

Evangel University
Intramural Sports Program
Handbook
2005 - 2006
Revised 7-15-05

MISSION

The Intramural Sports program is a voluntary program designed to provide for every Evangel University student, regardless of experience or ability, the benefits of recreational sports activity. The Intramural Sports program supports the University's commitment to the integration of faith, learning and living by encouraging participants to live out their Christian faith on the court or field, reflecting the character traits modeled by Jesus Christ.

OBJECTIVES

Recreation: To provide an opportunity for students to compete with other students while enjoying their leisure time in supervised competitive play.

Social Contact: To provide an opportunity for students to compete with other students from other locales and cultures.

Interest in Sports: To develop, through satisfactory participation, an interest in organized competition that will continue after the university experience.

Character: To develop qualities of character befitting a successful Christian life-style e.g. honesty, patience, self-control, personal integrity, and respect for others.

Physical Fitness: To provide an opportunity for students to develop the qualities of strength, endurance, agility and coordination; to develop and enhance self-confidence.

PERSONNEL

Intramural Coordinator: Mr. Daniel P. Way
Mabee Fitness Center
Room 102
Ext. 7190

Student Intramural Directors: Steven "Josiah" Bell	Ext. 4329
Matt Vandersteen	Ext. 6415
Jennifer Geissert	Ext. 5118
Allison Moeckel	Ext. 5302

Intramural Organization

Competitive Units: Competitive units are based upon the housing arrangements within each residence hall. Commuter students are encouraged to form their own teams. Commuters must play for the commuter team unless they lived on a floor with which they wish to play for 2 years.

Intramural Representatives: Each Residence Hall will elect a Sports Representative and a Commuter Sports Representative will be elected by the commuting students or appointed by the Commuter Director. These individuals serve to facilitate the Intramural Program by aiding the Student Intramural Directors in disseminating pertinent information to their respective units (e.g. residence hall or commuters). They will regularly access the Intramural Bulletin Board (located in the Mabee Center) and the Intramural Web Page. The Student Intramural Directors may communicate to them directly.

Each residence hall floor wishing to field a team in any intramural sport will elect a Floor Sports Representative. These individuals will be responsible to regularly access the Intramural Bulletin Board (located in the Mabee Center) and the Intramural Web Page for information pertinent to their respective teams and to disseminate that information to their teammates in a timely fashion. The Hall Representative may communicate with them directly. The Floor Representative is not necessarily the coach.

If the Floor Sports Representative is not participating in a particular sport, the team should elect a captain. The Commuter Sports Representative should always communicate with the Commuter Director.

Student Intramural Directors: These individuals are student employees of Evangel University. They are responsible to provide a program for the student body that covers a variety of activities in which all students can participate regardless of experience or ability.

Intramural Coordinator: This individual is a full-time staff member of Evangel University. It is the responsibility of the Intramural Coordinator to encourage and support the work of the Student Intramural Directors by providing guidance and insight; to enhance the safety and enjoyment of all students participating in intramural activities through interaction with and support of the Student Intramural Directors and the student officials; to

oversee the expansion of the intramural program both in the activities offered and in the numbers of students participating.

Intramural Council: The Intramural Council is a committee composed of the Intramural Coordinator and the Student Intramural Directors. This committee acts on all protests that are appropriately submitted.

Student Intramural Director Responsibilities

Student Intramural Directors (SIDs) are responsible for providing a program consisting of a variety of activities which will afford to every Evangel University student, regardless of experience or ability, the benefits of recreational sports.

Following is an outline of responsibilities to help the SIDs establish and maintain a quality intramural program.

