they will receive a 3.5

SCORE	PLAYER/TEAM ACTIONS	CAPTAIN ACTIONS	TRASH	ACTIONS BY I/STAFF
5 (Excellent)	Cooperates fully with staff/teams and games starts on time, no curse words	Calmly discusses calls more so to understand the rule or what official saw and drops it after discussion and has full control over team and is very quick to help intervene with their teams' actions	No trash left behind	No actions were taken
4 (Good)	May vocally question some calls, but move on quickly, no major trash talk or curse words, game starts on time	Very much in control of self and mostly in control of team doesn't help intervene right away but before becoming an issue	Very little trash	1-2 minor warnings where play doesn't stop but officials got annoyed or had to tell players to knock it off
3 (Moderate)	No aggressive arguing with staff/teams makes a decent number of vocal comments about officiating, game started late	Good control of self but little control over team on minor issues and only intervenes to keep something from become major issue	Some trash	2+ minor warnings or 1 stoppage of play warning
2 (Poor)	Constantly verbally questioning calls, trash	Little control of self or team intervenes as a last resort to keep	Lots of trash	2+ minor warnings & 1

	talking other teams, excessive cursing	game going (captains must meet with Assist. Direct before next game or it will be a forfeit)		stoppage of play warning
1 (Unacceptable)	Ejections of players, constant verbal dissent, constant trash talk, excessive cursing	Little control of self and no control of team doesn't intervene at all (captains must meet with Assist. Director before next game or it will be a forfeit)	Lots of trash	Several minor warnings or 2+ stoppage of play warnings
0 (Fighting)	Physical altercations, threatening comments, game gets too physical without actual fights breaking out	No control of self or team (all players must meet with Assist. Director before they are permitted to play any Intramurals)	Lots of trash	Game ended for sportsmanship reasons

**Max Roster and Participants on Court:** Rosters can be as large as you want but no more than 6 and no less than 3 on the court at one time.

**Forfeits:** Forfeits can be called for any of the following reasons:

1. A Captain requests it on behalf of their team
2. A player or spectator refuses to leave the field/court after being instructed to do so by Intramural Staff
3. A player is deemed as dangerous to spectators, players, and/or Intramural Staff
4. A Team does not have enough players to start and/or continue play

**Start of Game:** All intramural events are tightly scheduled based on facility availability to allow for maximum participation, so keeping the games on schedule is very important. Please have your team at the field checked-in and ready to play at least ten (10) minutes before your scheduled game time. If one team is late/is not present, the captain of the team that is present and has the minimum number of participants required to play will be given two options (once a decision is made it cannot be changed):

- Take the forfeit immediately
- Give the team five (5) minutes to show

\* If the team shows, the game must be played with only the remaining amount of time left. If the team still does not show, it will be a forfeit.

Rock, paper, scissors or a coin toss will determine which team starts with the ball first.

**General Play:**

1. If a team chooses to start a match a player(s) down, they may not add any additional player(s) unless the opposing team's additional player(s) arrives.
2. Rock, paper, scissors determines the first serve.
3. After each game teams swap sides of the net.
4. Losing team starts next game with the serve after the first game.
5. All matches are best 2 games out of 3 with rally scoring. Games could be capped at 45 minutes.
6. Games are to 21, win by 2 with a cap of 23, or to 11 win by 2 with a cap of 13 for game 3.
7. 1 60 second timeout per game.
8. Before each serve players must rotate one position clockwise
9. Players may substitute during any dead ball to any position on the court. A person may not serve consecutively using this method though.

**Mercy:**

Soft Mercy = 20-minute time limit on each game.

Hard Mercy = If a team is up by 12 points or more in game 2 after winning game 1.

**Overtime:**

1. If a third game is necessary it will be played to 11, win by 2, with a cap of 13.

**Court:** The court is marked by either blue lines or taped lines.

**Rules:**

**Lift Violation –**

If a ball comes to rest for 1 second or greater, or a player catches & throws the ball in any way, or they hit the ball with an underhanded, open palm.

**Net Violations –**

If any part of a player's body touches the net while attacking the ball. Or if any part of a player's body crosses over or under the net onto the opponent's side.

**Serve Violations –**

The person serving may not step on or over the service line. Opposing teams may not block or attack a serve. There are no let serves. If you miss or the ball doesn't land in play it is a point for the other team.

**Back Row Attack/Block –**

No back row player may attack or block from in front of the 10-foot line.

**4 Hits Violation –**

A team may not hit the ball more than 3 times without the ball going over the net. Blocks do not count as 1 of the 3 hits.

**2 Hits Violation –**

No player may hit the ball 2 consecutive times unless the first hit was a block.

**All Kicks –**

All kicks are legal unless they are intentionally violent or unsportsmanlike.

**Playoff Determining Factors**

Overall Record -> Sportsmanship Rating -> Head-to-Head -> Point Differential

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**HWS INTRAMURALS: 6v6 Floor Hockey**

1. **Eligibility:** Must be a full-time student, graduate student, faculty, or staff member of HWS.
2. Current members of varsity or junior varsity intercollegiate sports or hardship athletes may not participate in their corresponding Intramural Sport or closely related sports.
  - a. If an Intramural sport occurs in the same semester as an intercollegiate sport or related sport those on the intercollegiate roster (via website) shall count as varsity athletes. Should they quit any time after the first game of the season they are still considered as part of that team until the following semester.
  - b. Any senior that has a season end in the same semester as an Intramural sport equal/similar to their varsity sport shall be classified as a varsity athlete until the following semester.
  - c. For questions on this please email Deven Siesel – [siesel@hws.edu](mailto:siesel@hws.edu)
  - d. For this sport ice hockey players are not permitted.
3. Players may only compete for one team per sport unless all captains agree to veto this rule. Participants can play on multiple teams if there are multiple divisions in existence i.e., an open division and statesmen

division would allow a Hobart student to play in both or same thing for a William Smith Student and a heron division.

4. A person who has received professional playing status in a particular sport may not compete in that sport or any related sport.
5. Participants are required to check-in with Intramural staff at each event. Intramural staff personnel may ask for an HWS ID at any point and time to verify identities. If you cannot produce one you cannot play.

