

## 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. **The Court:** All matches will be played on a basketball court within the confines of the volleyball boundary lines.
2. **Team:** Teams will consist of a maximum of 12 players with 6 players on the court at a time.
3. **Game/Scoring:** Matches shall be played shall be played in a best-of-seven format. There will be a six minute time limit on each game.
4. **Equipment:** Hats, bandanas, and 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.

### Playing Rules

The object of the game is to eliminate all opposing players by getting them out. This may be done in the following ways:

- Hitting an opposing player below the shoulders with a thrown ball that has not previously been touched the ground, another ball or player.
- A thrown ball not landing on the other side of the court.
- A player crossing midcourt with any part of their body.
- A player stepping out of bounds. This includes crossing the back line.

**Note:** Players in the game ("not out") may not leave the volleyball boundary lines. Extra players and spectators only may retrieve balls from out of bounds.

- A player throwing at the opponent without clearing the ball past the red line.
- Catching a thrown ball by the opposing team.

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### **Beginning the Game:**

Prior to the start of each game, six dodgeballs will be placed at midcourt. Players take their position on the end line. Following the referee's whistle, players may approach midcourt in order to retrieve a ball. After retrieving a ball, a player must take it back past their red ten foot line before throwing it at an opponent.

### **Re-Entry:**

A player may re-enter the game once a teammate has caught a thrown ball by the opposing team. However, players must re-enter in the order they were eliminated. The next player to re-enter must remain in the designated box to alert officials of who is next re-enter.

### **Stalling and 10 Second Violations:**

A team during a regulation game must be given the opportunity to eliminate an opposing player. This requires a ball to be at the disposal of the teams.

It is illegal for any team to control all the balls for more than ten seconds. If a team controls all of the balls, they must make a legitimate effort to get at least one ball across the attack line and into the opponents back court. If this is not done within ten seconds, a 10 second violation will be called. A team may avoid a 10 second violation by throwing a ball into the opponent's back court. This does not include throwing the ball over and through an opponents' end line.

### **Penalties for 10 second violations are as follows:**

- First violation: stoppage of play and the balls will be divided evenly between the teams. Play will continue with "balls in hand."
- Second violation: Removal of one player from the offending team by choice of the opposing team. That team must play down for the remainder of the game.

**Note:** For successive violations, teams will continue to have players removed.

### **Deflections and Bobbles**

If a player bobbles a ball:

- And drops the ball they are considered out.
- And a teammate catches the ball, their opponent that threw the ball is out, as well as the player that bobbled the ball.
- The ball hits a teammate, both teammates are out.
- If a player deflects a ball, ball is dead.

### **Overtime**

If an equal amount of players remain on each team after six minutes, one minute sudden-death overtime period will be played with the remaining players. Each additional overtime period will add one player to each team. There will be no re-entry during overtime.

### **Unsportsmanlike Conduct**

Supervisors may warn players and call technical fouls on those who display unsportsmanlike conduct. Any players receiving 2 technical fouls in a game will be ejected. An official is not required to warn a player before issuing a technical foul.

**Note:** For more information as to what constitutes as unsportsmanlike conduct, please refer to the APSU Intramural Sports Manual.

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