A. Work as a team member toward the enhancement of the Evangel University Intramural Sports program.

- i) Meet early in the fall semester with the IC and other SIDs to identify goals, review rules, regulations, procedures, and policies.
- ii) Plan sports and tournaments for the entire academic year with tentative dates and times.
- iii) Organize the CSR, RHRs and FSRs.
 - (1) Explain their duties and responsibilities.
 - (2) Review rules, regulations, procedures, and policies.
- iv) Create a schedule for each sport with the student in mind.
 - (1) Post a copy of all intramural sports schedules on the bulletin board in the Mabee Center.
 - (2) Give a copy of ALL intramural schedules to Hall Representatives for each Hall Council to aid in event planning for the residence hall.
 - (3) Always give teams advance notice of changes in game or tournament times. (A week in advance is professional).
- v) Communicate with the I.C, and your fellow SIDs on any discipline problems or questions from the student body.
 - (1) If you are asked a question and you do not know the answer, do not make one up. Find out the correct answer and report back to the individual or group that asked the question.
 - (2) Work together at all times and support one another's decisions.

B. Set up and maintain fields, gym and equipment.

- i) Preparation for Flag Football.
 - (1) Measure and line flag football field
 - (2) Maintain equipment-check all belts, footballs, cones, stopwatches, wash refs jerseys.

- (3) Check the condition of the field. Remove anything that may cause injury e.g. rocks, sticks. Fill in holes and ruts.
- (4) Communicate with Physical Plant regarding when to water the field.
- ii) Preparation for Basketball & Volleyball
 - (1) Basketball; beginning 15-20 minutes prior to game time:
 - (a) Set-up scorer's tables.
 - (b) Set-up time clocks
 - (c) Put dividing curtain down
 - (d) Set out player stat sheets
 - (e) Provide warm-up balls from the intramural store room.
 - (2) Volleyball; beginning 15-20 minutes before game time:
 - (a) Set-up nets.
 - (b) Set-up scorer's tables.
 - (c) Set-up time clocks
 - (d) Put dividing curtain down
 - (e) Set out player stat sheets
 - (f) Provide warm-up balls from the intramural store room.

C. Officials

- i) Train all officials on rules and policies before they can officiate.
- ii) Schedule officials so every contest is fair and played with officials.
- iii) Whenever possible, get varsity girl basketball players to officiate for the girl's intramurals and varsity guy basketball players for the guy's intramurals.
- iv) Keep track of who officiated on what night and how many games they officiated. Make sure to turn this sheet in to the Intramural Coordinator who will give it to the physical education secretary at the end of the week so refs can be paid. All officials are paid out of the intramural budget not Work Study.
- v) All officials must see Mrs. Ocki Haas in the Payroll office before they can be paid. They must take their drivers license and SS card.
- vi) Back your officials.

D. Work with Administration

- i) Give each intramural event schedule to the Intramural Coordinator who will aid in reserving gym floor. The HPER Secretary and the Commuter Director of EU will also need copies.

- ii) Never use other athletic coach's equipment/fields without asking first.
- iii) Keep positive relations with administration.

E. Supervise Intramural Play

- i) Observe officials and make sure they hustle and act in a professional manner. Provide an evaluation of each official as requested by the IC.
- ii) In case of an injury:
 - (1) Always remain with the injured individual
 - (2) Send some one to contact the Intramural Coordinator who will call an ambulance if needed.
 - (3) Record the name and type of injury of anyone injured.
 - (4) Report any injuries no matter how trivial to IC.

F. Together, we share responsibility for the successes and failures of the intramural program.

**ALWAYS LOOK FOR WAYS TO
IMPROVE THE PROGRAM!**

Residence Hall Sports Representative

The Residence Hall Sports Representative (RHSR) position was created to assist the Student Intramural Directors in disseminating information to the Floor Sports Representatives (FSR) within each residence hall more efficiently.

The responsibilities of the RHSR are:

1. Keep FSRs informed of all game schedules including changes and tournaments. Pass along other information received from the SIDs for the FSRs.
2. After the kick off meeting in September, conduct hall meetings with Floor Representatives as needed to ensure they understand the importance of their roles and their responsibilities in the intramural program.
3. Attend any disciplinary meeting of a student from their hall.
4. Attend any meetings scheduled by SIDs to receive schedules, information of importance to the Intramural Program.
5. Help SIDs organize workers to assist in the registration of teams or in the promotion of any intramural event.
6. Be responsible for the Intramural Folders given to each FSR at the beginning of the year and the return of these to the Intramural Office at the end of the year.
7. Give a copy of each intramural schedule to Hall Council to help plan around pre-scheduled intramural games.

