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Activities and Operations

# HSC Intramural Sports Manual

## **Student Faculty Center Activities and Operations**

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# CONTENTS

INTRAMURAL SPORTS.....	5
Team Entries .....	5
Free Agents (Individual entered without a team) .....	5
Roster Regulations .....	5
Participation Fees .....	6
Registration Reimbursement .....	6
Individual Participant Eligibility .....	6
League Structure .....	6
Schedules .....	7
Cancellations/Game Rescheduling/Forfeits .....	7
Captain’s Responsibilities .....	8
Discipline.....	8
Intramural Fighting Policy .....	9
Sportsmanship Violations and Penalties .....	10
Cheating Policy .....	11
Ejection .....	11
General Intramural Policies .....	12
Individual Participant Apparel/ Jewelry .....	12
Equipment Policy .....	12
Lost and Found .....	12
Administrative Policies.....	13
Assumption of Risk.....	13
Non-Discriminatory Clause .....	13
Ethnic Intimidation Policy .....	13
Emergency Procedures.....	13
Life or Death Emergency .....	13
Major Injury (neck, back, spinal cord, major ligament tear, compound fracture, etc.) .....	14
Minor Injury (ankle sprain, broken finger, minor cut/scrape, etc.) .....	14
Blood Born Pathogen Policy .....	14
Taunting Policy .....	14

Student Code of Conduct .....	15
Hazing Policy .....	15
Drug and Alcohol Policy .....	15
Smoking .....	15
Intramural Basketball.....	16
Game Day Setup and Procedures to be completed 30 minutes prior to first game.....	16
General Provisions .....	16
Game Structure .....	17
Specific Rules .....	17
Indoor Soccer.....	19
General Provisions .....	19
Game Structure .....	19
Specific Rules .....	20
Fouls and Violations .....	20
Racquetball .....	22
General Provisions .....	22
Game Structure .....	22
Specific Rules .....	22
Hinders .....	23
Volleyball .....	24
General Provisions .....	24
Game Structure .....	24
Specific Rules .....	25
Table Tennis .....	26
General Provisions .....	26
Game Structure .....	26
Specific Rules .....	26
Cornhole .....	27
General Provisions .....	27
Game Structure .....	27



# INTRAMURAL SPORTS

## Team Entries

- Registration for Fall intramural sport leagues begins in the end of August.
- Registration for Spring intramural sport leagues begins in January.
- Registration for Summer intramural sport leagues begins in the end of May.
- Decide on a sport league in which to participate.
- Organize friends, house and hall mates, and/or co-workers to form a team.
- Intramural registration is online and can be accessed from [http://imleagues.com/Temple\\_University\\_HSC](http://imleagues.com/Temple_University_HSC)
- Complete the intramural registration form completely and write your team's available times on the online form. Ensure that all participants read the waiver, accept the registration form.
- Pay the corresponding intramural deposit.
- Attend one of the scheduled captain meetings. Captains meetings are mandatory. If the team captain is unable to attend the captain's meeting a team member must attend one of the meetings in the captain's place.

## Free Agents (Individual entered without a team)

Free agent registration is available for individuals who have not been able to join or find a team. Individual free agent registration is available online at [http://imleagues.com/Temple\\_University\\_HSC](http://imleagues.com/Temple_University_HSC). Please complete the form.

- Free agents are expected to attend captain's meetings in order to attempt to place you with a team.
- SFC Activities and Operations cannot guarantee placement of all free agents with a team.
- If there are enough free agents to field a team one may be formed.
- Individual deposits are not required for free agents.

## Roster Regulations

- All participants must read and sign the team roster/waiver form in its entirety.
- Rosters are capped based on the individual sports. Please see the section below for your sport for roster caps.
- Players who have not signed the roster are ineligible.
- When adding a new player, the new player must come into SFC Activities and Operations main office to sign the roster before participating in his/her first game. Players who have not signed the roster/waiver by 5:00pm the day of a game are not eligible to participate that evening. Rosters are not available at the intramural game site.
- Rosters are "frozen" at the start of the first game of the season. At that time, additions to the roster are not permitted.
- Participants may only play for one team per league. Playing in one game declares your allegiance to that team for the remainder of that season/tournament.
- "Free Agent" players may be added at any time until rosters are frozen. Refer to individual sports for roster caps.

## Participation Fees

Each intramural team is required to submit a one-time fee with their team registration for the respective sport. Fee amounts for each sport are listed below:

<b>High Competition Basketball</b>	Team: \$100.00	Individual: \$15
<b>Indoor Soccer</b>	Team: \$50.00	Individual: \$10
<b>Volleyball</b>	Team: \$50.00	Individual: \$10
<b>Racquetball</b>	Individual: \$5.00	

SFC Activities and Operations accepts payments in the form of cash or money order only. League fees are to be paid at the gym desk, HSC Recreation Center, SFC Lower Basement.

## Registration Reimbursement

- Registration reimbursement will only occur under extenuating circumstances.
  - For example, more than half of your games are not played due to other team's forfeits/weather issues.

