

Rules for Intramural Basketball:

Sportsmanship Policy: All players sign the sportsmanship agreement form given to each team captain at the captains meeting stating they have read and understood the rules of the game and APU's Intramural Sportsmanship Policy. Players who do not have the form signed will not be permitted to play until they sign the form.

Number and Eligible Players: Each team may consist of 10 players. However, only five players may participate in the game at any one time. Teams are allowed to have three ex-collegiate players on their roster. Only two ex-collegiate players may be on the court at the same time. All players must be current APU undergraduate, graduate students or faculty and staff. A team must have 4 players in order to start a game time. Teams are not allowed to add players after the second week of games. Team Captains must notify the Intramural staff if they want to add a player before this time. The player must be approved and fill out all appropriate forms before allowed to play.

Ineligible Players: Any member of the APU Varsity Basketball team, men or women's, who participated in the previous season, any red shirt player from the previous season, and any collegiate player who has not sat out for at least two consecutive academic semesters. Violations will result in immediate forfeits of games played by the student and possible expulsion from the league for the team. No team may have any alumni on their roster.

Players Equipment: A player shall not wear anything which is dangerous to another player. Either soccer shoes or tennis shoes must be worn (no bare feet). No metal, aluminum, or hard plastics studs allowed.

Referee: The referee shall enforce the rules and decide on any disputed point. His decision on the points of fact connected with the play shall be final so far as the result of the game is concerned. Any player ejected from a game faces a minimum one game suspension. A player can be suspended from the league for verbal abuse towards an official.

Rules:

1. Games shall consist of 40 minutes divided into two halves of 20 minutes each. Time will run continuously throughout the game, except for the final 2 minutes of the last half and (only if the difference in score is less than 10 points) where the clock will stop on all fouls, jump balls, and out of bounds.
2. There will be a two-minute half time.
3. Each team will be awarded three (3) 60 second time outs per game. Note: only one (1) time out is allowed in the last 2 minutes of the game.
4. The score will be kept on the score sheet provided by the Intramural Dept. The Intramural score sheet will be considered the official score.
5. Scheduled game time is forfeit time. Each team must have 4 players to start the game. Teams are only allowed ten players listed on the team roster.
6. If the game is tied after regulation time, continuous two minute overtimes will be played until there is a winner. (5 minute overtime periods used for playoffs) There will be only one time out allowed per overtime period, and the clock will be stopped during the last minute of each overtime period.
7. The bonus free throw rule will be in effect on the 7th team foul in each half. The 10th team foul shall result in awarding 2 bonus free throws.
8. Substitutions may be made when the ball is dead: fouls, jump balls, out of bounds, and time outs. They must report to the scores table and wait to be beckoned onto the court by the official.

9. Team captains are required to check any questionable ineligible players through the Intramural office. All players should be prepared to present their current APU ID. Any player without their ID will not be permitted to play.
10. Officials can call a technical on the bench (2 shots) or any spectator (identifiable with a team) for any verbal abuse or actions threatening to the official. Technical fouls are recorded as a personal foul and a team foul. Two technical fouls merit ejection for the player. Any player ejected from a game faces a minimum one game suspension.
11. The supervisor has the authority to forfeit any game where he/she feels the players or spectators can no longer conduct themselves in an appropriate manner.
12. The official shall have the power to make decisions on any point not specifically covered in the rules. Only team captains can confer with officials on interpretations of the rules. No conference will be allowed on an official's judgment.
13. Dunking the ball is permitted only during the game, not during warm-ups or half time. The penalty will be a technical foul (2 shots).
14. All team names and colors are to be approved by the Intramural Graduate Assistant before the season begins. Team colors are on a first come first serve basis.
15. NCAA basketball rules will govern play unless otherwise noted.

INTERPRETATION:

All leagues will utilize the ten-second-backcourt rule.

For more information contact Intramurals at Intramurals@apu.edu