Commuter Sports Representative

The Commuter Sports Representative (CSR) position was created to assist the Student Intramural Directors in disseminating information to those commuters who wish to participate on a commuter team in any intramural sport. This job is to promote commuter unity, individual participation and help build friendships. The CSR is not required to be the team captain but may serve in that capacity as well.

The responsibilities of the CSR are:

1. Be proactive in obtaining information from SIDs (schedules, tournament information, changes, etc.).
2. Communicate with the University Commuter Director and keep him updated with Commuter Intramural information.
3. Conduct team meetings to inform members of rules, policies, schedules, etc.
4. Post game schedules and changes in designated areas for the commuter team to be best informed. This may require the CSR to make a phone list of all interested individuals and call team members as needed. Also, communicate with the University Commuter Director.
5. Know all rules and policies and the consequences of disciplinary actions towards individuals and teams.
6. Attend any disciplinary meeting involving an individual on his/her team.
7. Coordinate with SIDs so that information is passed quickly to team members.
8. Help the SIDs obtain workers in the promotion of any intramural event.

Floor Sports Representative Responsibilities

The Floor Sports Representative (FSR) position was created to disseminate information obtained from the Hall Sport Rep so that all students on the respective floor are informed of any intramural sporting event. This job is to promote participation, enhance floor unity, and help build friendships.

The responsibilities of the FSR are:

1. Be proactive in obtaining information from the Hall Sport Rep (schedules, tournament info, changes, etc).
2. Conduct team/floor meetings to inform members of the rules, policies, events, etc.
3. Post any schedule, event or times necessary for the floor to be best informed.
4. Know all rules and policies and the consequences of disciplinary actions towards individuals and floors.
5. Attend any disciplinary meeting involving an individual on his/her floor.
6. Coordinate with RHSR so that information is passed quickly to floor members.

Help the RHSR obtain workers in the promotion of any intramural event.

ACTIVITIES

The Intramural Sports Coordinator at Evangel University is continually looking for new activities to add to the program. Student input is a very important part of this search. Feel free to contact Mr. Dan Way with your suggestions. You can email him at wayd@evangel.edu or call him at extension 7190.

Presently, the activities* offered are:

MEN

Fall

Flag Football
Basketball

Spring

Basketball
Volleyball

WOMEN

Fall

Powder Puff
Basketball

Spring

Basketball
Volleyball
Soccer

*SUBJECT TO CHANGE.

INTRAMURAL POLICIES & PROCEDURES

Eligibility

All full time students (10 or more credit hours) who are regularly enrolled at Evangel University are eligible to enter any activity of the Intramural Sports Program with the following exceptions:

1. A student who has played any sport on a semi-professional or professional level shall be ineligible for those activities in which she has lost her amateur status.
2. A 1-year letterman in a varsity sport at the college level (2 or 4 year institution) is ineligible to participate in the sport in which he has lettered.
3. Any student whose name appears on a varsity or JV squad list is ineligible as long as the coach keeps his/her name on that list. A squad member is any student who is listed on the varsity, freshman, or JV squad roster on the opening day of the varsity season or who later joins the squad.

Players, after entering one contest with a given team, may not transfer to another team. Such players shall be declared ineligible for that sport for the remainder of the season and all games played for any team but the first will be forfeited.

Teams may not play ineligible players, even by mutual agreement of both team captains and other players in the contest. The penalty for any team playing an ineligible shall be the loss of all games in which the ineligible played. The person must be declared ineligible before the last regularly scheduled game.

