

Some minor modifications have been implemented for the intramural program to encourage sportsmanship, provide for the safety of the participants and to adhere to time restrictions.

RULE 1: Facility and Equipment

- **Facility:** Student Recreation Center
- **Equipment**
 - a) Jerseys: players of opposing teams must wear contrasting colored jerseys.
 - b) Shoes: each player must wear CLEAN soled shoes of soft-pliable rubber.
 - c) All hats and bandannas are illegal.
 - d) Balls will be provided by the Intramural Department.
 - e) **Jewelry is illegal. All head/facial piercings must be removed. If you want to wear it then don't play.**

NOTE: Officials of each game will determine legality of all equipment. A player wearing illegal equipment will not be permitted to play.

RULE 2: Composition of Teams and Substitutions

- **Composition of Teams**
 - 2 teams of 8 players
 - No more than 8 players can be on the court at one time
 - Minimum to start is 6 players. Less than 6 players will result in a forfeit.
 - CoRec must play 4 males and 4 females. Other acceptable ratios: 3 males and 3 females, 4 females and 2 males, or 4 males and 2 females
- **Substitutions**

No substitutions are allowed during the game unless due to injury. Players who got out may only re-enter the game when proper game rules allow (ie. A player on your team makes a legal catch of a ball). You may switch players in between games.
- **NO ID, NO PLAY. NO EXCEPTIONS!** All players must present their FSU ID card before every game in order to participate. **ID's will be checked before each game. If you don't have your ID, you will not play that game.** If you are caught trying to use someone else's ID, your team will forfeit that game, and the other person will need to come to the UREC office the following day to retrieve his or her ID.

RULE 3: Playing Time

- Two sixteen (16) minute halves are allotted per match. At the end of the first sixteen minutes, there will be a 5 minute half time, then teams will rotate sides and will continue that game into the second half. The second half will begin with the game continuing as it was at the end of the first half. The two teams will play as many games in the time allotment as possible.
- **Match Time/Forfeits/Time Outs**
 - a) Forfeit Time - **Game time is forfeit time.** Teams must be signed in with the required number of players (and ready to play) at game time to avoid a forfeit.
 - b) No timeouts will be allowed once play has begun.
 - c) Clock will stop only on official or injury timeouts.
- **Injured Player** - Any player that is injured (or apparently injured) who is discovered by an official when the ball is alive or dead and play is stopped for them will be required to sit out at least until the next substitution opportunity (after the ball becomes live again). **Any player that is found to be bleeding must immediately be removed from the game and must receive attention to stop the bleeding. If in the officials judgment there will be an unusual delay (more than 30 seconds) to administer the first aid, the player who is bleeding must be substituted for.**

RULE 4: Court

- The play area will be the black Basketball lines
- All players are confined to one half of the basketball court, with their teams' side being bound by sidelines, and center court line. Once the opponent team is down to two (2) players, your team may cross the center court line and attack from their side of the court. If a player slides over the center court line, he/she is out.
- During play, all players must remain within boundary lines.
- Players may pass through their end-line only to retrieve stray balls (never leave through the sidelines or you will be called out). If your team has excess players on the sideline or players that are sitting "out" – they are responsible for tossing the balls back into play. When retrieving a ball, the player must also immediately re-enter the playing field through the end-line only.