## Individual Participant Eligibility

The following criteria establish requirements for individual intramural participation:

- Temple University students, faculty, staff members and TUHS employees.
- Participants must possess a valid Temple University or Temple University Health System ID. IDs will be requested for verification by an intramural supervisor or scorekeeper prior to each intramural contest. A player who cannot produce an Owl card will not be permitted to play. Any team using an ineligible player will forfeit the contest in question.
- Participants must be currently paying the recreation services fee either per semester or via payroll deduction.
- Alumni are not eligible to participate. Visiting students are not eligible to participate.

## League Structure

League structure which includes the number of games and game brackets will be determined by the Recreation Coordinator based on facility availability, time allotment for games and activity schedules. Registered teams must be able to play any time the league is scheduled. Efforts may be made to accommodate team requests for specific preferences when possible.

## **Schedules**

### **Fall Intramural Sports (Basketball, Racquetball, Volleyball)**

- Marketing for Fall intramurals begins in mid-August.
- Registration for Fall only sports begins the first week of the semester and last two weeks.
- Fall only sports captain meetings are held the second week of September.
- Fall only sport leagues begin play mid-September.
- Basketball and Racquetball are both Fall and Spring sports, with two separate leagues each semester. Registration and captain meeting deadlines follow the same schedule as all other fall and spring semester sports.
- No games will be scheduled during the week of Thanksgiving/Fall break based on the academic calendar.
- Fall only sport leagues end late November/early December dependent upon league schedule.

### **Spring Intramural Sports (Basketball, Racquetball, Soccer)**

- Marketing for Spring intramurals begins in mid-December.
- Registration for Spring only sports (soccer, racquetball) begins the first week of the semester and last two weeks.
- Spring only sports captain meetings are held the last week of January.
- Spring only sport leagues begin play the first week of February.
- Basketball and Racquetball are both Fall and Spring sports, with two separate leagues each semester. Registration and captain meeting deadlines follow the same schedule as all other fall and spring semester sports.
- No games will be scheduled during Spring break based on the academic calendar.
- Spring only sport leagues end late April/early May dependent upon league schedule.

### **Summer Intramural Sports (Racquetball)**

- Marketing for Summer intramurals begins in early May
- Registration for Summer only sports begins at the end of May and last two weeks.
  
- Schedules are confirmed at captain meetings for each sport. Play-off schedules are determined based on the number of teams or individuals participating but by default will be:
  - Top-eight seeds qualify for playoffs.
  - First round (single elimination): 1v8, 2v7, 3v6, 4v5
  - Second round (single elimination): reseeded 1v4, 2v3
  - Finals (best of three)

## **Cancellations/Game Rescheduling/Forfeits**

- If a team knows they cannot play 48 hours prior to the game, there is a possibility the game can be rescheduled. If it cannot be rescheduled they will have to forfeit.
- VOLLEYBALL: The first forfeit is free. The second forfeit will result in a \$15 fee to rejoin the league. The third forfeit will result in expulsion from the league.
- BASKETBALL & SOCCER: The first two forfeits are free. The third forfeit will result in expulsion from the league, unless the \$25 forfeit fee is paid to rejoin the league. The forfeit fee must be paid by the Friday of the week in which the team forfeits.

## **Captain's Responsibilities**

It is the responsibility of all captains to educate team members of all HSC Recreation Intramural policies and procedures.

Team captains are expected to meet the following guidelines:

- Attend one mandatory captain's meetings.
- NOTE: If the team captain is unable to make either of the captain meetings, a representative from the team must attend one of meetings in his/her place.
- Act as the liaison between SFC Activities and Operations and all team members.
- Ensure that all players have registered with Intramural Staff by providing a valid TU ID before the start of each game.
- Complete the SFC Activities and Operations intramural roster/waiver form with participants' signatures for the individual sport.
- Submit the required deposit prior to entry deadline.
- Represent your team in communications with officials and supervisors.
- Educate your team members regarding the consequences of poor sportsmanship for both the individual and the team.
- Manage the behavior of all team members and spectators.
- Ensure that team members understand and abide by all the Intramural Sports Policies as posted at <http://studentcenter.temple.edu/intramural-sports> and within individual sport registration pages.
- Inform team members of the SFC Activities and Operations intramural code of conduct.
- Inform any ejected players that they must promptly leave the facility in which the competition is being held. Failure to leave the facility will result in a team forfeit.

## **Discipline**

HSC Recreation Intramural participants are expected to exhibit good sportsmanship. Good Sportsmanship requires respect for opponents, Student Faculty Center staff, Officials, and all spectators in attendance. In order for the Intramural Program to succeed, all competitors must abide by the rules of the game and the rulings of the officials. Competitors who do not cooperate jeopardize not only their own eligibility, but that of their team. The following scale will be used by Officials to rate sportsmanship during Intramural contests:

- "A"- Outstanding sportsmanship and conduct: All players fully cooperate with staff and officials and the captain controls his/her team.
- "B"- Good sportsmanship and conduct: Team members are in control throughout the contest, team does not show an aggressive or verbal dissent to the opposing team, officials, or staff.
- "C"- Average sportsmanship and conduct: Verbal dissent towards officials, staff, and/or opponents. *Any team with a sportsmanship-related foul, flagrant foul, or yellow card will not earn a grade higher than a C.*
- "D"- Below average sportsmanship and conduct: Team members continually show disrespect for officials, staff, or opponents either on or off the court and during or after the game. Team captain shows little or no control during the game. *Teams that receive multiple sportsmanship-related fouls, flagrant fouls, yellow cards or a red card (ejection) will receive no higher than a D grade.*



- “F”- Poor sportsmanship and conduct: The team is completely uncooperative and out of control. Team captain shows no control over the actions of the team. *Any team receiving multiple red cards, sportsmanship-related ejections, or flagrant foul ejections will receive an F grade.*

In the case of a forfeit, the “winner by forfeit” will earn a grade of an A while the forfeiting team will not receive a score for the game and their sportsmanship grade will be determined by their other games.