The names of team members **MUST** be submitted to the Intramural Council before the team's first scheduled game is played. If a student participates in a game without having signed up previously that team will be disqualified automatically. There **WILL NOT** be any grouping of floors to field a team in any sport without the prior approval of the Intramural Sports Coordinator.

A student can only play for the floor that he is currently living on. Commuters must play for the commuter team unless they lived for 2 years on the floor with which they wish to play.

Officials

Officials are provided for all contests where needed. They are assigned by the Student Directors, and respected by all participants.

Officials assigned to the contest have general supervision and control from the time the contest starts until it is officially ended. They have the authority to eject any player who is violating the Intramural Conduct Code. An official's judgments are final, except as provided under the heading of *Protests* below.

EVANGEL UNIVERSITY INTRAMURAL SPORTS CODE OF CONDUCT

The Intramural Sports program is a voluntary program designed to provide for every Evangel University student, regardless of experience or ability, the benefits of recreational sports activity. The Intramural Sports program supports the University's commitment to the integration of faith, learning and living by encouraging participants to live out their Christian faith on the court or field, reflecting the character traits modeled by Jesus Christ.

Among these are:

- personal integrity
- humility
- gentleness
- patience
- love
- self control
- consideration of others
- encouraging others to right living

The expression of these traits precludes negative behaviors such as:

- Making malicious physical contact (hitting, pushing, shoving etc) with another participant.
- Using profane, vulgar, or obscene language.
- Outbursts of anger.
- Showing disrespect for the person, property, or decisions of others.
- Overlooking these behaviors by others.

Intramural participants (players and coaches) who demonstrate these negative behaviors in the course of an intramural contest will be subject to certain consequences within the context of the contest as detailed below.

In some cases, the actions of one participant will have adverse consequences for the entire team. The individual participant may also be subject to discipline within the context of the University Community Accountability System as described within the *Student Handbook*.

Consequences for Negative Behavior

1. The game Officials are responsible for determining when an infraction of the Code of Conduct has occurred in any contest. The Officials' rulings are final, subject only to the *Protest* policy as listed below. All Officials will be treated with respect.
2. On the first team offense, the offending player and his/her team will be warned. The name of the offending party will be noted by the Officials and passed on to the Intramural Coordinator. An appropriate penalty (i.e. Unsportsmanlike Conduct or tackling penalty) will be assessed.
3. On the second team offense, the offending player will be ejected from the contest and from the site of the competition. The name of the offending party will be noted by the Officials and passed on to the Intramural Coordinator. An appropriate penalty (i.e. Unsportsmanlike Conduct or tackling penalty) will be assessed.
4. On the third team offense, the game is forfeited. The name of the offending party will be noted by the Officials and passed on to the Intramural Coordinator.
5. Any participant (player or coach) who is warned or ejected twice in one semester will be required to meet with the Intramural Coordinator, two SIDs, and his/her RHSR. and FSR before being allowed to participate in another game.
6. Any participant (player or coach) who is warned or ejected three times in one semester will be prohibited from participating in any future intramural activity until he or she meets with the Intramural Sports Coordinator to discuss his or her behavior. Reinstatement into the intramural program will be decided upon by the Intramural Sports Coordinator after that meeting. The student will be notified in writing of the decision.
7. If the initial offense is sufficiently serious, in the sole judgment of the Officials, a technical foul will be called and the participant ejected immediately from the game and the game venue. In such a case, an *Incident Report* will be filled out by the Official and SID working the game. The *Incident Report* will be submitted to the Intramural Coordinator for further action.

8. All participants are subject to the standards of conduct established for Evangel University students as written in the *Student Handbook*, agreed to in the *Statement of Commitment*, and as enforced by the Community Accountability System.

Protests

If during a contest a disagreement should arise between a participant and an Official concerning the rules or interpretation of the rules, a protest may be made to the Official in charge of the contest. Such protests must be entered by the designated team representative (coach or captain) at the time a dispute arises and noted by the Official before play is resumed "under protest". Complaints by competitors regarding Official's decisions should be voiced to their designated team representative, not directly to the Officials.