**Sportsmanship:**

1. Each team will be given a sportsmanship rating by staff members.
2. A team must have an average score of 3.5 or higher to be eligible to earn any awards associated with that sport and could forfeit their ability to participate in playoffs
3. Special game situations: A team winning a game by way of a forfeit shall receive a score of 5. A team losing a game by way of a forfeit shall receive a score of 2.5 unless they give advance notice in which case, they will receive a 3.5

SCORE	PLAYER/TEAM ACTIONS	CAPTAIN ACTIONS	TRASH	ACTIONS BY I STAFF
5 (Excellent)	Cooperates fully with staff/teams and games starts on time, no curse words	Calmly discusses calls more so to understand the rule or what official saw and drops it after discussion and has full control over team and is very quick to help intervene with their teams' actions	No trash left behind	No actions were taken
4 (Good)	May vocally question some calls, but move on quickly, no major trash talk or curse words, game starts on time	Very much in control of self and mostly in control of team doesn't help intervene right away but before becoming an issue	Very little trash	1-2 minor warnings where play doesn't stop but officials got annoyed or had to tell players to knock it off
3 (Moderate)	No aggressive arguing with staff/teams makes a decent number of vocal comments about officiating, game started late	Good control of self but little control over team on minor issues and only intervenes to keep something from become major issue	Some trash	2+ minor warnings or 1 stoppage of play warning
2 (Poor)	Constantly verbally questioning calls, trash talking other teams, excessive cursing	Little control of self or team intervenes as a last resort to keep game going (captains must meet with Assist. Direct before next game or it will be a forfeit)	Lots of trash	2+ minor warnings & 1 stoppage of play warning
1 (Unacceptable)	Ejections of players, constant verbal dissent, constant trash talk, excessive cursing	Little control of self and no control of team doesn't intervene at all (captains must meet with Assist. Director before next game or it will be a forfeit)	Lots of trash	Several minor warnings or 2+ stoppage of play warnings
0 (Fighting)	Physical altercations, threatening comments, game gets too physical without actual fights breaking out	No control of self or team (All players must meet with Assist. Director before they are permitted to play any Intramurals)	Lots of trash	Game ended for sportsmanship reasons

**Max Roster and Participants on Field:** Rosters can be as large as you want but no more than 6 players on the court at one time, including the goalie.

**Forfeits:** Forfeits can be called for any of the following reasons:

5. A Captain requests it on behalf of their team
6. A player or spectator refuses to leave the field/court after being instructed to do so by Intramural Staff
7. A player is deemed as dangerous to spectators, players, and/or Intramural Staff
8. A team does not have enough players to start and/or continue play

**Start of Game:** All intramural events are tightly scheduled based on facility availability to allow for maximum participation, so keeping the games on schedule is very important. Please have your team at the field checked-in and ready to play at least ten (10) minutes before your scheduled game time. If one team is late/is not present, the captain of the team that is present and has the minimum number of participants required to play will be given two options (once a decision is made it cannot be changed):

- Take the forfeit immediately
- Give the team five (5) minutes to show

\* If the team shows, the game must be played with only the remaining amount of time left. If the team still does not show, it will be a forfeit.

Face-offs are used to start and restart each game.

**General Play:**

1. The game will be 3 periods, 10 minutes in length.
2. 1 minute rest between periods if desired.
3. 2 60 second timeouts per game.
4. Substitutions can be made on the fly, but the exiting player cannot make a play on the ball.
5. Clock shall be continuously running for the entirety of each game until the final 2 minutes of 3<sup>rd</sup> period.
6. A goal is scored when the ball crosses over the goal line completely. 1 goal = 1 point.

**Mercy:**

Soft Mercy = When a team is up by 5 goals the clock will not stop, even during time outs.

Hard Mercy = When a team is up by 10 goals or more halfway through the 2<sup>nd</sup> period, the game will end.

**Overtime:**

Regular season games can and will end in a tie should one occur. During playoff play the following will be the overtime procedures:

1. If a postseason game ends regulation in a tie, a 5-minute, sudden death period will follow.
2. If the sudden death period ends in a tie, penalty shots will follow.
  - a. 3 players will be picked to take shots from each team.
  - b. Teams will alternate shots on a goalie from the penalty line.
  - c. If the game is still tied after the first round of penalty shots, repeat for a 2<sup>nd</sup> round.
  - d. If the game is still tied after the second round, repeat for a 3<sup>rd</sup> round, but move the penalty shot further from the goal.
  - e. If the game is still tied after the third round, the officials and coordinators will discuss which team's collective shots were closest to going in and declare that team the winner.

**Field:** The playing area is determined by white, bordering curtains and/or black nets.

**Rules:**

**High Sticking-** A player’s stick may never go above their waist, including on the back swing and follow through of passes and shots. Only the goalie’s stick, to block a shot, may ever come above a player’s waist = **Turnover on the spot**

**Illegal Kick** – Players may advance the ball with their foot but may not kick the ball into the goal. If the last thing to touch a ball other than the goalie was a player’s foot, the goal does not count. = **Turnover on the spot**

**Illegal Use of Hands** – Players may catch the ball with their hands. However, they may not throw it or roll it down the court. The ball should come immediately down to the floor in front of them/their stick = **Turnover on the spot**

**Trapping** – Players may not trap the ball underneath or between their feet = **Turnover on the spot**

**Player in the Goal** – No player other than the goalie may contact the goal in any way = **Turnover on the spot**

**Player in the Crease** – No player other than the goalie shall be allowed within the crease area = **Turnover on the spot**

**Illegal Goalie Possession** – Goalies may not cover the ball for more than 2 seconds. Goalies may not leave the crease to get a ball and then bring it back into the crease = **Turnover on the spot**

**Equipment Abuse** – No throwing, slamming, or breaking etc. of equipment = **Automatic penalty shot & potential ejection**

**Personal Misconduct** – No disrespecting IM Staff = **Automatic penalty shot & potential ejection**

**Illegal Physical Contact** – No hooking, slashing, checking, charging, fighting, pushing, elbowing, tripping, holding etc. of any kind = **Automatic penalty shot & potential ejection**

<b>Violations</b> = Turnover at spot of call	<b>Major Penalties</b> = Automatic penalty shot with potential for ejection
High Stick	Illegal Physical Contact
Illegal Kick	Equipment Abuse
Illegal Use of Hands	Personal Misconduct
Trapping	
Player in the Goal	
Player in the Crease	
Illegal Goalie Possession	

