

-Texas A&M University-
 Department of Recreational Sports
 INTRAMURAL SPORTS
AGGIE ACTION BALL RULES

Regulations published in the Texas A&M Rec Sports Handbook will be the governing policies for all intramural sports. Team captains are responsible for possessing a thorough understanding of these regulations and their implications.

1. PARTICIPATION

- a. Proper identification must be presented to check in. Proper identification is a government-issued photo ID.
- b. Roster: Each player's name must appear on the roster before he/she enters a game.
- c. Any player disqualified from a contest will be removed from that game and can still play in next contest.
- d. Any player ejected from a game is automatically suspended from all intramural activities pending a meeting with the appropriate intramural staff member.
- e. Intramural staff retain the authority to require an ejected player to leave the facility. Any player instructed to leave must do so immediately.
- f. **Protest Procedure:** Judgment calls may not be protested. If a team wants to protest a rule interpretation, the protest must be made immediately at the time of the questionable incident. Notify the official. The clock will stop while a protest is being filed.
- g. **Eligibility:** The eligibility of all players is the responsibility of team captains and the individual players. Refer to the intramural handbook for details.
- h. **Blood Rule:** Players who sustain an injury causing an open wound will be required to leave the game. A player may not re-enter the contest until the flow of bodily fluids is stopped and the wound covered.
- i. **Jewelry:** Participants are not permitted to wear any jewelry.
- j. **Medical Alert Bracelets** – Permitted, must be taped flush with the skin and may be visible.
- k. **Casts/splints:** Not allowed under any circumstances. Knee braces with exposed metal, hard plastic, or metal hinges must be covered with padding or foam at least ¼ inch thick.
- l. **Religious Headwear** – In the event a participant may not expose his/her uncovered head, the intramural supervisor may approve a covering or wrap which is not abrasive, hard or dangerous to any other player and which is attached in such a way that it is highly unlikely to come off during play. This stipulation applies only to religious headwear to cover the head and does not apply to any necklaces/rings/ earrings/ bracelets or any other form of jewelry.
- m. Elastic headbands and hair control devices without metal, hard plastic, or bandanas without knots are permitted. Hard items, including, but not limited to, beads, barrettes and bobby pins are prohibited. Other head decorations or headwear are not allowed.
- n. **Equipment:** If the team does not have the same or similar color, **ALL** team members **MUST** wear jerseys provided by the Department of Recreational Sports. A shirt (must have the sleeves attached) must be worn under the jerseys provided by the Department of Recreational Sports, or the player will not be allowed to play. If a team has its own jerseys with numbers, the numbers must be whole numbers, no more than 2 digits, and the jerseys must be of the **SAME/SIMILAR** color.
- o. If eyeglasses are worn, they must be unbreakable. Each player is responsible for the safety of own glasses.
- p. Any slippery substance of a foreign nature on equipment, clothing, or an exposed part of the body is illegal.
- q. Players may wear a knit or stocking cap (no caps with bills) and/or soft, pliable, non-abrasive gloves.

- r. Bandanas with a knot are not permitted.
- r. Footwear: Indoors – all players must wear athletic shoes with non-marking court soles. Hard soled shoes of any kind will not be permitted. Outdoors – all players must wear athletic shoes. Metal cleats, spikes, or toe cleats will not be permitted. Five finger shoes are not considered athletic shoes.
- s. Pants – Participants are encouraged to wear athletic style shorts or pants.
- t. All equipment decisions made by the intramural staff or Rec Sports medic on duty shall be final.

2. FIELD OF PLAY

Outdoor Action Ball games will be played on 50x40 yard fields.

3. NUMBER OF PLAYERS

A game will be played by two teams, each consisting of not more than **7** players, one of whom shall be the goalkeeper. To start and continue a game, a team must have at least **5** players on the field ready to play.