### **Intramural Fighting Policy**

SFC Activities and Operations will not tolerate fighting. Individuals involved in violations of Temple University fighting policies will automatically be referred to the Temple University Disciplinary Committee. To ensure appropriate behavior, students should refer to Temple University Student Code of Conduct; Page 3, Section III, *Behavior Guidelines*. Copies may be picked up in the Dean of Student’s Office (Student Center Rm. 304) or the Office of Student Conduct and Community Standards (Student Center Rm. 318).

## Sportsmanship Violations and Penalties

The following grid provides type of violation and Temple penalty for unsportsmanlike conduct during intramurals:

	<u>Official Intimidation</u> <u>Penalties</u>	<u>Fighting/ Roughing</u> <u>Penalties</u>	<u>Discretionary</u> <u>Penalties</u>	<u>Intent to Injure with</u> <u>Force</u>
<b>1 Game Suspension</b>	Constant baiting and/or taunting	Excessive aggression	Other unsportsmanlike conduct	
<b>2 Game Suspension</b>	Verbal abuse Obscenities	Excessive force  Physical abuse	Repeat offences	
<b>3 Game Suspension</b>	Excessive verbal abuse  Physical crowding	Third person involvement  Fighting (1 punch)	Overly aggressive	
<b>4 Game Suspension</b>		Fighting	Post-game incidents	
<b>5+ Game Suspension</b>		Excessive fighting  Instigator	Travesty to the game	
<b>Out of League</b>		Individuals leaving bench/sideline results in team expulsion	Abuse to intramural staff	Not causing injury (1 year suspension)
<b>Out of All Intramural Activities</b>	Contact with, spitting at or chasing official  Physical Intimidation  Threatening verbal abuse		Causing injury	Causing injury (unlimited suspension)

## **Cheating Policy**

Any player found cheating will be suspended from the Intramural Program for a total of one calendar year. In the event of gross violations the participants may be permanently prohibited from participating in HSC Recreation intramural activities. Examples of cheating include:

- Participating under an assumed name
- Participating while currently under suspension from the intramural program
- Participating for more than one team
- Fraudulently using another person's ID
- Misrepresenting scores
- Playing without valid gym membership for both Fall and Spring semesters

## **Ejection**

- Any player or coach receiving an ejection must meet with the Recreation Coordinator before participating in the next intramural competition.
- Penalties for ejection may include suspension and/or probation for a period of one game up to an entire academic year.
- A player may submit an appeal for his/her suspension; however, that player may not participate in any intramural competition while the appeal is in review.
- In the case of extreme misconduct, team and/or individuals will be referred to the University Disciplinary Committee.

## **General Intramural Policies**

### **Individual Participant Apparel/ Jewelry**

- Proper athletic footwear must be worn while competing; open-toed shoes, sandals and boots are prohibited. Athletic footwear facility policies are in effect at each respective site during intramural competition.
- The wearing of jewelry is not permitted during intramural competition. Intramural staff will not hold jewelry for participants. In addition, jewelry may not be covered by tape or Band-Aids.
- Medical tags are permissible.
- HSC Recreation is not responsible for any lost or stolen items. Do not take valuables to intramural contests and leave them unattended. Items have been stolen in the past while owners participated in games.

### **Equipment Policy**

All intramural equipment is the property of Temple University and SFC Activities and Operations. During certain intramural events the team captain will be required to exchange his/her ID for the equipment used by his/her team.

- Equipment that is not returned by a team may result in team expulsion from intramurals for the academic year and/or forfeiture of the team's deposit.
- Abuse of equipment or intramural facilities will result in the individual or team's ejection from the game or league.

### **Lost and Found**

Personal equipment found on the in the gymnasium will be returned to the lost and found in the gym office, HSC Recreation Center, SFC Lower Basement. Lost items may be claimed during regular office hours.

## **Administrative Policies**

### **Assumption of Risk**

Temple University nor SFC Activities and Operations will accept responsibility for injuries sustained while participating in intramurals or informal recreation activities. Medical costs are constantly rising, and the expense of an unforeseen accident can seriously delay or even destroy a student's academic career. SFC Activities and Operations hopes that all students are protected against such a misfortune, and strongly suggests that students not currently covered by a health and accident insurance policy obtain that coverage as soon as possible. Additionally, participation in intramural activities is on a voluntary basis. Prior to participating in any Intramural activity, all team members must read and sign the waiver section on the intramural registration form.

### **Non-Discriminatory Clause**

SFC Activities and Operations is committed to providing recreational opportunities to all students. Discrimination in any activity is strictly prohibited on the basis of race, color, sex, sexual orientation, national origin, age, handicap, marital status, religion, or veteran status. For additional information please refer to the Student Code of Conduct at:

[http://policies.temple.edu/getdoc.asp?policy\\_no=03.70.12](http://policies.temple.edu/getdoc.asp?policy_no=03.70.12)

### **Ethnic Intimidation Policy**

Temple University has a proud history of diversity. The Intramural Program is committed to providing activities and programs that are open to all people and free of discrimination. If you feel that you have been the victim of intimidation or harassment please:

- Report the incident to the Recreation Coordinator or supervisor on duty at the intramural activity.
- Personally report the incident to the Recreation Coordinator the next business day.