RULE 4: The Game, Playing the ball and Outs

- **Object:** The object of the game is to get all your opponents "Out" by hitting them with the ball or by catching their throws. The team with the last player standing will be declared the winner.
- Each game starts with five (5) balls lined up on the center court line.
- Each team will start behind their respective end lines until the supervisor or official blows the start whistle. The five balls will be placed at the center court line at the start of a match and each team must race to the middle to gain possession of a ball. The players must not cross the center court line in any form or fashion when going for the balls. Any player who crosses the center court line will be considered "OUT." Once balls are obtained, players must return to his/her own 10 foot line before attempting their **FIRST THROW** at an opponent.
- If the ball comes in contact with the opposing player's head, the person throwing the ball is out. If a player ducks or lowers his/her head and the ball hits his/her head, that player will be out. This is not considered a "head shot" because the ball was not aimed at the head. The object is to throw the ball at a playing opponent and strike them anywhere between the shoulders and feet.
- A player may deflect a ball with their held ball. When this action occurs, the thrown ball becomes dead. If the player drops the held ball while blocking, the player is out.
- Any player contacted by a thrown ball is out of the game unless the ball deflects off the wall, dividers, any part of the basketball hoop, a held ball and/or floor. A deflection on a teammate results in both players being out.
- The person throwing the ball is out if an opposing player catches the ball on the fly. Once the ball is caught, one player in front of the line that is out-of-bounds may come back into play. If a player comes in out of turn, they must return to the sideline and no one is allowed to come in until the next caught ball. The thrower is not out if the ball is caught after deflecting off anything other than another player (if the ball does bounce off an opposing player, and is then caught by another opposing player, the only person out is the thrower).
- Once a player has been hit, he/she should immediately raise his/her hand and run off the court to the out-of-bounds area, staying in order of elimination.
- If a team makes a basket on the opposite teams basketball hoop that entire team will be allowed back in to the game. If the team has more than 8 players only the first people in line to make 8 are allowed back in.

- If any player that is out-of-bounds deliberately interferes with ball in-bounds, the player that the ball was going toward will be out. Players that are out can only throw balls back in bounds for play.
- Any player delaying the game (i.e. holding all of the balls, standing in the corner, etc.) will not be tolerated. If a player holds or isn't throwing the balls for more than ten (10) seconds, that player must roll the balls to the opposing team's side of play. If that player does not forfeit the ball to the other side he/she is out.

RULE 5: How to win and Tie Breakers

- The winning team is the team which wins the most games in the allotted time:
 - a. The team with the last person left on the court.
 - b. The team with the least amount of people left on the court at the expiration of time.
- Tie breaker at the end of 16 minutes:
 - a. Playoffs will be playing another game with only 5 people per team on the court. The rest of the players enter in order. Players enter only if there are less than 5 players on their half of the court and a teammate has caught a "fly" ball. The basket rule is not in effect.

RULE 6: Key Terms of the Game

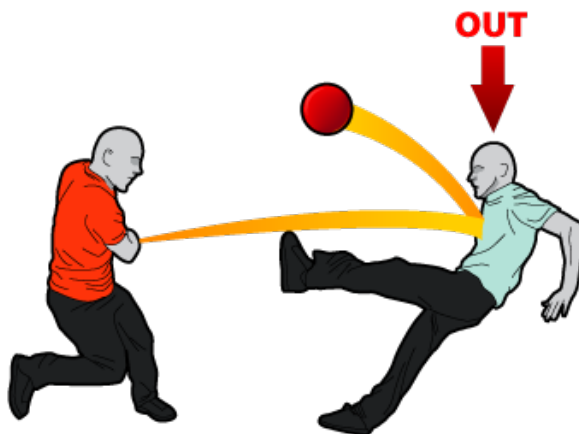
- **Free-** Player who has not been hit by a legal ball
- **Out-** A player who was hit by a live ball, threw a ball that was caught by an opposing player, strikes an opposing player above the shoulders, or are serving a violation penalty. To be freed from the bench, player must catch a live ball thrown by their teammates.
- **Center Court line-** Middle dividing line that cannot be crossed until opponent is down to 2 players on the court.
- **Caught ball-** A ball caught by an opposing player will send the thrower "out" (if caught before a bounce) and a ball caught by a teammate in prison will free them. A caught ball can be used as a shield, provided the delay of game rule is not violated.
- **Live ball-** A ball that is in flight. The ball only becomes dead when it contacts the ground. Only a live ball can send someone to "out" or free them from the bench.
- **Thrown ball-** Must strike the opponent at or below the shoulders. If it hits them above the shoulders, that person is immediately sent to the bench. If the same person is doing this often, they may be removed from the game at the discretion of the official. If a person is not ducking or trying to avoid being hit, and is struck above the shoulders there is no violation.