Coed Modifications

- a. Teams must have a minimum of 5 players to begin with **ATLEAST 2 Males AND 2 Females**, the fifth player may be of either gender. Team composition in Coed must take into account the gender of a player who is ejected. For example, if a male is ejected, the team must play with 3 males and 4 females.
- b. There must be at least **2** males and **2** females to start and continue a game. The minimum of **5** players to start or continue a game still applies. Team composition in Coed must take into account the gender of a player who is ejected. For example, if a male is ejected, the team must play with 3 males and 4 females.
- c. The goalkeeper may be of either gender.
- d. If open league---there is no regulation for gender distribution on teams.

4. ELIGIBILITY/RESTRICTED PLAYERS

Participants may NOT represent more than one team in any sport with the exception being that an individual may play on **one Coed team and one SAME SEX team**. When a player’s name appears on a roster, he/she is considered to have played in that contest. Any team that allows an ineligible player to play will forfeit the game(s) in which the ineligible player participates. Former varsity team members may or may not be eligible to participate depending on their individual situation. If you have questions concerning individual player eligibility, please contact the intramural office. Restricted players must play at the highest division offered and there is a maximum of 2 restricted players per team.

5. CHECK IN

Teams should be signed up and prepared to play at game time. Prepared means that IDs and footwear have been checked, or the opposing team will be awarded one goal. The game clock will start when the game actually begins, not at game time. For each additional three minutes the team is late another goal will be awarded. After ten minutes, a forfeit will be declared and a score of 5-0 will be posted.

Penalization for Being Late				
Minutes Late	Score		Minutes Late	Score
0-1	1-0		6	3-0
1	1-0		7	3-0
2	1-0		8	4-0
3	2-0		9	4-0
4	2-0		10	5-0 Forfeit
5	2-0			

6. PRE-GAME

The referees will call the captain from each team to center before the start of the game. At this time, the referees will discuss the rules and answer any questions the captains might have.

7. STARTING THE GAME

Both teams start on their baseline. Captains will meet at the middle of the field and engage in a game of farkle.

*Rock, paper, scissors, shoot. Winner of this game will begin with ball. Officials whistle will begin game.

8. STARTING THE SECOND HALF

To begin the second half, teams will change ends. The team that began on defense in the first half will begin with a free goalkeeper throw in.

9. DURATION OF THE GAME

- a. **Periods of Play:** Matches will consist of two equal periods of 20 minutes. This may not be altered by any agreement between the referee and the two teams.
- b. **Half-Time Interval:** The half-time interval must not exceed 5 minutes. The duration of the half-time interval will be at the discretion of the referee.
- c. **Allowance for Time Lost:** There will be no allowance of time lost through substitutions. Instead, teams will not be allowed to make any substitutions within the last two minutes of either period or overtime period.
- d. **Timeouts:** Each team has one team time-outs per half in a standard game. Two per game are allowed. A team timeout may not exceed 60 seconds. A timeout begins when the referee acknowledges the timeout signal.
- e. **Abandoned Match:** The Texas A&M Department of Recreational Sports will have full authority to assign an outcome to any abandoned match or to order the match replayed. Matches that are merely suspended for any reason will, if possible, be resumed at the point at which they were suspended. A new referee crew may be assigned in such a case.
- f. **Mercy Rule:** If a team is up 15 or more goals at halftime or any time thereafter, the game will end. If a team is up 10 or more goals within 5 minutes of the second half, the game will end.

10. CREASE:

The crease separate the playing field from the goals. Dimensions are always a 12ft. diameter.