## HWS INTRAMURALS RULES: DODGEBALL

### Eligibility

1. Must be a full-time student, graduate student, faculty, or staff member of HWS.
2. Current members of varsity or junior varsity intercollegiate sports or hardship athletes may not participate in their corresponding Intramural Sport or closely related sports.
  - a. If an Intramural sport occurs in the same semester as an intercollegiate sport or related sport those on the intercollegiate roster (via website) shall count as varsity athletes. Should they quit any time after the first game of the season they are still considered as part of that team until the following semester.
  - b. Any senior that has a season end in the same semester as an Intramural sport equal/similar to their varsity sport shall be classified as a varsity athlete until the following semester.
  - c. For questions on this please email Deven Siesel – [siesel@hws.edu](mailto:siesel@hws.edu)
  - d. For this sport there are no restrictions.
3. Players may only compete for one team per sport unless all captains agree to veto this rule. Participants can play on multiple teams if there are multiple divisions in existence i.e., an open division and statesmen



division would allow a Hobart student to play in both or same thing for a William Smith Student and a heron division.

4. A person who has received professional playing status in a particular sport may not compete in that sport or any related sport.
5. Participants are required to check-in with Intramural staff at each event. Intramural staff personnel may ask for an HWS ID at any point and time to verify identities. If you cannot produce one you cannot play.

**Sportsmanship:**

4. Each team will be given a sportsmanship rating by staff members.
5. A team must have an average score of 3.5 or higher to be eligible to earn any awards associated with that sport and could forfeit their ability to participate in playoffs
6. Special game situations: A team winning a game by way of a forfeit shall receive a score of 5. A team losing a game by way of a forfeit shall receive a score of 2.5 unless they give advance notice in which case they will receive a 3.5

SCORE	PLAYER/TEAM ACTIONS	CAPTAIN ACTIONS	TRASH	ACTIONS BY I STAFF
5 (Excellent)	Cooperates fully with staff/teams and games starts on time, no curse words	Calmly discusses calls more so to understand the rule or what official saw and drops it after discussion and has full control over team and is very quick to help intervene with their teams' actions	No trash left behind	No actions were taken
4 (Good)	May vocally question some calls, but move on quickly, no major trash talk or curse words, game starts on time	Very much in control of self and mostly in control of team doesn't help intervene right away but before becoming an issue	Very little trash	1-2 minor warnings where play doesn't stop but officials got annoyed or had to tell players to knock it off
3 (Moderate)	No aggressive arguing with staff/teams makes a decent number of vocal comments about officiating, game started late	Good control of self but little control over team on minor issues and only intervenes to keep something from become major issue	Some trash	2+ minor warnings or 1 stoppage of play warning
2 (Poor)	Constantly verbally questioning calls, trash talking other teams, excessive cursing	Little control of self or team intervenes as a last resort to keep game going (captains must meet with Assist. Direct before next game or it will be a forfeit)	Lots of trash	2+ minor warnings & 1 stoppage of play warning
1 (Unacceptable)	Ejections of players, constant verbal dissent, constant trash talk, excessive cursing	Little control of self and no control of team doesn't intervene at all (captains must meet with Assist. Director before next game or it will be a forfeit)	Lots of trash	Several minor warnings or 2+ stoppage of play warnings
0 (Fighting)	Physical altercations, threatening comments, game gets too physical without actual fights breaking out	No control of self or team (all players must meet with Assist. Director before they are permitted to play any Intramurals)	Lots of trash	Game ended for sportsmanship reasons

**Max Rosters/Participants on** Field: Max Rosters = none Max on court = 6 (5 + goalie) Minimum to start and continue play = 4

**Forfeits:** Forfeits can be called for any of the following reasons:

1. A Captain requests it on behalf of their team
2. A player or spectator refuses to leave the field/court after being instructed to do so by Intramural Staff
3. A player is deemed as dangerous to spectators, players, and/or Intramural Staff
4. A Team does not have enough players to start and/or continue play

**Start of Game:** All intramural events are tightly scheduled based on facility availability to allow for maximum participation, so keeping the games on schedule is very important. Please have your team at the field checked-in and ready to play at least ten (10) minutes before your scheduled game time. If one team is late/is not present, the captain of the team that is present and has the minimum number of participants required to play will be given two options (once a decision is made it cannot be changed):

- Take the forfeit immediately
- Give the team five (5) minutes to show

\* If the team shows, the game must be played with only the remaining amount of time left. If the team still does not show, it will be a forfeit.

Games will start with rock, paper scissors or coin toss. Winning team picks to take ball first or which goal they want to defend first.

Teams will start each game with 3 balls on their attack line. They will line up behind their back boundary line. At the whistle teams must send at least 3 people to retrieve their 3 balls from the attack line.

### **General Play**

1. If a team chooses to start a match down a player(s), they may not add additional players unless opposing team's additional player(s) arrive
2. Rosters are locked after a team's final regular season game.
3. 8-minute time cap.
4. 0 timeouts per game

### **Mercy**

No mercy rules

### **Overtime**

1 vs. 1 court condensed to tennis courts and balls dropped down to 2. First one eliminated loses.

### **Field/Court**

Basketball lines for boundaries. Volleyball 10-foot line (or taped line) for initial attack lines. Opposing side volleyball 10 foot line (or taped line) after 4 minutes) for attack lines.

### **Rules**

***Attack Line Fault*** – players may not cross their attack line or step on their attack line for any reason = ***Player is out***

***Legal Catch*** – player catches a thrown ball before it hits the floor, player catches a thrown ball that hit a player on their own team first = ***Thrower is out***

***Legal Hit*** – Any ball that hits a player before hitting the floor that isn't caught (Unless it is ruled an illegal head shot) = ***Player is out***

**Improper Start** – A team must send at least 3 players to retrieve balls at the start. Teams may not cross their back boundary line until the whistle has been blown = **Player that caused the infraction is out or player that made the least effort is out**

**Delay of Game** – A team in control of all 6 balls must throw at least two balls within 5 seconds. Players have 10 seconds to make a throw or drop the ball. = **If team control then team rolls half the balls to the other team if 10 second rule then player must roll their ball to other team.**