Whenever an individual at Temple University is charged with one of the applicable criminal offenses, and the infraction is committed with "malicious intent" towards a particular race, color, religion, or national origin of another individual or group, the offense shall be reported by the officers of the University to the appropriate law enforcement agencies. Temple University will fully cooperate with these agencies in investigating and prosecuting the offender.

### **Emergency Procedures**

In the event of an emergency, always remain calm. Ensure that the following actions are taken to respond to each situation.

### **Life or Death Emergency**

- Immediately call Temple University Security at 1-1234 (if on campus). Have pertinent information ready when you call (location, type of emergency, status of victim, who will meet the ambulance, etc.)
- Contact the SFC Activities and Operations Office if during business hours: Monday-Friday, 8:30am-5:00pm.
- Follow up with the Recreation Coordinator the next day and turn in completed incident report form.

### **Major Injury (neck, back, spinal cord, major ligament tear, compound fracture, etc.)**

- Evaluate situation.
- Contact Temple University Security at 1-1234.
- Make injured person as comfortable as possible. Do not attempt to move person.
- Contact SFC Activities and Operations office if during business hours: Monday-Friday, 8:30am-5:00pm.
- Contact Recreation Coordinator.
- Fill out an incident report form completely and follow up with the Recreation Coordinator the following day.

### **Minor Injury (ankle sprain, broken finger, minor cut/scrape, etc.)**

- Evaluate situation.
- Contact Security at 1-1234 if immediate attention is required.
- Fill out an incident report form completely and return to the Recreation Coordinator the following day.

### **Blood Borne Pathogen Policy**

The procedures for handling potentially contaminated blood and body fluids have been instituted to decrease the risk of transmission of blood borne pathogens. The following blood borne pathogen procedures must be abided by all intramural participants and staff:

- An intramural participant with a bleeding/hemorrhaging wound must cease play at once.
- If a SFC Activities and Operations staff member notices a participant with a hemorrhaging wound, the staff person will stop play immediately.
- A participant may resume play only after removal of soiled garment(s) and/or personal item(s), and the wound has been cleaned and covered by the participant.
- Questions regarding this policy may be addressed with the Recreation Coordinator at 215-707-7560.

### **Taunting Policy**

The following policies pertain to taunting:

- Taunting includes any actions or comments by participants, coaches or spectators which are intended to bait, anger, embarrass, ridicule, or demean another. Examples of taunting include but are not limited to; “trash talk” defined as verbal communications of a personal nature directed by a participant to an opponent by which is likely to provoke an altercation.
- Taunting also includes physical intimidation outside the spirit of the game including “in the face” confrontation by one player to another and standing over a tackled or fallen player.
- Intramural Officials are directed by SFC Activities and Operations to consider taunting a flagrant unsportsmanlike foul that disqualifies the offending participant or coach from the day of competition. Additionally, the offender shall be subject to disciplinary actions from SFC Activities and Operations which may involve expulsion from the intramural program.
- A warning shall be given to both teams by game officials prior to the game. At all game sites, officials may give spectators warning one time for taunting.

- Spectators who continue to taunt players, coaches, officials, or other spectators are subject to ejection from the intramural competition.
- Spectators are not allowed in the SFC recreation center unless they have paid the Temple University recreation access fee.
- Spectators are not allowed to stand around the basketball court. This includes behind the nets, on the dance studio stairwell, by the racquetball court or in team designated areas.

### **Student Code of Conduct**

Temple University intramural participants are required to abide by all University Student Code of Conduct guidelines. Based on SFC Activities and Operations intramural policies the Student Code of Conduct is in effect while participating in intramural competitions. Each intramural participant should review the entire Student Code of Conduct. For a complete listing of student intramural expectation on behavior, the entire document can be found on the web at <http://studentconduct.temple.edu/policies>

### **Hazing Policy**

Temple University prohibits any form of hazing in Temple University student organizations or events. Hazing is referred to as “any act that endangers the mental or physical health or safety of a person, embarrasses, frightens, or degrades a person or that destroys or removes public or private property, for the purpose of initiation, admission into, or affiliation with, or as a condition for continued membership, in a group, organization or team.” Each intramural participant is responsible to ensure that hazing does not occur in any intramural team events.

### **Drug and Alcohol Policy**

In accordance with the University Policy any drug and alcohol use will be reported to the University Disciplinary Committee. The policy can be found in its entirety on the web at [http://policies.temple.edu/getdoc.asp?policy\\_no=03.70.01](http://policies.temple.edu/getdoc.asp?policy_no=03.70.01).

### **Smoking**

Smoking is strictly prohibited at all recreational areas. Violators will be asked to leave the premises.