- a. **Offensive Crease Violations:** If an offensive player throws the ball into the goal but their momentum carries them into the crease then the goal **DOES NOT COUNT**. If at any point in time an offensive player steps in the crease, then it is an immediate dead ball and a turnover of possession. The defensive team is awarded a goalie throw-in. If a player on the offensive team steps into the crease **ANYTIME** after an immediate score and before the defensive goalie retains possession---the score is negated due to crease violation.
- b. **Defensive Crease Violations:** Defensive players are not allowed to step into crease area. If a defender steps in the crease on an offensive possession, play continues till the current offensive play is completed. There is an advantage rule in place if a defensive player steps in the crease.
- c. **Advantage: :** If stepping into the crease give the defensive team an unfair advantage, there will be a dead ball corner handball throw in.
- d. **Scenario:** A defensive player steps into the crease prior to a shot on goal. If the offensive team scores, the goal stands. If the shot is missed, the offense retains possession and the ball is put in play by a corner throw in.

- e. **Scenario:** A defensive player steps into the crease prior to a shot being attempted on goal and the ball is picked off by a defender or the ball is knocked to the ground. Offense keeps possession and the ball is put in play by a corner throw in. The offense is never penalized by the defense stepping in the crease.

11. SCORING

A goal is scored when the whole curvature of the ball has passed over the goal line, between the goal posts and under the cross bar provided there have been no violations by the attacking team. It is the position of the ball that counts.

Three Scoring Possibilities: A goal is scored when an in-bounds player throws, kicks, or heads the ball into the goal minding the crease rules.

- a. To receive one (1) point, an offensive player must throw the ball into the goal with their hands minding the crease rules.
- b. To receive two (2) points, a goal is scored is when kicked from the player's foot. The whole ball crosses the goal line between the goal posts and under the crossbar. A goal cannot be thrown, carried, or propelled by the hand or arm of a player on the attacking team if the game is in soccer play.
- c. To receive three (3) points, the player must make contact with the ball with their head. Also known as a "header" in soccer. One is not allowed to toss the ball to themselves and must receive the pass from teammate.

12. PERIMETER RULINGS

- a. **Handball Perimeter:** The perimeter lines are not part of the playing field and are out-of-bounds. A player contacting the out-of-bounds area is out-of-bounds. A player who is not out-of-bounds is in-bounds.
- b. **Soccer Perimeter:** When the game is in soccer play, the ball is out of play when it has wholly crossed the perimeter lines or baseline. Best perspective is applied when the game is self-governed. The out-of-bounds area consists of the ground which is not in-bounds and everything in contact (direct or indirect) with it except for players. Any non-players other than referees are considered part of the out-of-bounds area.
- c. **Baseline Possession:** If the defensive team last touched the ball, then the offense throws the ball in from the corner. If the offensive team last touched the ball, then the defensive team receives a free goalkeeper throw. Violation of defensive team entering crease that interferes offensive gameplay.

13. TURNOVERS

- a. The defender's count reaches the maximum number before the throw is released. (See Stall Count).
- b. The thrower hands the ball to another player.
- c. The player drops the pass and picks the ball up directly from the ground.
- d. The thrower calls a team time-out when none remains while the ball is live or in play.
- e. An offensive player uses an item of equipment to assist in catching a pass (e.g., throwing a hat or shirt at the ball). If a defender uses an item of equipment to assist in blocking or intercepting a pass, the intended receiver is awarded possession.
- f. The ball is thrown out-of-bounds.
- g. The player steps on the perimeter line during handball play.
- h. If the player travels once establishing pivot foot or never establishes a pivot foot once being touched.
- i. The player violates game rules resulting in turnover.

14. OFFENSIVE PLAYER

- a. The player may be moving to throw the ball. If touched, the player must stop within three steps and establish pivot foot. The player may release the ball within these three steps. If possession is gained at the spot where the