**Illegal Head Shot** – Players may not hit a person in the head if that person doesn't move – **Thrower is out**

**Playoff Determining Factors**

Overall Record -> Sportsmanship Rating -> Head-to-Head -> Point Differential

**HWS INTRAMURALS RULES: ALLSTARS TEAM CHALLENGE**

**Eligibility**

1. Must be a full-time student, graduate student, faculty, or staff member of HWS.
2. Current members of varsity or junior varsity intercollegiate sports or hardship athletes may not participate in their corresponding Intramural Sport or closely related sports.
  - a. If an Intramural sport occurs in the same semester as an intercollegiate sport or related sport those on the intercollegiate roster (via website) shall count as varsity athletes. Should they quit any time after the first game of the season they are still considered as part of that team until the following semester.
  - b. Any senior that has a season end in the same semester as an Intramural sport equal/similar to their varsity sport shall be classified as a varsity athlete until the following semester.
  - c. For questions on this please email Deven Siesel – [siesel@hws.edu](mailto:siesel@hws.edu)
  - d. For this sport there are no restrictions.
3. Players may only compete for one team per sport unless all captains agree to veto this rule. Participants can play on multiple teams if there are multiple divisions in existence i.e., an open division and statesmen division would allow a Hobart student to play in both or same thing for a William Smith Student and a heron division.
4. A person who has received professional playing status in a particular sport may not compete in that sport or any related sport.
5. Participants are required to check-in with Intramural staff at each event. Intramural staff personnel may ask for an HWS ID at any point and time to verify identities. If you cannot produce one you cannot play.

**Sportsmanship:**

1. Each team will be given a sportsmanship rating by staff members.
2. A team must have an average score of 3.5 or higher to be eligible to earn any awards associated with that sport and could forfeit their ability to participate in playoffs
3. Special game situations: A team winning a game by way of a forfeit shall receive a score of 5. A team losing a game by way of a forfeit shall receive a score of 2.5 unless they give advance notice in which case they will receive a 3.5

SCORE	PLAYER/TEAM ACTIONS	CAPTAIN ACTIONS	TRASH	ACTIONS BY I STAFF
5 (Excellent)	Cooperates fully with staff/teams and games starts on time, no curse words	Calmly discusses calls more so to understand the rule or what official saw and drops it after discussion and has full control over team and is very quick to help intervene with their teams' actions	No trash left behind	No actions were taken

4 (Good)	May vocally question some calls, but move on quickly, no major trash talk or curse words, game starts on time	Very much in control of self and mostly in control of team doesn't help intervene right away but before becoming an issue	Very little trash	1-2 minor warnings where play doesn't stop but officials got annoyed or had to tell players to knock it off
3 (Moderate)	No aggressive arguing with staff/teams makes a decent number of vocal comments about officiating, game started late	Good control of self but little control over team on minor issues and only intervenes to keep something from become major issue	Some trash	2+ minor warnings or 1 stoppage of play warning
2 (Poor)	Constantly verbally questioning calls, trash talking other teams, excessive cursing	Little control of self or team intervenes as a last resort to keep game going (captains must meet with Assist. Direct before next game or it will be a forfeit)	Lots of trash	2+ minor warnings & 1 stoppage of play warning
1 (Unacceptable)	Ejections of players, constant verbal dissent, constant trash talk, excessive cursing	Little control of self and no control of team doesn't intervene at all (captains must meet with Assist. Director before next game or it will be a forfeit)	Lots of trash	Several minor warnings or 2+ stoppage of play warnings
0 (Fighting)	Physical altercations, threatening comments, game gets too physical without actual fights breaking out	No control of self or team (all players must meet with Assist. Director before they are permitted to play any Intramurals)	Lots of trash	Game ended for sportsmanship reasons

**Max Rosters/Participants on Field:** Max Rosters = 1 Max on court = 1 Minimum to start and continue play = 1

**Forfeits:** Forfeits can be called for any of the following reasons:

1. A Captain requests it on behalf of their team
2. A player or spectator refuses to leave the field/court after being instructed to do so by Intramural Staff
3. A player is deemed as dangerous to spectators, players, and/or Intramural Staff
4. A Team does not have enough players to start and/or continue play

**Start of Game:** All intramural events are tightly scheduled based on facility availability to allow for maximum participation, so keeping the games on schedule is very important. Please have your team at the field checked-in and ready to play at least ten (10) minutes before your scheduled game time. If one team is late/is not present, the captain of the team that is present and has the minimum number of participants required to play will be given two options (once a decision is made it cannot be changed):

- Take the forfeit immediately
- Give the team five (5) minutes to show

\* If the team shows, the game must be played with only the remaining amount of time left. If the team still does not show, it will be a forfeit.

Random draw will determine the order for all events except Fishbowl and the championship.

### **Individual Event Finish Points**

1<sup>st</sup> – 50 points

2<sup>nd</sup> – 40 points

3<sup>rd</sup> – 35 points

4<sup>th</sup> – 30 points

5<sup>th</sup> – 25 points

6<sup>th</sup> – 20 points

7<sup>th</sup> – 15 points

8<sup>th</sup> – 10 points

9<sup>th</sup> – 5 points

10<sup>th</sup> – 1 point

Lower – 0 points

**\*A different person from each team must compete in the different events until everyone has competed. IE The person doing the 3-point competition cannot do any of the other basketball skills events. Same for the track skills minus being a part of the relay team.**

### **3 Point Competition**

- Players will get 3 shots from the following locations:
- Right Corner, Right Wing, Center, Left Wing, Left Corner
- The last ball at each station is worth 2 points all others are worth 1 point if they go in
- Shooter has 50 seconds to complete all shots and must go from left corner to right corner.
- Shooters get 2 rounds and combine their total scores to be ranked
- If there is a tie an additional round will take place

### **Around the World**

- 13 total spots on the floor marked with tape
- Shooter has 3 minutes to go as far as possible on the course as they can
- Shooter must get their own rebounds
- Shooter gets 2 attempts to make a basket from each spot. If they make it they proceed to the next spot. If they miss on the 2<sup>nd</sup> attempt they reset back to the start point
- If shooter makes the first corner 3 point shot that becomes a safety zone and they only have to reset to that spot after a missed 2<sup>nd</sup> attempt
- Farthest to shortest for rankings. Any ties will be solved by head-to-head with person who finishes the course first winning = all people get same amount of rounds

### **Free Throws**

- 25 free throws
- Ranking based on who makes the most to the least
- Any ties will be solved by head-to-head