## **Intramural Basketball**

### **Game Day Setup and Procedures to be completed 30 minutes prior to first game**

1. The scorer's table is located in the closet in the corner of the gym. Setup the table on the sideline at mid-court on the gym-desk side.
2. The scoreboard is kept in the closet next to racquetball court. Plug the extension cord into the outlet cut out from the padding on the near left corner of the gym (if you are looking at the gym from the scorer's table). Plug the scoreboard into the extension cord and place the scoreboard along the wall directly behind the hoop on the racquetball court side.
3. The keypad for the scoreboard is located in the closet in the corner of the gym. Plug this into the outlet directly next to the scorer's table. The keypad is wireless and does not need to be plugged into the scoreboard.
4. Once the table is setup and players begin arriving, collect IDs from players for both teams. The ID must match the roster. If a player hands you an ID and is not on a roster, that player is not eligible to play. Write players names and numbers on the appropriate score sheet.
5. After each game, have the referee fill out the sportsmanship grade form. Each game, teams receive a grade (A-F) based on their conduct and sportsmanship.

### **General Provisions**

- **Rosters:** All players must sign the roster/waiver before participation; no exceptions. The max roster size for intramural basketball is twelve (12).
- **Coaches:** All teams may designate one (1) person to coach their team. The "coach" or captain (one person only) are the only two people to speak with the officials. If other team members not designated the coach or captain engages with the referee, a technical foul may be called.
- **Players:** A team consists of five (5) players. Teams must have four to begin play – any less at tipoff time results in a forfeit!
- **Team Areas:** Each team area is rather small. Spectators are not allowed. Players must stay in the team area unless they are playing or going to the locker room. Only people on the team roster may be in the team area.
- **Spectators:** All spectators must adhere to Intramural Sportsmanship Code. If spectators violate the code, the team they are supporting will be issued a team technical foul. Teams will continue to accumulate technical fouls should unsportsmanlike behavior persist.
  - Spectators are not allowed in the HSC Recreation Center unless they have paid the Temple University recreation access fee.
  - Spectators are not allowed to stand around the basketball court. This includes behind the nets, on the fitness studio stairwell, by the racquetball court or in team designated areas.
- **Captains' Responsibilities:**
  - Informing their players of the rules.
  - Meeting with the scorekeeper prior to game time for ID check.
- **Officials:** Referees are hired from an outside service.
  - Two referees will officiate each game.



- All non-playoff games can begin with only one referee. If neither referee is present 15 minutes after the scheduled start of a game, the game will be postponed.
- No playoff games shall begin without two referees present. If two referees are not present 15 minutes after the scheduled start of a game, the game will be postponed.
- **Equipment:** The HSC Recreation Center will provide all game time equipment. Players must wear sneakers. No turf-shoes, bare feet or hard soled shoes. No jewelry is allowed to be worn (**see Intramural handbook**).
- **Shirts:** All Leagues will have numbered pinnies provided by the HSC Recreation Center unless teams have their own team shirts.

## Game Structure

- **Game Length:** Game will consist of two (2), 20 minute periods with a running clock. Breaks between periods are three (3) minutes. The clock will only stop during official time-outs. For the first 18 minutes of each half, the clock only stops for timeouts and injuries. In the last two minutes of each half, the clock stops with each referee's whistle.
- **Overtime:** If the game is tied after the second half, there will be a one-minute break before a three-minute overtime period. Repeat this process should the score still be tied after the subsequent overtime period(s).
- **Mercy Rule:** When there are two minutes left in the game and the winning team is up by twenty or more, the game will end immediately.
- **Starting the Game:** Game time is forfeit time. Valid TUID's are required and all IM eligibility policies apply. All games will start the game with a jump ball. Teams switch baskets for the 2<sup>nd</sup> half. Overtime will begin with a jump ball.
- **Time-Outs:** Four (4) per game per team, two (2) per half, one (1) minute in duration. One (1) per team in each overtime period. Cannot carry over time-outs.
- **Substitutions:** All substituting players must check-in at the scorer's table before entering the game.

## Specific Rules

*NCAA Intercollegiate Basketball Rules are in effect unless otherwise noted on these sheets.*

- **Substitutions:** Subs may enter during dead ball situations after reporting to the timer and getting the signal to enter the game. A technical foul will result in failure to check in with timer.
- **Fouls:** All Leagues will follow the NCAA rules in regards to fouls and foul shooting.
  - All fouls committed in the act of shooting is two (2) free throws.
  - All fouls committed on floor up to seven (7) team fouls are taken side out. Fouls after seven (7) team fouls will result in a 1 and 1. After ten (10) team fouls, will result in a double penalty.
  - All shooting fouls will be played on the release of the ball not contact of the rim. The block is not awarded to the lowest player lining up for the shot.
  - Technical fouls count as a personal and team foul.
- **Technical Fouls:** Two (2) shots and possession are awarded for any technical foul:
  - Involving abusive conduct
  - Hanging on the rim
  - Delay of game
  - Too many players on the court

- Substituting into game without checking in at scorer's table
  - More than one (1) coach
  - Too many time-outs called
  - Dunking is not allowed in warm-ups.
- Tie Games: Overtime is three (3) minutes long. There will be no more than two (2) overtime periods during the regular season. After two (2) periods, if the score is still tied it will be recorded as a tie. In the playoffs, games continue further overtime periods. The clock will stop during dead-ball situations in overtime.