- ball is to be put into play, the thrower must establish a pivot at the spot of the ball for handball throw.
- b. After receiving the ball, the player may run freely with the ball. The player may not continue to run if touched. If the ball is dropped, the game turns into soccer. The only way to return to handball play is if ball is contacted **by foot directly** and can be caught out of the air. A player may not establish pivot foot and begin moving. **Penalty: *Traveling violation and handball throw from infraction for opposing team.***
 - c. The offensive player may **NOT**:
 - i. Drop the ball after being touched
 - ii. Set a header to themselves
 - iii. Set picks to interrupt defensive player's path
 - d. **HALO RULE: The halo rule is a rule that favors the offense.**
 - i. The rules on advancing the ball down the field state that a player can advance the ball down the field as far as they can until someone touches them with the **ball in their possession.**
 - ii. An offensive player **CAN** throw the ball in the air prior to a defensive player touching them, run around the defender, and catch the ball on the other side.
 - iii. If touched simultaneously, the defender is awarded and the offensive player must return to spot where they were touched
 - iv. If offensive player ignores touch and continues to run after touch—the result is a dead ball turnover and spot of the violation free throw in.

15. **DEFENDER**

- a. **Stall Count:** The person with the ball has ten (10) seconds to throw the ball after being touched by the defender. The defender guarding the offensive player counts the stall count (i.e. Stall 1, Stall 2, Stall 3...). If defenders switch, stall count resets. **Penalty: *If not released by the utterance of stall ten; it is a turnover.***
- b. **Double Team Prohibited:** When two or more defenders are within 10 yards (3 meters) of an offensive player is a violation during handball play. **Penalty: *Offensive Team gains possession from spot of violation.***
- c. **Ball Space:** The allowable distance for a defender to stand when guarding an offensive player.
- d. **Stripping:** Defenders are not allowed to strip or take ball from offensive player.

16. **OVERTIME**

In regular season play, if the score is tied at the end of regulation play, the game will remain tied and no overtime will be played. During the playoffs, one five-minute sudden death overtime period will be played. A coin toss before the start of the overtime period will determine possession or choice of side. In All-University, Women's, and Coed championship games, two five-minute sudden death victory overtime periods will be played.

17. **SUBSTITUTIONS**

Substitutions are allowed under the following conditions:

- a. After a goal has been scored
- b. Between periods
- c. In the event of an injury
- d. On a team's **own** throw-in
- e. If a player has an open wound or blood on their clothing, they must leave the field and may be substituted.
- f. During a team timeout

The official **must** beckon the player onto the field before the substitution may occur. No substitutions will be allowed during the last two minutes of a half. **ALL SUBSTITUTIONS** must be made at the half line with the permission of

the referee.

18. GOALKEEPER PRIVILEGES

Within his/her own penalty area, the goalkeeper has certain privileges that are not given to other players. These privileges include:

- Handling: The goalkeeper may catch, carry, strike or propel the ball with any part of their body.
- Immunity: No one is allowed into the crease area. (See crease rules)

With the goalkeeper's privileges comes the capability for certain violations of these privileges that could not be applied to another player. These violations are:

- **Restrictions of the goalkeeper:** From the moment the ball is in control by his/her hands as a goalkeeper within his or her own crease area, the goalkeeper has ten seconds to release the ball. **Penalty: *Corner throw in.***
- **Pass back:** If a player deliberately kicks/throws the ball to his/her goalkeeper or a player throws the ball in to the goalkeeper, the goalkeeper is permitted to touch it with the hands
The goalkeeper may not intentionally strike an opponent by throwing or kicking the ball vigorously at him/her or push him/her with the ball while holding it. **Penalty: *Corner throw in & warning of ejection.***
- **Crease Area:** The goalkeeper may not leave the crease area. **Penalty: *Corner throw in.***

19. HANDBALL THROW

A handball throw is when the other team receives a "handball throw" (meaning a player that is fouled may pick up the ball and throw from the spot of the foul.) what matters is where the foul was committed). A handball throw is awarded to the opposing team if a player commits any of the following offenses in a manner considered by the referee to be careless, reckless or using excessive force:

- i. kicks or attempts to kick an opponent
- ii. trips or attempts to trip an opponent
- iii. jumps at an opponent
- iv. charges an opponent
- v. high kick that dangers opponents
- vi. strikes or attempts to strike an opponent
- vii. pushes an opponent
- viii. tackles an opponent