### **Relay Race**

- Must compete in the following order:
- 200 meters -> 400 meters -> 800 meters -> 1 mile
- Must tap hands or pass object from one to the next within marked zone
- Must remain on the track during their leg at all times (no touching the infield)

### **Softball Toss**

- Throwers get 3 throws with the farthest being what is counted
- The marked distance will be where the ball hits not where it rolls
- Throw must throw from behind the goal line and land in between the hash marks
- Farthest to shortest for rankings
- Tie will be a throw off (1 throw farthest wins)

### **Broad Jump**

- On the field = start at goal line and jump toward midfield
- Farthest to shortest for ranking
- The body part that travels the least distance is where the mark will be (IE if you jump and land upright your heel is marked, if you fall backward your heads, head, or butt is marked depending on which is closest to the goal line)
- Tie will be a jump off (1 jump farthest wins)

### **Vertical Jump**

- Jumper must be standing still when jumping
- Jumper must leave from both feet
- Jumper will mark a wall with tape as the jump and slap it on the wall
- Highest to shortest for ranking
- Tie will be a jump off (1 jump highest wins)

### **Punt pass kick**

- Start in endzone and punt with no part touching or going over the goal line
- Ball placed based on where it stops rolling.
- Then player throws the ball.
- Ball placed based on where it hits not where it rolls.
- Then player kicks a field goal
- If it's good, they move on to next round if not they are out
- Ranking based on when they are eliminated in relation to other participants.
- If a tie for successful attempts occur process is repeated
- If a tie for unsuccessful attempts, it will be determined based on farthest traveled with field goal being marked where the ball hits, not rolls

### **Fishbowl**

- Teams will be given 20 words/phrases
- Round 1 – Teams can use words to describe their word or phrase but may not use any words on the card
- Round 2 – Teams cannot say anything but must act out the word or phrase
- Round 3 – Teams only get 1 word to describe the word or phrase without using any words on the card
- The team that completes all three rounds the fastest wins.

### **Championship = Crowdpuir.com Trivia**

- Top 2-4 teams invited ranking based on points earned
- Finishing Points system

- 1<sup>st</sup> = 100 points
- 2<sup>nd</sup> = 75 points
- 3<sup>rd</sup> = 50 points
- 4<sup>th</sup> = 25 points

**Playoff Determining Factors**

Total points accumulated and overall ranking

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**HWS INTRAMURALS RULES: SPIKEBALL**

**Eligibility**

1. Must be a full-time student, graduate student, faculty, or staff member of HWS.
2. Current members of varsity or junior varsity intercollegiate sports or hardship athletes may not participate in their corresponding Intramural Sport or closely related sports.
  - a. If an Intramural sport occurs in the same semester as an intercollegiate sport or related sport those on the intercollegiate roster (via website) shall count as varsity athletes. Should they quit any time after the first game of the season they are still considered as part of that team until the following semester.
  - b. Any senior that has a season end in the same semester as an Intramural sport equal/similar to their varsity sport shall be classified as a varsity athlete until the following semester.
  - c. For questions on this please email Deven Siesel – [siesel@hws.edu](mailto:siesel@hws.edu)
  - d. For this sport there are no restrictions.
3. Players may only compete for one team per sport unless all captains agree to veto this rule. Participants can play on multiple teams if there are multiple divisions in existence i.e., an open division and statesmen division would allow a Hobart student to play in both or same thing for a William Smith Student and a heron division.
4. A person who has received professional playing status in a particular sport may not compete in that sport or any related sport.
5. Participants are required to check-in with Intramural staff at each event. Intramural staff personnel may ask for an HWS ID at any point and time to verify identities. If you cannot produce one you cannot play.

**Sportsmanship:**

1. Each team will be given a sportsmanship rating by staff members.
2. A team must have an average score of 3.5 or higher to be eligible to earn any awards associated with that sport and could forfeit their ability to participate in playoffs
3. Special game situations: A team winning a game by way of a forfeit shall receive a score of 5. A team losing a game by way of a forfeit shall receive a score of 2.5 unless they give advance notice in which case they will receive a 3.5

SCORE	PLAYER/TEAM ACTIONS	CAPTAIN ACTIONS	TRASH	ACTIONS BY I/STAFF
5 (Excellent)	Cooperates fully with staff/teams and games starts on time, no curse words	Calmly discusses calls more so to understand the rule or what official saw and drops it after discussion and has full control over team and is very	No trash left behind	No actions were taken

		<b>quick to help intervene with their teams' actions</b>		
<b>4 (Good)</b>	May vocally question some calls, but move on quickly, no major trash talk or curse words, game starts on time	Very much in control of self and mostly in control of team doesn't help intervene right away but before becoming an issue	Very little trash	1-2 minor warnings where play doesn't stop but officials got annoyed or had to tell players to knock it off
<b>3 (Moderate)</b>	No aggressive arguing with staff/teams makes a decent number of vocal comments about officiating, game started late	Good control of self but little control over team on minor issues and only intervenes to keep something from become major issue	Some trash	2+ minor warnings or 1 stoppage of play warning
<b>2 (Poor)</b>	Constantly verbally questioning calls, trash talking other teams, excessive cursing	Little control of self or team intervenes as a last resort to keep game going (captains must meet with Assist. Direct before next game or it will be a forfeit)	Lots of trash	2+ minor warnings & 1 stoppage of play warning
<b>1 (Unacceptable)</b>	Ejections of players, constant verbal dissent, constant trash talk, excessive cursing	Little control of self and no control of team doesn't intervene at all (captains must meet with Assist. Director before next game or it will be a forfeit)	Lots of trash	Several minor warnings or 2+ stoppage of play warnings
<b>0 (Fighting)</b>	Physical altercations, threatening comments, game gets too physical without actual fights breaking out	No control of self or team (all players must meet with Assist. Director before they are permitted to play any Intramurals)	Lots of trash	Game ended for sportsmanship reasons

**Max Rosters/Participants on Field:** Max Rosters = 4 Max on court = 2 Minimum to start and continue play = 2

**Forfeits:** Forfeits can be called for any of the following reasons:

1. A Captain requests it on behalf of their team
2. A player or spectator refuses to leave the field/court after being instructed to do so by Intramural Staff
3. A player is deemed as dangerous to spectators, players, and/or Intramural Staff
4. A Team does not have enough players to start and/or continue play

**Start of Game:** All intramural events are tightly scheduled based on facility availability to allow for maximum participation, so keeping the games on schedule is very important. Please have your team at the field checked-in and ready to play at least ten (10) minutes before your scheduled game time. If one team is late/is not present, the captain of the team that is present and has the minimum number of participants required to play will be given two options (once a decision is made it cannot be changed):

- Take the forfeit immediately
- Give the team five (5) minutes to show

\* If the team shows, the game must be played with only the remaining amount of time left. If the team still does not show, it will be a forfeit.