A written protest must then be filed by the coach, captain, and or team representative and be received at the Intramural Sports office within 24 hours of the protested contest. A \$5.00 filing fee must accompany the protest. If the protest is sustained the fee will be returned to the team filing the protest. If the protest is disallowed, the fee goes to the Intramural Sports fund.

The Intramural Council decides upon all protests. These closed meetings are to be held within 48 hours after the filing of the protest. Witnesses may be called at the discretion of the Intramural Council.

Games in which a protest is sustained are replayed from the beginning of the nearest preceding division of the contest as noted by the Official.

Player Suspension

Players who are ejected from a game will be suspended for the following game as well. In basketball one technical foul against a player constitutes an ejection from the contest and the game venue.

Two ejections in a season could result in the player being suspended from participation in the entire Intramural Sports Program.

Rescheduling

No games will be rescheduled except through the Intramural Council. Requests for a rescheduling of a game will be considered only when it is presented 24 hours in advance of the game.

The Intramural Council is willing to cooperate in extraordinary circumstances by allowing an occasional rescheduling. However, due to the many entries, the short playing season, and the limited facilities, these must be kept at a minimum. Games WILL NOT be rescheduled because of social engagements.

The Intramural Staff will decide when climatic conditions justify rescheduling, and will inform the participants of the new date and time by posting such on the bulletin board and through email.

EVANGEL UNIVERSITY INTRAMURAL SPORTS

Injuries

Participation in the Intramural Program is voluntary, which means that individuals assume all responsibility for their own health and safety.

Injuries are better prevented rather than treated. That is why it is important for all participants to play by the rules and for officials to properly enforce the rules.

First aid kits are provided by the Intramural Sports program. One of these should always be available at the site of any intramural contest.

In the event a minor injury occurs during an intramural contest, the SID should allow a team member or coach to attend to treating the injured party while he/she fills out the required Injury Report form. Be concise and accurate when filling out the form. Turn the form in to the Intramural Coordinator as soon as possible (no later than 12 hours following the injury.) If the injury resulted from an action which also precipitated an ejection of one or more participants, an Incident Report Form must be filled out and turned into the Intramural Coordinator as well.

EVANGEL UNIVERSITY INTRAMURAL SPORTS INJURY REPORT	
Date: _____	Time: _____
Injured Person's Name: _____	
Address (campus if applicable): _____ _____	
Telephone: _____	
Description of Injury (be concise): _____ _____ _____ _____ _____ _____	
Factors which contributed to this injury (wet field/floor, unnecessary roughness etc.): _____ _____	
Site where injury occurred (Mabee Fitness Center, Intramural Field, etc.): _____	
Was First Aid administered? ___ YES ___ NO	
What was used from the First Aid kit? _____ _____	
Was Security called? ___ YES ___ NO	
Signature of Injured Participant: _____	
Student Intramural Director's Signature: _____	
Intramural Coordinator's Signature: _____	

In the case of a *potentially serious injury*, follow this protocol:

1. Do not move the injured.
2. Assess and observe for the following:
 - a. Irregular breathing or not breathing.
 - b. Profuse bleeding.
 - c. Loss of consciousness. Disorientation (concussion).
 - d. Broken bone.
 - e. Severe pain in any part of the body.
3. If any of the above are observed, suspected or reported, contact the Security office immediately at extension 7000. Security will then call for an ambulance if needed. **Do not call** the off-campus 911 services!
4. Fill out the required Injury Report form. Be concise and accurate when filling out the form. Turn the form in to the Intramural Coordinator as soon as possible (no later than 12 hours following the injury.)

If the injury resulted from an action which also precipitated an ejection of one or more participants, an Incident Report Form must be filled out and turned into the Intramural Coordinator as well. It is imperative that the forms be filled out completely and a copy of each turned in to the Intramural Coordinator within 12 hours.

