

**Eligibility Guidelines**

1. You must present a valid APSU ID card to the Intramural Supervisor on duty in order to play...No exceptions!
2. An individual may only participate on one team in each league (Men's or Women's). Participation on two teams in the same sport is only permitted if one of the teams is Co-Rec. Players who play on more than one team in each league are subject to losing their eligibility for that sport. The opposing team does not have to protest if caught by a supervisor or official.
3. Players using false identification will be suspended for a period of time determined by the Coordinator and Graduate Assistant of Intramural Sports.

**Note:** Captains are responsible for ensuring that their team roster is in compliance with the eligibility guidelines of the APSU Intramural Sports Participation Manual.

**The Game**

1. **Team:** Teams will consist of a maximum of 10 players. 5 players on may be on the court at a time. A team may begin with as few as 4 players.

**Note:** Only team members listed on the roster are allowed to be on the bench and they must remained seated at all times. Failure to comply with this policy will result in a technical foul being assessed.

2. **The Game:** The game shall be played with two 20 –minute halves and a three minute half time. The clock will run continuously until the final 2 minutes of the game (clock will not run during injuries).
3. **Timeouts:** Teams will have 3 timeouts per game. Teams will receive one timeout for all overtime periods. Any unused timeouts in regulation will not carry over to overtime.
4. **Substitutions:** Substitutions may occur during any “dead ball” situation.
5. **Equipment:** Hats, bandanas, shorts with pockets, or jewelry **MAY NOT** be worn while playing. Any player found wearing any of the above during the game will be removed from the game and not allowed to re-enter until the equipment has been replaced.

**Note:** For more detailed equipment guidelines, please refer to the APSU Intramural Sports Participation Manual.

6. **Mercy Rules:** Games will be called when a team is ahead by 40 points at any point in the 2<sup>nd</sup> half (including halftime), 30 points with 10 minutes or less remaining in the 2<sup>nd</sup> half, and 20 points with 2 minutes or less in the 2<sup>nd</sup> half.

**Note:** Teams may not stall games to keep from getting the mercy rule. Any games that are not played competitively by both teams will be ended immediately. Games being prolonged to avoid mercy rule will be called immediately. For more details about the Competition Policy, please refer to the APSU Intramural Sports Participation Manual.

### **Overtime**

Should a game be tied at the end of regulation there will be a two-minute overtime period. If the game is still tied at the end of an overtime period, an additional one minute period will be played. This procedure will be used until there is a winner. Teams will receive one timeout for the duration of all overtime periods. Each overtime period will be started with a jump ball.

### **Equipment and Attire**

- **Jewelry:** Jewelry is not allowed to be worn by any participant during any intramural event. Jewelry consists of any rings, watches, necklaces, earrings, bracelets and any other such similar jewelry that can be seen. Exceptions will be made for medical IDs and religious accessories, but these items must be secured.
- **Clothing:** Shorts, sweatpants, or shirts may not have pockets are not allowed to be worn while participating in Intramural Sports. Cut-off shirts and jerseys must not hang more than four (4) inches from the underarm area (no “muscle shirts”).
- **Uniforms:** All participants must have a number on their jersey, with all players on a team having different numbers. Only one player may play without a number and be “number 0” (there will be no exceptions to this rule). Teams may choose to wear their own jerseys or Intramural Sports issued jerseys. To check out jerseys each player must provide the Intramural Supervisor on duty their APSU Gov’s ID. Teams are not required to wear the jerseys if they have their own team jerseys. Jerseys must be of the same color and have a legible number on them. Numbers may not be taped on the back of the jersey.

**Note:** Intramural Sports reserves the right to disallow team names and logos that are considered obscene or offensive.

- **Headwear:** Headwear is not allowed to be worn by any participant during an intramural event, except for one-piece head/sweat bands that do not have to be tied or do not have any form of knot(s).
- **Footwear:** Non-marking athletic shoes are required.. The Intramural Sports staff will declare the player ineligible to participate until s/he changes shoes so that the equipment requirements are met.
- **Medical Accessories:** Any metal on a knee brace must be covered with a soft padding to prevent injury to fellow participants. Casts and/or other braces must be covered with a soft padding as well. All medical accessories must be approved by the Intramural Sports staff before the player will be cleared to play.

**Note:** In all of the above equipment policies the Intramural Sports staff has the authority to disallow any individual from participating if they feel their equipment would endanger themselves or his/her opponents.

### **Technical Fouls**

Technical fouls will be called for delaying a game, using unethical methods and unsportsmanlike tactics. Only team members listed on the roster are allowed to be on the bench and they must remain seated at all times. Failure to comply with this policy will result in a technical foul being assessed. If any of these infractions are violent, persistent, or aggressive in nature, a flagrant foul will be given. Flagrant fouls will result in an automatic ejection.

If a team is assessed a technical foul by a game official, the offended team will be given two points and possession of the ball at mid-court. Two technical fouls on the same player will result in an automatic ejection. Three technical fouls on a team will result in a forfeit.

**Note:** Any player leaving the bench area to participate in an altercation will receive an automatic ejection.

### **Possession Arrow**

The alternate possession rule will be used after the initial jump ball at the start of the game. Each overtime period will start with a jump ball.

### **Intentional Foul**

An intentional foul will be treated as a technical foul (automatic two points and the ball at mid-court).

### **Removal of Injured Player**

If an official stops the game due to player injury, that player must be removed from the game for one second of game time before they may return to the game.

### **Line Infraction**

Boundary line infraction with no contact (i.e. reaching out of bounds on an inbounds play) will result in one warning. Each additional infraction will result in a technical foul.

### **Bonus and Double Bonus**

Starting with the 7<sup>th</sup> team foul each half, teams will be in the bonus (shoot one and one). If the first free throw is made, the shooter will attempt a second free throw.

Starting with the 10<sup>th</sup> team foul each half, teams will be in the double bonus (shoot two free throws).

**Note:** While team foul totals do not carry over from the first half to the second half, they do carry over from the second half to overtime.

### **Swinging of Arms/Elbows**

Excessive swinging of arms and elbows without contact is a violation. If contact is made it will be a technical foul and a player will be ejected if the contact was flagrant.

### **Summary of Fouls and Respective Penalties**

No free throws will be awarded in the following situations:

- Double foul (two opponents committing personal fouls simultaneously). The foul will be recorded and the team with the possession arrow will get the ball.
- Player control foul (a personal foul committed by a player while he controls the ball). The foul will be recorded and opposing team will get the ball.
- Technical fouls
- Intentional fouls

Free throws will be awarded in the following situations:

- On the 7<sup>th</sup> team foul during a half, teams will shoot “one and one.”
- On the 10<sup>th</sup> team foul during a half, teams will shoot two free throws.
- Fouls that occur during the act of shooting.

Automatic technical fouls will be awarded in the following situations:

- Calling a timeout when there are none remaining.
- Having more than five players on the court at a time.
- Profanity, vulgarity, or unsportsmanlike gesture by a team member.
- Entering the court without reporting to the scorer AND being beckoned by an official.

### **Three-Point Field Goals**

In Men’s A and Fraternity games, three points will be awarded on shots made from behind the NCAA three-point arc.

### **Co-Rec Modifications**

Co-Rec games may be played with any of the following player ratios in relation to gender:

- 3:2
- 2:2

Male players may not score without a female player possessing the ball inbounds in the frontcourt. Male players may not block a female player’s shot. If this occurs, goaltending will be called the point value of the shot will be awarded.