

**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 6 players. 3 players on may be on the court at a time.

**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 12 –minute halves and a three minute half time. The clock will run continuously until the final 2 minutes of the game.
3. **Substitutions:** Substitutions may occur only after a made basket.

**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.

**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.

### **Fouls**

Games will be self-officiated. If a foul is called, change of possession rules will be in effect.

A game may not end on a defensive foul. If the shooting team is fouled as the time expires, the offense will have one more possession.

**Note:** This will not apply if a team leads by more than three points.

### **Change of Possession**

All changes of possession must be cleared (player and ball) past the top of the three-point arc. After each basket, the ball must be “checked” by the opposing team.

### **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.