RULE 7: Violations (list of plays that will result in infractions)

- **Delay of game-** Holding on to the ball for more than 10 seconds
- **Offside-** Crossing the center court line during regulation to retrieve ball

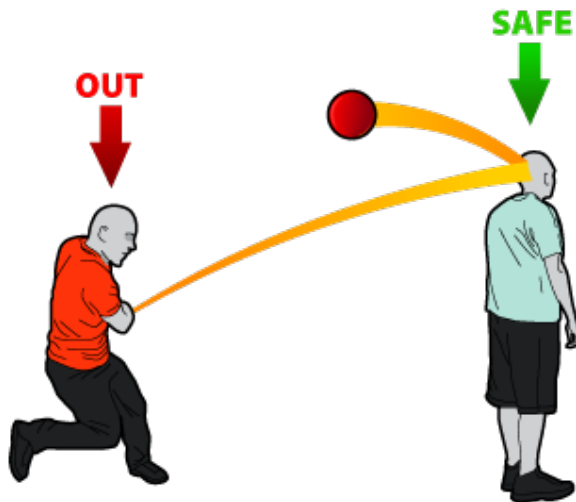
Illustrated Rules

OUTS

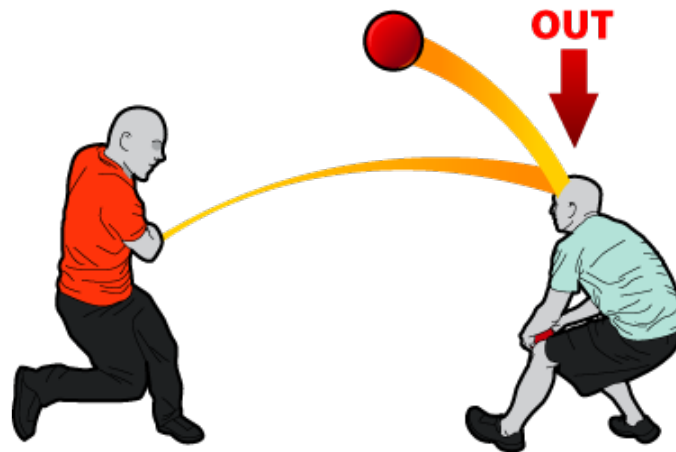


Thrower hits an opponent in the body or extremities.