**Disciplinary actions involving incidents, ejections and suspensions are brought to the attention of the Recreation Coordinator and may be forwarded to the University Disciplinary Committee.**

## Indoor Soccer

### General Provisions

- Rosters: All players must sign the roster/waiver before participation; no exceptions. The max roster size for intramural soccer is 10.
- Players: A team consists of five (5) players including the goalie. Must have goalie at all times. Teams must have four to begin play – any less at kickoff time results in a forfeit!
- Equipment: Goals and ball provided are provided by the HSC Recreation Center. Players must wear sneakers. No turf-shoes, bare feet or hard soled shoes. No jewelry is allowed to be worn (**see Intramural Handbook**).
- Shirts: All Leagues will have numbered pinnies provided by HSC Recreation unless teams have their own team shirt.
- Team Areas: Each team area is rather small. Spectators are not allowed. Players must stay in the team area unless they are playing or going to the locker room. Other teams playing on match day may stay in team designated areas if the current team allows it.
- Field area: The field of play is outlined by the many black barriers running around the basketball court. Playing behind the goals is allowed.

### Game Structure

- Games are played following a 5-on-5 format.
- Game Length: Game will consist of two (2), 20 minute periods with a running clock. Breaks between periods are two (2) minutes. The clock will only stop during official time-outs.
- Overtime: Overtime shall only be played in the playoffs in case of a tie and shall consist of the following format: a 5-minute “golden goal” period. If score remains tied after the golden goal period, a 3-shooter shootout will commence. Three different players will alternate between teams. If score remains tied after the initial three shooters, shootout will continue with alternate shooters until one team scores and the other misses. Shooters may only be used a second time once the entire present roster has been used.
- Mercy Rule: An Eight goal mercy rule will be in effect following the 15 minute mark of the second half.
- Starting the Game: Game time is forfeit time. Valid TUID's are required and all IM eligibility policies apply. A coin toss will determine which team gets the ball to begin the game. Each team will defend the net furthest from their bench in the first half. In the second half they will defend the net closest to their bench. In overtime the teams will defend the same net as in the second half.
- Time-Outs: Official time-outs may occur when:
  - ball is stuck somewhere out-of-bounds. See below for out-of-bound areas.
  - at discretion of officials (injury, timer, etc.).
  - if people need to walk from locker room side to either racquetball court or cardio room.
- Substitutions: Subs may enter at any time during the game. The player coming off the field must be off field and in the team area before his replacement is allowed on the playing field. Coming onto the court too soon will result in too many players on the field (**a two minute penalty**).
- Officiating: The HSC Recreation Center/SFC Activities and Operations will supply one official per game.

## Specific Rules

- Out-of-Bounds Areas:
  - Ceiling
  - Over black barriers (locker room side)
  - Fitness studio stairs
  - Plyometric room
  - Racquetball court
  - Play resumes with an indirect kick for the opposing team at the spot nearest where the ball went out.
- Goal Area: Actual goal mouth is outlined by white court/tape line extending side-to-side of goal area. This is the only area where the goalie can touch the ball with their hands. Will go over with each team at 1<sup>st</sup> game.
- Kicks: Shots over half court are not allowed.
- Indirect: All restarts are indirect except for penalty kicks. A three yard restraining distance is in effect for the defensive team. The offensive team has 5 seconds to put the ball in play.
- Penalty kick: A penalty kick is taken from the foul line fifteen (15) feet from the goal line. All players except for the goalkeeper must be behind the 3 point line.
- Offside: There is NO OFFSIDE!
- Captains' Responsibility: All captains have the responsibility of informing their players of the rules. In addition, they should be completely familiar with the policies and procedures in the IM Handbook. On court responsibility includes their duty to remain the only team member allowed to question or debate an official's interpretation. Violation of this rule results in a yellow card warning. Continuous violations results in ejection.
- Goalie: A goalkeeper can distribute the ball only by throwing it or by playing it from the ground. There is no punting or drop kicking. A goalie cannot deliberately move the goal standard -result is penalty kick. The goalie has 5 seconds to release the ball. Goalies can slide in the goal area. Once the Goalie leaves the goal area they are subject to all rules like a regular field player, including **SLIDE TACKLING**. If they slide tackle then they will get a yellow card. If a team mate passes back to the goalkeeper intentionally, the goalkeeper cannot pick up the ball with his hands.

## Fouls and Violations

- Change of Possession : All typical violations as noted in rules and;
- Failure to release/start play in 5 second
- Illegal substitution
- Penalty Kick :
  - any foul during a break-away
  - any foul by the defensive team in the goal area.
  - a goalkeeper intentionally moving the goal standards.
- (2) Yellow Cards, Red Card & Warning:
  - Unsportsmanlike Conduct
  - Flagrant or persistent Fouls w/ intent to injure.
  - Delay of game due to conduct, or intentionally moving net
  - Slide tackle

- Any fouls or infractions deemed flagrant by the officials or supervisor will be met with either a yellow or red card as well as a verbal warning to the captain and scorer's table. Such a situation can result in immediate ejection.
- Any player collecting 2 yellow cards or 1 red card will be ejected.
- Any accumulation of the following will result in the player being suspended for at least one game:
  - 2 yellow cards in one game = play one player short
  - 3 yellow cards over 3+ games in a row
  - 1 red card = play one player short

**Disciplinary actions involving incidents, ejections and suspensions are brought to the attention of the Recreation Coordinator and may be forwarded to the University Disciplinary Committee.**