Coin toss or rock, paper scissors with winner getting choice or starting with serve or choosing starting positions.



### General Play

1. Rosters are locked after a team's final regular season game.
2. One 60 second timeout per match
3. 20-minute match time cap
4. First to 21 wins, win by 2 cap of 23.
5. Rally scoring used

### Mercy

Soft mercy = Up by 7 at any point time will continue to run even during timeouts.

Hard Mercy = Up by 15 or more at any point that match is over.

### Overtime

None

### Field/Court

Determined the day of competition based on surround area and how much space is available

### Rules

**Improper Service-** All players must be at least 7 feet from the net at the time of service. The server may not cross or come in contact with this line during the serve = **Point for opposing team and/or loss of serve**

**Service Fault Defense-** The person direct across from the server is the legal receiver of the serve and no one else may make a play on the serve = **Point for serving team**

**Failure to Rotate-** After 5 points all players must rotate one spot. After a change of possession a team must change servers = **Point for non-offending team for 5 point rotation or point for other team for servers.**

**Illegal Catch & Throw** – Players must hit the ball and cannot catch it or throw it at any time = **Point for opposing team and/or loss of serve**

**Hinder** – Players on defense must make every effort to move out of the way of the offense = **Replay**

**4 hits-** Teams have 3 hits to get the ball to the net to send it back to the other team = **Point for opposing team and/or loss of serve**

**Double contact-** Players may not hit the ball consecutively = **Point for opposing team and/or loss of serve**

**Two handed hit-** Players may not hit the ball with two hands but may hit it with any body part = **Point for opposing team and/or loss of serve**

### Playoff Determining Factors

Overall Record -> Sportsmanship Rating -> Head-to-Head -> Point Differential

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## HWS INTRAMURALS RULES: TABLE TENNIS

### Eligibility

1. Must be a full-time student, graduate student, faculty, or staff member of HWS.
2. Current members of varsity or junior varsity intercollegiate sports or hardship athletes may not participate in their corresponding Intramural Sport or closely related sports.
  - a. If an Intramural sport occurs in the same semester as an intercollegiate sport or related sport those on the intercollegiate roster (via website) shall count as varsity athletes. Should they quit

any time after the first game of the season they are still considered as part of that team until the following semester.

- b. Any senior that has a season end in the same semester as an Intramural sport equal/similar to their varsity sport shall be classified as a varsity athlete until the following semester.
  - c. For questions on this please email Deven Siesel – [siesel@hws.edu](mailto:siesel@hws.edu)
  - d. For this sport there are no restrictions.
3. Players may only compete for one team per sport unless all captains agree to veto this rule. Participants can play on multiple teams if there are multiple divisions in existence i.e., an open division and statesmen division would allow a Hobart student to play in both or same thing for a William Smith Student and a heron division.
  4. A person who has received professional playing status in a particular sport may not compete in that sport or any related sport.
  5. Participants are required to check-in with Intramural staff at each event. Intramural staff personnel may ask for an HWS ID at any point and time to verify identities. If you cannot produce one you cannot play.

**Sportsmanship:**

1. Each team will be given a sportsmanship rating by staff members.
2. A team must have an average score of 3.5 or higher to be eligible to earn any awards associated with that sport and could forfeit their ability to participate in playoffs
3. Special game situations: A team winning a game by way of a forfeit shall receive a score of 5. A team losing a game by way of a forfeit shall receive a score of 2.5 unless they give advance notice in which case they will receive a 3.5

SCORE	PLAYER/TEAM ACTIONS	CAPTAIN ACTIONS	TRASH	ACTIONS BY I/STAFF
5 (Excellent)	Cooperates fully with staff/teams and games starts on time, no curse words	Calmly discusses calls more so to understand the rule or what official saw and drops it after discussion and has full control over team and is very quick to help intervene with their teams' actions	No trash left behind	No actions were taken
4 (Good)	May vocally question some calls, but move on quickly, no major trash talk or curse words, game starts on time	Very much in control of self and mostly in control of team doesn't help intervene right away but before becoming an issue	Very little trash	1-2 minor warnings where play doesn't stop but officials got annoyed or had to tell players to knock it off
3 (Moderate)	No aggressive arguing with staff/teams makes a decent number of vocal comments about officiating, game started late	Good control of self but little control over team on minor issues and only intervenes to keep something from become major issue	Some trash	2+ minor warnings or 1 stoppage of play warning
2 (Poor)	Constantly verbally questioning calls, trash talking other teams, excessive cursing	Little control of self or team intervenes as a last resort to keep game going (captains must meet with Assist. Direct before next game or it will be a forfeit)	Lots of trash	2+ minor warnings & 1 stoppage of play warning
1 (Unacceptable)	Ejections of players, constant verbal dissent,	Little control of self and no control of team doesn't intervene at all (captains must meet with Assist.	Lots of trash	Several minor warnings or 2+

	constant trash talk, excessive cursing	Director before next game or it will be a forfeit		stoppage of play warnings
0 (Fighting)	Physical altercations, threatening comments, game gets too physical without actual fights breaking out	No control of self or team (all players must meet with Assist. Director before they are permitted to play any Intramurals)	Lots of trash	Game ended for sportsmanship reasons

**Max Rosters/Participants on Field:** Max Rosters = 1 Max on court = 1 Minimum to start and continue play = 1

**Forfeits:** Forfeits can be called for any of the following reasons:

1. A Captain requests it on behalf of their team
2. A player or spectator refuses to leave the field/court after being instructed to do so by Intramural Staff
3. A player is deemed as dangerous to spectators, players, and/or Intramural Staff
4. A Team does not have enough players to start and/or continue play

**Start of Game:** All intramural events are tightly scheduled based on facility availability to allow for maximum participation, so keeping the games on schedule is very important. Please have your team at the field checked-in and ready to play at least ten (10) minutes before your scheduled game time. If one team is late/is not present, the captain of the team that is present and has the minimum number of participants required to play will be given two options (once a decision is made it cannot be changed):

- Take the forfeit immediately
- Give the team five (5) minutes to show

\* If the team shows, the game must be played with only the remaining amount of time left. If the team still does not show, it will be a forfeit.