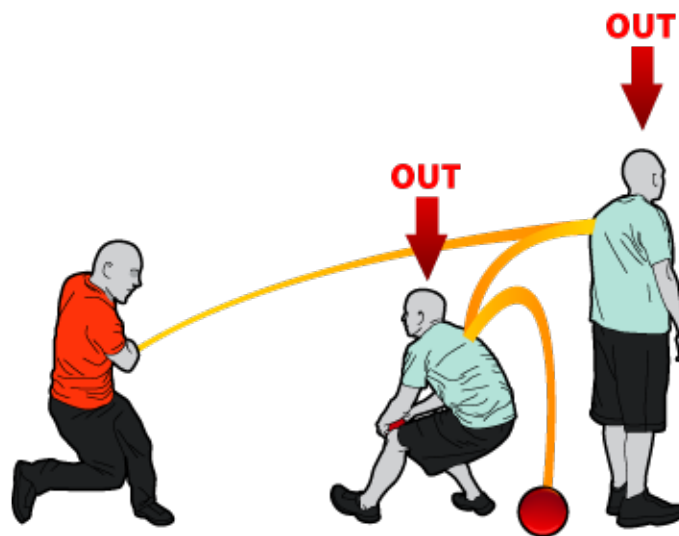
SAFE



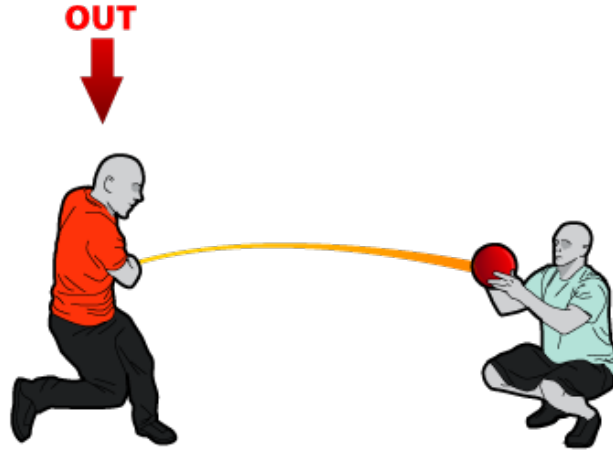
Thrower hits an opponent in the head.



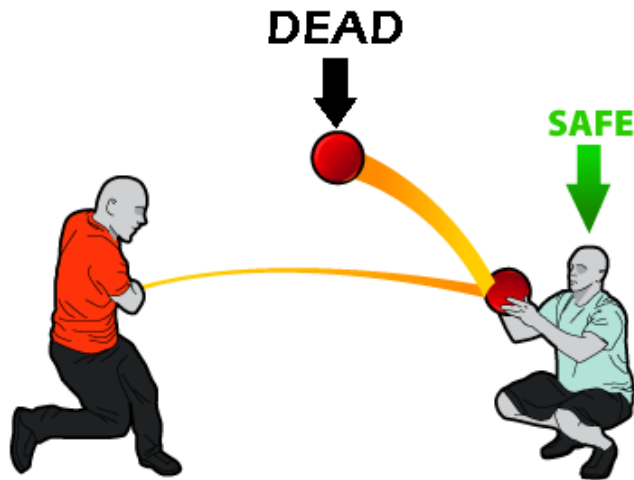
Player ducks into a head shot.



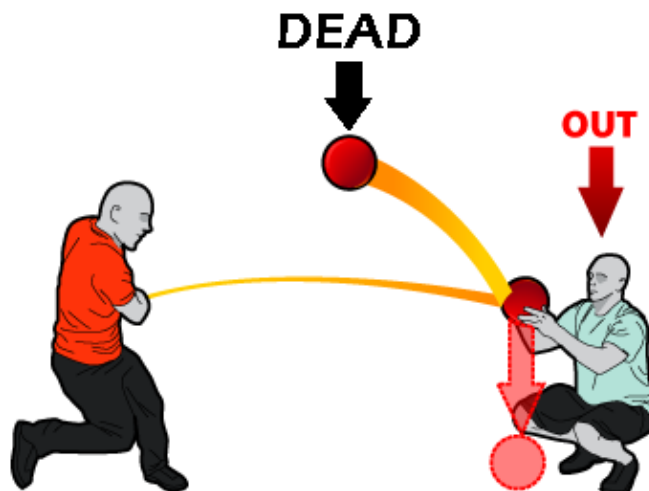
Ball bounces off two players.



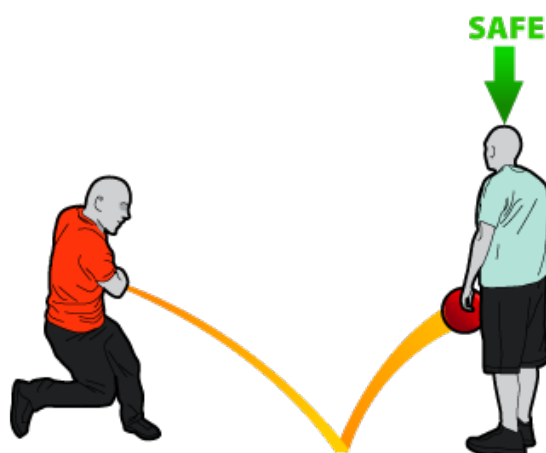
Throw caught by an opponent. Catcher's teammate regenerates.



A player uses a ball as a shield.



A player uses a ball as a shield and drops the ball.



A thrown ball hits the ground before an opponent.



Player's foot crosses the midline or out-of-bounds line.