## **Racquetball**

### **General Provisions**

- **Players:** All players must sign an Assumption of Risk and Risk Management and Insurance Waiver included in the online registration process.
- **Courts:** All games shall be played in the HSC Recreation Center racquetball court unless both players agree to an alternate location more convenient for their match up schedule.
- **Equipment:** All league games shall use a blue ball unless both players agree to a different color. Racquets and apparel are left to the discretion of the individual players but sneakers must be worn at all times in the HSC Recreation Center racquetball court. No jewelry is allowed to be worn (**see Intramural Handbook**).
- **Schedule:** The fall season will begin the third week of September and conclude in December. No games will be scheduled during the week of Thanksgiving. The spring season will begin the first week of February and will conclude in April. No games will be scheduled the week of Spring break, based on the main campus academic calendar.
  - Match ups will be scheduled by the individual players based on the weekly schedule. Contact information will be provided to all participants. Players will need to reserve the court for a specific time to play their match within the week of their scheduled matchup. Players are responsible for notifying the staff of the result of the game.

### **Game Structure**

- All games are single, head-to-head match ups.
- **Game Length:** Games are best of three. A match is won by the first side winning two games. The first two games of a match are played to 15 points. If each side wins one game, a tiebreaker game is played to 11 points. You do not need to win by two.
- **Starting the Game:** A coin toss will determine who serves first. The loser of each game will serve first in any subsequent games.
- **Officiating:** Referees will not be present at any games. Like recreational racquetball, sportsmanship and game refereeing will be put on the individual players. Hinders are recapped below taken from the USAR rule book. The USAR rule set will be used for all league games. Rules can be found at <http://www.teamusa.org/usa-racquetball/how-to-play/rules>. Exceptions to these rules (if any) are noted below.

### **Specific Rules**

- Standard serving rules apply; no feet can go beyond any line of the serving box until after the ball crosses the short line.
- It is the responsibility of the server to make sure the receiver is ready for play.
- There is a 10 second rule that applies to both the server and receiver simultaneously unless either player has equipment or medical issue that needs attention in which case best judgment applies to the situation.
- There are no drive service zones.
- Dead-ball serves are in effect if the ball bounces irregularly off any part of the door or wet spot.

- Fault serves are in effect on foot faults, short serves, three-wall serves, ceiling serves, long serves, no bounce on the initial serve, screen serve or any rule mentioned above.
- There is no receiving line and as such receiving position rules do not apply.
- This is a one bounce league. The ball is out of play when it bounces twice or rolls.

## **Hinders**

- Court hinders - if the ball hits any part of the door a replay hinder is in effect.
- Ball hits opponent - If the ball hits an opponent in flight but does not clearly have the velocity or direction to reach the front wall it is not a hinder and the player who hit the ball will lose the rally. Otherwise a replay hinder is in effect.
- Body contact, screen balls, backswing hinders, safety holdup and other interference calls will be left up to the discretion of the individual players.

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# **Volleyball**

## **General Provisions**

- **Rosters:** All players must sign the roster/waiver before participation; no exceptions. The max roster size for intramural volleyball is ten (10).
- **Players:** A team consists of six (6) players. Teams must have four to begin play – any less at game time results in a forfeit!
- **Courts:** All games shall be played in the HSC Recreation Center
- **Equipment & Apparel:** All league games shall use HSC Recreation Center supplied balls. Apparel is left to the discretion of the individual players but sneakers must be worn at all times in the HSC Recreation Center. No jewelry is allowed to be worn (**see Intramural Handbook**).
- **Schedule:** The season will begin the second week of September. Regular season play typically ends in November. Playoffs will begin the following week and go until the first week of December. No games will be scheduled during the week of Thanksgiving. Match ups will be scheduled by the Recreation Coordinator.
- **Coaches:** All teams may designate one (1) person to coach their team. The “coach” or captain (one person only) are the only two people to speak with the officials. If other team members not designated the coach or captain engages with the referee, a technical foul may be called.
- **Team Areas:** Each team area is rather small. Spectators are not allowed. Players must stay in the team area (behind black lines outside the court) unless they are playing or going to the locker room. Only people on the team roster may be in the team area.
- **Spectators:** All spectators must adhere to Intramural Sportsmanship Code. If spectators violate the code, the team they are supporting will be issued a team technical foul. Teams will continue to accumulate technical fouls should unsportsmanlike behavior persist.
  - Spectators are not allowed in the HSC Recreation Center unless they have paid the Temple University recreation access fee.
  - Spectators are not allowed to stand around the court. This includes behind the nets, on the fitness studio stairwell, by the racquetball court or in team designated areas.
- **Captains’ Responsibilities:**
  - Informing their players of the rules.
  - Meeting with the scorekeeper prior to game time for ID check.
  - Coin toss at start of game.
  - The captain is the only player allowed to address the referee regarding a call that has been made.

## **Game Structure**

- Games are 6 on 6. Must have at least 4 players to begin match
- **Game Length:** Matches are best of three. First two games to 25, third (if needed) to 15. Rally scoring. Each game must be won by 2 points.