Games will start with rock, paper scissors or coin toss for serve.

### **General Play**

1. Rosters are locked after a team's final regular season game.
2. One 60 second timeout per game
3. Best of 3 games wins the match
4. Games 1 & 2 are played to 21
5. Game 3 is played to 11
6. No time limit

### **Mercy**

Soft mercy- none

Hard mercy – If at any point a player is up by 12 that game is over

### **Overtime**

None

### **Field/Court**

All parts of the top of the table are in play including the edges.

### **Rules**

**Service Fault-** Server's cannot reach over the net, the ball must land on the server's side of the table first before passing over the net, the server cannot swing and miss, and the ball must land in the opponents opposite square from where the server is serving from = **Point and serve to opposing player**

**Faults –** The ball must hit the table, the ball must cross over top of the net, the ball may only bounce once on a person's side, players may not reach over the net, players may not throw their racket/paddle = **Point and serve to opposing player**

**Playoff Determining Factors**

Overall Record -> Sportsmanship Rating -> Head-to-Head -> Point Differential

**HWS INTRAMURALS RULES: WAR (CARD GAME)**

**Eligibility**

1. Must be a full-time student, graduate student, faculty, or staff member of HWS.
2. Current members of varsity or junior varsity intercollegiate sports or hardship athletes may not participate in their corresponding Intramural Sport or closely related sports.
  - a. If an Intramural sport occurs in the same semester as an intercollegiate sport or related sport those on the intercollegiate roster (via website) shall count as varsity athletes. Should they quit any time after the first game of the season they are still considered as part of that team until the following semester.
  - b. Any senior that has a season end in the same semester as an Intramural sport equal/similar to their varsity sport shall be classified as a varsity athlete until the following semester.
  - c. For questions on this please email Deven Siesel – [siesel@hws.edu](mailto:siesel@hws.edu)
  - d. For this sport there are no restrictions.
3. Players may only compete for one team per sport unless all captains agree to veto this rule. Participants can play on multiple teams if there are multiple divisions in existence i.e., an open division and statesmen division would allow a Hobart student to play in both or same thing for a William Smith Student and a heron division.
4. A person who has received professional playing status in a particular sport may not compete in that sport or any related sport.
5. Participants are required to check-in with Intramural staff at each event. Intramural staff personnel may ask for an HWS ID at any point and time to verify identities. If you cannot produce one you cannot play.

**Sportsmanship:**

1. Each team will be given a sportsmanship rating by staff members.
2. A team must have an average score of 3.5 or higher to be eligible to earn any awards associated with that sport and could forfeit their ability to participate in playoffs
3. Special game situations: A team winning a game by way of a forfeit shall receive a score of 5. A team losing a game by way of a forfeit shall receive a score of 2.5 unless they give advance notice in which case they will receive a 3.5

SCORE	PLAYER/TEAM ACTIONS	CAPTAIN ACTIONS	TRASH	ACTIONS BY I STAFF
5 (Excellent)	Cooperates fully with staff/teams and games starts on time, no curse words	Calmly discusses calls more so to understand the rule or what official saw and drops it after discussion and has full control over team and is very quick to help intervene with their teams' actions	No trash left behind	No actions were taken

4 (Good)	May vocally question some calls, but move on quickly, no major trash talk or curse words, game starts on time	Very much in control of self and mostly in control of team doesn't help intervene right away but before becoming an issue	Very little trash	1-2 minor warnings where play doesn't stop but officials got annoyed or had to tell players to knock it off
3 (Moderate)	No aggressive arguing with staff/teams makes a decent number of vocal comments about officiating, game started late	Good control of self but little control over team on minor issues and only intervenes to keep something from become major issue	Some trash	2+ minor warnings or 1 stoppage of play warning
2 (Poor)	Constantly verbally questioning calls, trash talking other teams, excessive cursing	Little control of self or team intervenes as a last resort to keep game going (captains must meet with Assist. Direct before next game or it will be a forfeit)	Lots of trash	2+ minor warnings & 1 stoppage of play warning
1 (Unacceptable)	Ejections of players, constant verbal dissent, constant trash talk, excessive cursing	Little control of self and no control of team doesn't intervene at all (captains must meet with Assist. Director before next game or it will be a forfeit)	Lots of trash	Several minor warnings or 2+ stoppage of play warnings
0 (Fighting)	Physical altercations, threatening comments, game gets too physical without actual fights breaking out	No control of self or team (all players must meet with Assist. Director before they are permitted to play any Intramurals)	Lots of trash	Game ended for sportsmanship reasons

**Max Rosters/Participants on Field:** Max Rosters = 1 Max on court = 1 Minimum to start and continue play = 1

**Forfeits:** Forfeits can be called for any of the following reasons:

1. A Captain requests it on behalf of their team
2. A player or spectator refuses to leave the field/court after being instructed to do so by Intramural Staff
3. A player is deemed as dangerous to spectators, players, and/or Intramural Staff
4. A Team does not have enough players to start and/or continue play

**Start of Game:** All intramural events are tightly scheduled based on facility availability to allow for maximum participation, so keeping the games on schedule is very important. Please have your team at the field checked-in and ready to play at least ten (10) minutes before your scheduled game time. If one team is late/is not present, the captain of the team that is present and has the minimum number of participants required to play will be given two options (once a decision is made it cannot be changed):

- Take the forfeit immediately
- Give the team five (5) minutes to show

\* If the team shows, the game must be played with only the remaining amount of time left. If the team still does not show, it will be a forfeit.

Coin toss or rock, paper scissors to determine who deals.

Dealer gives 1 card at a time face down alternating between themselves and the opponent until each player has 26 cards.

### **General Play**

1. Rosters are locked after a team's final regular season game.
2. No time limits
3. No timeouts
4. Winner is first to collect all the cards

### **Mercy**

Soft mercy = Up by 5 at any point time will continue to run even during timeouts.

Hard Mercy = Up by 9 or more at any point that match is over.

