

University Recreation

Eligibility Guidelines

1. You must present your APSU ID card or Government Issued ID to the IM staff member 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 or Open. 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 this if caught by a supervisor or official.
3. Only two (2) non-affiliates are allowed per team.
 - a. Non-affiliates are those individuals who are not currently enrolled at APSU or current APSU faculty/staff.
 - b. An individual must have a minimum of two month, paid in full, membership to the Foy Center in order to participate in Intramurals. (In addition to paying the individual Intramural player fee)
4. Players using false identification will be suspended for a period of time determined by the Assistant Director.
5. The forfeit fee, \$40, will be enforced for every league sport and it must be paid before your next scheduled game.
 - a. A team who forfeits TWICE will be removed from the league and is still responsible for paying the forfeit fees.
6. Roster additions/deletions must be made prior to game time and will not be done by the IM staff at the check-in table.
 - a. **Once a player has participated in one game they may not be removed from the roster.**

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

The Game

1. **Team:** Teams will consist of a maximum roster size of 10 players. 5 players 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 remain seated at all times. Failure to comply with this policy may result in a technical foul being assessed.

2. **Timing:** The game shall be played with four 10-minute quarters. The clock will run until the final 2 minutes of the final quarter.
3. **Substitutions:** Substitutions may occur during any "dead ball" situations, after being beckoned by an official.
4. **Timeouts:** Teams will have 3 timeouts per game. Teams will receive only one timeout for all overtime periods. Any unused timeouts in regulation will not carry over to overtime.

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5. **Equipment:** Hats, bandanas, 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 removed or replaced.

1st Offense: Warning

2nd Offense: Technical Foul

- a. 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. Teams wearing issued jerseys, a full t-shirt must be worn. Teams are not required to wear the jerseys if they have their own team jerseys. Jerseys must be of a similar color and have a legible number on them. Numbers may not be taped on the back of the jersey.
- b. **Headwear:** Headwear is not allowed to be worn by any participant, except for one-piece head/sweat bands that do not have to be tied or do not have any form of knot(s).
- c. **Footwear:** Non-marking athletic shoes are required. Players will not be allowed to participate until s/he changes shoes so that the equipment requirements are met.
- d. **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: Intramural Sports reserves the right to disallow team names and logos that are considered obscene or offensive.

6. **Mercy Rules:** Games will be called when a team is ahead by 40 points at any point in the 2nd half (including at halftime), 30 points with 10 minutes or less remaining in the 2nd half, and 15 points with 2 minutes or less in the 2nd 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 Participation Manual.

Playing Rules

Play will be governed by the Official Basketball Rules as written by the National Federation of High Schools (NFHS), with modifications made by IM Sports.

An official jump-ball will be assessed to determine first possession.

Following a field goal or last free throw:

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- A player from a non-scoring team will resume the game by passing the ball in-bounds to another teammate. Players who take the ball out must not cross the line of the baseline before the ball is passed in.
- The defensive team is allowed to play for the ball in the “paint” underneath the basket.

Following each unsuccessful field goal or last free throw:

- If the offensive team rebounds the ball, they may continue to attempt to score.
- If the defensive team rebounds or steals the ball, the ball is immediately live.

After a dead ball:

- Possession of the ball given to either team following any dead ball situation.

Fouls & Free Throws:

- A team is in the double bonus after it has committed 5 fouls. Two free throws will be rewarded to every foul at the 5th foul.
- Team fouls will reset at the end of each quarter but will not reset from 4th quarter to overtime

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.

Conduct

- **Unsportsmanlike conduct:** When an opponent is about to play or in the act of playing a ball, players should not attempt to distract them.
- **Derogatory remarks or acts:** The referee has the power to warn, declare a side-out or point. Players, substitutes, or spectators may be disqualified from a game or match for violating any of the violations as outlined in the Intramural Sports Participation Manual.

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 may result in a technical foul being

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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 until the next dead ball situation 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.

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 may be ejected if the contact was flagrant or above the shoulders.

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 the opposing team will get the ball.
- Technical fouls
- Intentional fouls
- Free throws will be awarded in the following situations:
 - On the 5th team foul during a quarter, teams will shoot **TWO** free throws.

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- There will be no more “one-and-one” situations.
- The foul count will reset at the start of every quarter. Except for overtime.
- 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:**
 - Three points will be awarded on shots made from behind the High School three-point arc.

Revised: January 21, 2025