Slide Tackling: An action that involves a player sliding at another player in effort to steal the ball. This move is prohibited in Action Ball. If committed, the player will be given one warning. After the second offense, the player will be removed from gameplay. ***Any player in a recreational (men's, women's, or CoRec) match who, in the opinion of the referee, slide tackles an opponent, will be considered guilty of tackling an opponent in a reckless manner (handball throw offense) and may be cautioned or ejected (referee's discretion) for unsporting behavior.**

A handball throw is also awarded to the opposing team if a player commits any of the following three offenses:

- i. holds an opponent
- ii. spits at an opponent
- iii. sets screen or attempts to block opponent's path of travel

A handball throw is taken from the place where the offense occurred.

20. GOAL THROW IN

A goal throw in occurs when the ball is out-of-bounds (baseline) on the attacking team and/or there is a crease violation (See Crease Rules).

21. CORNER THROW IN

A corner throw in is taken by a member of the attacking team when the ball passes completely over the goal line, either in the air or on the ground, having last been played by a member of the defending team. The player must establish a pivot foot at the nearest corner to the spot where the ball went out of play. Defenders must be at least 10 yards (three meters) away from the corner, not the ball. **A goal cannot be scored directly from a corner throw in.**

22. THROW-INS

A throw-in is taken in order to put the ball back into play after it has passed completely over the touch line either on the ground or in the air. The throw-in shall be taken by the opposing team of the player who touch the ball last before it went over the touch-line. The throw-in shall be taken within a yard of where the ball crossed the touch-line. The thrower, at the moment of delivering the ball, may throw the ball in any way they choose but **must** have a pivot foot established throughout the throw. Defenders must be at least two yards from the thrower when the throw is made. **A goal cannot be scored directly from a throw-in.** The thrower shall not play the ball a second time before it has been touched by another player. If the ball fails to enter the field of play before it touches the ground, the ball is awarded to the opponent at the spot of the infraction.

23. DANGEROUS PLAY

A player shall be penalized if he/she engages in play that is of a dangerous nature or likely to cause injury. Some examples of dangerous plays are:

- a. Raising the foot to the level that may endanger an opponent when the opponent is at a normal stance
- b. Lowering the head to a position level with or below the waist in an effort to head the ball in the presence of an oncoming player
- c. A player other than the goalkeeper covering the ball while sitting, kneeling, or lying on the ground.
- d. Showing the bottoms of shoes while an opponent is in playing distance.
- e. ****Playing the ball while on the ground is NOT automatically a dangerous play foul.**

24. CONDUCT

Team captains may discuss plays in a sportsmanlike manner with the referees. Any player discussing calls with the officials other than the captain will be subject to a yellow card. Any team displaying unsportsmanlike conduct, foul language, abuse of officials, or unnecessary roughness of play may be eliminated from further play. **Any team receiving two ejected players will automatically default their game.** Any player who is ejected from a contest must schedule a meeting with the Coordinator of Intramural Sports before being eligible to play their next game. It is the responsibility of the team captain to control the actions of his/her players and spectators.

25. CAUTIONS

A participant will be cautioned if he/she commits any of the following offenses:

- a. unsporting behavior
- b. dissent by word or action
- c. persistent infringement of the rules
- d. delaying the restart of play
- e. failure to respect the required distance when play is restarted:
 - i. Corner throw in = 10 yards from the corner
 - ii. Free Throw In Spot of Infraction = 2 yards from the spot of the foul
- f. entering or re-entering the field of play without the referee's permission
- g. deliberately leaving the field of play without the referee's permission
- h. slide tackling in recreational leagues

PENALTY - A handball throw shall be awarded for any of the above offenses. The cautioned player shall leave the field and may be replaced. The cautioned player may re-enter at the next legal substitution opportunity.