



APU Basketball Rules and Policies

1. Number and Eligible Players:

Each team may consist of 12 players. 5 players on the court at one time. All players must be CURRENT APU faculty, staff or student. **Alumni cannot play.** A team must have 4 players in order to start a game time. All players must show APU ID CARD at check in.

* Current collegiate varsity basketball players are not eligible to play- please see student athlete policy which can be found online.

2. Referees: The referee shall enforce the rules and decide on any disputed point. 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. Any player ejected or suspended must meet with **Assistant Director for Campus Recreation** before returning to play with their team.

3. 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). The clock will stop on all fouls, jump balls, and out of bounds for the final 2 minutes.

4. There will be a two-minute half time.

5. 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.

6. The score will be kept on the score sheet or score board provided by the Intramural Department.

7. If a team does not show up within 5 minutes of game time, it is considered a forfeit.

8. 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.

9. The bonus free throw rule will be in effect on the 7th team foul in each half (1 and 1). The 10th team foul shall result in awarding 2 bonus free throws.

10. 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.

11. 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.

12. 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.

13. The supervisor has the authority to forfeit any game where he/she feels the players of spectators can no longer conduct themselves in an appropriate manner.

14. 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.

15. Dunking the ball or hanging on the net is **never** permitted during the game, or during warm-ups or half time. The penalty will be a technical foul (2 shots).

16. All team names are to be approved by Communiversy before the season begins.
-If teams come wearing the same color, rock paper scissors will determine who wears a piney.

17. NCAA basketball rules will govern play unless otherwise noted.

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

****Official rules of basketball will be in affect and at the discretion of both the Assistant Director for Campus Recreation and the referee of the game being played.**