EVANGEL UNIVERSITY INTRAMURAL SPORTS

RULES

Flag Football

General Information:

1. The intramural department will furnish flags, officials and clocks. Each team participating **MUST** provide a game ball.
2. For safety's sake, cleats should be worn by all players. However, players are prohibited from wearing steel-cleated shoes. No special protection devices may be worn as head-guards.
3. **NO CASTS!**
4. It is advisable to use a mouth guard.
5. Fouls occurring during a blocking situation shall be penalized very severely, as this is the place where many needless injuries occur. Team captains should stress the proper method of blocking to their players. **THIS IS NOT TACKLE FOOTBALL! DO NOT TRY TO PLAY IT AS SUCH.**
6. Five minutes after game time is forfeit time.

Players & Situations:

1. Coaches and substitutes must remain on the sidelines in a designated area measuring 15 yards long on either side of mid-field.
2. Coaches may be on the field between downs and during timeouts. However, coaches **ARE NOT** allowed on the field when their team is on defense.
3. A designated team representative (the captain or coach) is the sole representative of his/her team in all communication with the officials. His/her first choice of any privilege offered his team is final.
4. Game length is 2, 20-minute halves; 3, 1-minute time-outs per game, and the clock will stop during the last 2 minutes of each half. There will be a 5-minute half time.

5. It shall be the responsibility of all players, whether they are on offense or defense, to avoid contact that might injure another player. A deliberate tackle, as seen by an official, will result in the player being ejected.
6. DEAD-BALL: a fumble or pass which strikes the ground or a kick which strikes the ground after being muffed by a receiver. In either case, the ball shall remain in possession of the team which last had possession or which fumbled.
NOTE: If a ball from the center hits the ground before being touched, it may be played except if centered over a player's head then it is dead at the point of contact with the ground.
7. A pass interception or a fumble caught before it touches the ground by a player not wearing a flag will result in a dead ball at the point of interception.
8. On-side kicks are allowed, however, the ball must travel 10 yards and then the team that touches the ball first will get possession.
9. The field is 90 yards with 7 yard-end zones.
 - Kick off from the 30-yard line
 - Return team within 15 yards of kickoff.
 - Touchbacks are returned to the 15-yard lines.
 - First downs are made by crossing the 15-yard lines.
 - The extra point is chosen by the offensive captain (2 or 1).
 - *For 2 the ball is placed on the 7.
 - *For 1 the ball is placed on the 3.
10. A player with possession of the ball is not allowed to jump. The player is considered down at the point he/she leaves the ground. A quarterback is allowed to do a jump pass, but if he/she returns to the ground with the ball he/she is considered "down."
11. No hideouts. All players participating on the play must come from the huddle and must be at least 3-yards off the edge of the field.
12. The offensive team is allowed 5 flags.
The defensive team is allowed 8 flags.
13. Any person with flags is an eligible receiver.

14. No center sneaks.
15. The play clock (35 seconds) will start when the ball is spotted.
16. The offense must have at least 5 men on the line.
17. The defense is allowed to run a player out of bounds but may not blatantly shove a player out of bounds.

Flag Football Penalties:

Kick-Off out of bounds—offensive choice; 5 yards back and kick again or offensive starts on own 30 yard line.

Offense Offside—5 yards; replay down.

Defense Offside—5 yards; offense's choice to keep play or take the penalty.

Offensive/Defensive Holding—10 yards from the spot of the foul.

Illegal Receiver—no flags on; 5 yards and loss of down.

Clipping—15 yards from spot of foul.

Defensive Interference—15 yards if foul occurred within 15 yards otherwise it is marked at the spot of the foul. Automatic first down. If player is in the end zone, the ball will be placed on the 1-yard line.

Offensive Interference—10 yards from the line of scrimmage and loss of down.

Unsportsmanlike Conduct—15 yards; blows to the head, lowering of the head, profane, vulgar, or obscene language.

Inadvertent Tackle—10 yards added to end of play.

Inadvertent Whistle—offense chooses ball at the spot where the whistle was blown or down over.