### **Overtime**

None

### **Field/Court**

Tennis court

### **Rules**

Players lay cards down at the same time with the highest card winning. Winner takes both cards.

If players lay down the same type/value then it's war. Players lay down their next three cards facedown and flip the top card at the same time. Highest card wins, if its another tie players move to the second card etc.

Highest to lowest card ranking = ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2

### **Playoff Determining Factors**

Overall Record -> Sportsmanship Rating -> Head-to-Head -> Point Differential

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## **HWS INTRAMURALS RULES: SOCCER TENNIS**

### **Eligibility**

1. Must be a full-time student, graduate student, faculty, or staff member of HWS.
2. Current members of varsity or junior varsity intercollegiate sports or hardship athletes may not participate in their corresponding Intramural Sport or closely related sports.
  - a. If an Intramural sport occurs in the same semester as an intercollegiate sport or related sport those on the intercollegiate roster (via website) shall count as varsity athletes. Should they quit any time after the first game of the season they are still considered as part of that team until the following semester.
  - b. Any senior that has a season end in the same semester as an Intramural sport equal/similar to their varsity sport shall be classified as a varsity athlete until the following semester.
  - c. For questions on this please email Deven Siesel – [siesel@hws.edu](mailto:siesel@hws.edu)
  - d. For this sport there are no restrictions.
3. Players may only compete for one team per sport unless all captains agree to veto this rule. Participants can play on multiple teams if there are multiple divisions in existence i.e., an open division and statesmen division would allow a Hobart student to play in both or same thing for a William Smith Student and a heron division.

4. A person who has received professional playing status in a particular sport may not compete in that sport or any related sport.
5. Participants are required to check-in with Intramural staff at each event. Intramural staff personnel may ask for an HWS ID at any point and time to verify identities. If you cannot produce one you cannot play.

**Sportsmanship:**

1. Each team will be given a sportsmanship rating by staff members.
2. A team must have an average score of 3.5 or higher to be eligible to earn any awards associated with that sport and could forfeit their ability to participate in playoffs
3. Special game situations: A team winning a game by way of a forfeit shall receive a score of 5. A team losing a game by way of a forfeit shall receive a score of 2.5 unless they give advance notice in which case they will receive a 3.5

SCORE	PLAYER/TEAM ACTIONS	CAPTAIN ACTIONS	TRASH	ACTIONS BY I STAFF
5 (Excellent)	Cooperates fully with staff/teams and games starts on time, no curse words	Calmly discusses calls more so to understand the rule or what official saw and drops it after discussion and has full control over team and is very quick to help intervene with their teams' actions	No trash left behind	No actions were taken
4 (Good)	May vocally question some calls, but move on quickly, no major trash talk or curse words, game starts on time	Very much in control of self and mostly in control of team doesn't help intervene right away but before becoming an issue	Very little trash	1-2 minor warnings where play doesn't stop but officials got annoyed or had to tell players to knock it off
3 (Moderate)	No aggressive arguing with staff/teams makes a decent number of vocal comments about officiating, game started late	Good control of self but little control over team on minor issues and only intervenes to keep something from become major issue	Some trash	2+ minor warnings or 1 stoppage of play warning
2 (Poor)	Constantly verbally questioning calls, trash talking other teams, excessive cursing	Little control of self or team intervenes as a last resort to keep game going (captains must meet with Assist. Direct before next game or it will be a forfeit)	Lots of trash	2+ minor warnings & 1 stoppage of play warning
1 (Unacceptable)	Ejections of players, constant verbal dissent, constant trash talk, excessive cursing	Little control of self and no control of team doesn't intervene at all (captains must meet with Assist. Director before next game or it will be a forfeit)	Lots of trash	Several minor warnings or 2+ stoppage of play warnings
0 (Fighting)	Physical altercations, threatening comments, game gets too physical without actual fights breaking out	No control of self or team (all players must meet with Assist. Director before they are permitted to play any Intramurals)	Lots of trash	Game ended for sportsmanship reasons

**Max Rosters/Participants on Field:** Max Rosters = 4 Max on court = 2 Minimum to start and continue play = 2

**Forfeits:** Forfeits can be called for any of the following reasons:

1. A Captain requests it on behalf of their team
2. A player or spectator refuses to leave the field/court after being instructed to do so by Intramural Staff
3. A player is deemed as dangerous to spectators, players, and/or Intramural Staff
4. A Team does not have enough players to start and/or continue play

**Start of Game:** All intramural events are tightly scheduled based on facility availability to allow for maximum participation, so keeping the games on schedule is very important. Please have your team at the field checked-in and ready to play at least ten (10) minutes before your scheduled game time. If one team is late/is not present, the captain of the team that is present and has the minimum number of participants required to play will be given two options (once a decision is made it cannot be changed):

- Take the forfeit immediately
- Give the team five (5) minutes to show

\* If the team shows, the game must be played with only the remaining amount of time left. If the team still does not show, it will be a forfeit.

Coin toss or rock, paper scissors to determine who serves first.

### **General Play**

1. Rosters are locked after a team's final regular season game.
2. One 60 second timeout per match
3. 20-minute match time cap
4. Best 2 out of 3 games to win match
5. First to 15 win by 2 cap of 17 for games 1 and 2
6. First to 11 win by 2 cap of 13 for game 3
7. Rally scoring used

### **Mercy**

Soft mercy = Up by 5 at any point time will continue to run even during timeouts.

Hard Mercy = Up by 9 or more at any point that match is over.

### **Overtime**

None

### **Field/Court**

Tennis court

### **Rules**

***Hand ball-*** Players may not play the ball from their elbows down = ***Point for other team***

***4 touches-*** Teams only get 3 touches before the ball must travel back over the net = ***Point for other team***

***3 bounces-*** The ball may only bounce a total of 2 times on your side of the court before it must travel back over the net = ***Point for other team***

***Illegal bounce-*** If a player kicks the ball and it takes a bounce that play may not make the next play = ***Point for other team***

***Out of play-*** If a ball hits outside of the tennis lines even if you still have touches or bounces left = ***Point for other team***



***Net violation-*** Players may not touch the net = ***Point for other team***

***Rotation fault-*** Servers must rotate on every change of possession = ***Point for other team***

**Playoff Determining Factors** - Overall Record -> Sportsmanship Rating -> Head-to-Head -> Point Differential