- **Starting the Game:** A coin toss will determine who serves first, captains will represent their team in the coin toss. The home team captain gets to call the coin. Winner of coin toss decides to serve or receive. The loser of each game will serve first in any subsequent games.
- **Time Outs:** Each team is allowed one 30-second time out per game.
- **Officiating:** One referee, a member of the HSC Recreation Center staff will be present at all games. No down ref or line judges will be present during regular season play. Teams may supply line judges. During playoffs, a down ref and line judges will be supplied. Unsportsmanlike conduct will not be permitted. Players will be warned once prior to ejection from the game. The USAV rule set will be used for all league games. Rules can be found at [https://www.volleyballreftraining.com/rules\\_interpretations\\_indoor.php](https://www.volleyballreftraining.com/rules_interpretations_indoor.php) Exceptions to these rules (if any) are noted below.

### **Specific Rules**

- Subs must enter at position 1 upon service, serve, and stay in for all 6 rotations. Players may sub out after rotating from position 6. No substitutions for only front or back row positions are allowed.
- The ball may be played off of the ceiling or back/side walls if it is on the same side of the net from which it was hit. The ball is dead if it hits any of these areas while crossing the plane of the net.

**Disciplinary actions involving incidents, ejections and suspensions are brought to the attention of the Recreation Coordinator and may be forwarded to the University Disciplinary Committee.**

## **Table Tennis**

### **General Provisions**

- **Players:** All players must sign an Assumption of Risk and Risk Management and Insurance Waiver included in the registration process.
- **Tables:** All games shall be played on the Student Faculty Center Activities and Operations table tennis tables.
- **Equipment:** All league games shall use paddles and a table tennis ball available at the recreation desk unless both players agree to use different equipment. Apparel is left to the discretion of the individual players but sneakers must be worn at all times while playing. Jewelry is allowed to be worn (**see Intramural Handbook**).
- **Schedule:** The season will begin the second week of September. No games will be scheduled during the week of Thanksgiving, and the first half of the season will end the following week. Games resume in the first week of February and no games will be scheduled during Spring break based on the main campus academic calendar. Match ups will be scheduled by the individual players based on the weekly schedule. Contact information will be provided to all participants. Players are responsible for notifying the staff of the result of the game.

### **Game Structure**

- All games are single, head-to-head match ups.
- **Match Length:** Matches are best of five. A match is won by the first side winning three games. Games are played using rally scoring to 11 points. You must win by two.
- **Starting the Game:** A coin toss will determine who serves first. The server will switch every two points. If a game is tied at 10 points, the server switches after each point.
- **Officiating:** Referees will not be present at any games. Like recreational table tennis, sportsmanship and game refereeing will be put on the individual players. The USA Table Tennis rule set will be used for all league games. Rules can be found at <http://www.usatt.org/rules/index.shtml>.

### **Specific Rules**

- Standard serving rules apply.
- It is the responsibility of the server to make sure the receiver is ready for play.
- There is a 10 second rule that applies to both the server and receiver simultaneously unless either player has equipment or medical issue that needs attention in which case best judgment applies to the situation.
- This is a one bounce league. The ball is out of play when it bounces twice or rolls.

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# **Cornhole**

## **General Provisions**

- Players: All players must sign an Assumption of Risk and Risk Management and Insurance Waiver included in the registration process.
- Equipment: All league games shall use cornhole equipment from Student Faculty Center. This equipment can be picked up at the front desk of Room 105. Valid Temple ID is needed to collect equipment.
- Location: All games shall be played in outdoor space across Ontario St. next to the Student Faculty Center.
- Schedule: The season schedule is set one week prior to season beginning. Match ups will be scheduled by the individual players based on the weekly schedule. Contact information will be provided to all participants. Teams are responsible for notifying the staff of the result of the game.

## **Game Structure**

- Boards are to be placed approx. 27 feet from front edge to front edge of boards
- Matches are best of 3. 1st 2 games played to 21, tiebreaker played to 11
- Woody: Refers to any cornhole bag that has been pitched and remains on the cornhole board playing surface at the conclusion of the frame. Each woody is 1 pt.
- Cornhole: Refers to any cornhole bag that has been pitched and passes through the cornhole board hole at anytime within the frame. Each cornhole is 3 pts.
- A bag that comes to rest touching the ground AND the board does not count as a point.
- Cancellation scoring: The approved method of scoring for the sport of cornhole is "cancellation" scoring. In cancellation scoring, the points of one player cancel out the points of the other opponent. Using this method, only one team can score each frame.
- Both players play one board at a time and stay in their designated lane for the whole game (left or right).
- Players start the game on either side and alternate pitching bags until each player has pitched all 4 of his/her bags.
- Feet MUST stay behind the line of the front of the board at the time of releasing the bag.
- The team who scored in the preceding frame pitches first in the next frame. If neither team scores, the team who pitched first in the preceding frame shall retain first pitch in the next frame.
- If bags become piled inside the cornhole board hole and may interfere or obstruct the next pitch or if there is question whether a cornhole bag would have naturally fallen through the hole, a player make request to "rake" the cornhole bags that have fallen inside the hole.

## **Specific Rules**

- The American Cornhole Organization rule set will be used for all league games. Rules can be found at <https://americancornhole.com/aco-official-rules-for-the-sport-of-cornhole/>. Exceptions to these rules (if any) are noted below.
- Referees will not be present at any games.
- Like recreational cornhole, sportsmanship and game refereeing will be put on the individual players.