Too Many Flags on Offense—5 yards

Roughing the Passer—15 yard and automatic first down.

Delay of Game—5 yards; replay the down.

Illegal Motion—5 yards

Flag Guarding—10 yards from the spot; dead ball foul.

Stiff-Arming—10 yards from the spot; dead ball foul.

Overtime

The ball is placed on the 15 yard line; 1st and goal.

Each team will get an opportunity to score from the 15-yard line.

A coin toss decides which team goes first.

Each team will get 4 downs to score. If the first team scores they have a chance to go for 1 or 2 extra points.

The other team will get a chance to score as well and will also be given an opportunity to go for 1 or 2 extra points if they score.

The team with the higher score wins.

If teams are still tied the overtime process will start over.

INTERCEPTIONS CAN NOT BE RETURNED FOR POINTS!!

Scoring:

- A. The offense will be awarded 6 points for a touchdown.
- B. Following a touch down, the offense will be awarded 2 points if they can move the ball across the goal line in one play beginning from the 10-yard line.
- C. Following a touch down, the offense will be awarded 1 point if they can move the ball across the goal line in one play beginning from the 5-yard line.

Basketball

PRE-GAME

- A. Each team should be in the gym 10-15 minutes prior to start time.
- B. Each team must check in at the scorers table where they will fill out a score sheet and be assigned a court.
- C. Teams must bring a floor representative to keep their score book and run the scoreboard. Without this representative a team may be forced to forfeit.
- D. There will be no dunking, grabbing the rim or hanging on the nets during warm-ups. A violation will result in three points being awarded to the opposing team before the start of the game and a possible fine.

GAME TIME

- A. 5 minutes after start time is forfeit time. If you do not have at least 4 players or your team does not have a score keeper at this time you will have to forfeit. There will be no rescheduling.
- B. Players must check in at the scorer's table before being admitted into the game.
- C. The clock will run 20 minutes continuously the first half. It will stop during an official's time out (official time out covers injuries). The clock will run the same way the second half with the exception of the last two minutes. During the last two minutes the clock will stop on all fouls, out of bounds, violations, and time outs.
- D. If a team is behind by more than 20 points at the 2 minutes mark in the second half the clock will continue to run, stopping only for a time-out.
- E. Each team has 3 time-outs per game.
- F. Each player is allowed 5 fouls. A player is disqualified on his 5th foul.
- G. The bonus will be shot on the 7th team foul. There is no 10 foul-two-shot rule.
- H. A technical foul counts as a team foul if it is on a coach or the bench. It counts as a personal foul and a team foul if on a player in the game.
- I. Any player receiving a technical foul is disqualified for the remainder of the game. This player must report to the Intramural Director on duty or will be held from further participation until notified.

- J. Any team accumulating 2 technical fouls in one game will be forced to forfeit regardless of score.
- K. A player may dunk during a game. They may not hang on the rim. Hanging on the rim will be a technical foul unless a player is avoiding injury.
- L. Team members leaving the bench area and entering the court without permission from the scorers table or official will receive a technical and not be permitted to continue to participate in that game.
- M. Any fans entering the court will result in a technical charged against that team. Fans and spectators do not have to be from that respective team's floor to be legally charged with a technical.

OVERTIME

- A. Overtime will be a 3-minute period with the clock running continuously until the last minute. The last minute the clock will stop for time-outs, fouls, violations, and out of bounds situations.
- B. Each team will be given an additional time-out for the initial overtime period and one additional time-out for each subsequent overtime period.
- C. The bonus situation carries into overtime.
- D. No additional personal fouls are given for overtime.
- E. Technical foul rules stay the same for overtime.

POST-SEASON

- A. Championship games will be played on the main court with 3-pointers being used only at the agreement of both teams.
- B. Players ejected during post season may be withheld from future intramural activities.
- C. Teams with repeated poor sportsmanship or excessive technical fouls may be withheld from post season play.