EVENING INTRAMURALS

NOTHING BUT NET REGISTRATION FORM

TEAM NAME:		
CONTACT PERSON:	PHONE #	
** DID YOU READ THE	RULES OF THE GAME? Y	ES NO
** CAPTAINS MUST AT	TEND MANDATORY MEET	TING ON 10/2/13
** TEAMS MUST HAVE	EIGHT (8) REGISTERED S	TUDENTS
** PLEASE PRINT THE	FOLLOWING:	
PLAYERS	STUDENT ID#	E-MAIL
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DEADLINE FOR REGISTRATION IS October 2, 2013 REGISTRATION FEE IS \$40.00 PER TEAM FIRST COME FIRST SERVED

Registration forms should be dropped off in the Student Life and Leadership Development Office, Room M 311

FOR MORE INFO CALL:

ASHLEY @ EXT 1216

Rules of the Game

- 1. There will be two twelve minute halves, running time. Game clock stops only on time outs.
- 2. Clock will stop on all dead balls last two minutes of second half, unless a team is winning by more than twenty (20) points.
- 3. Each team will have one twenty and one sixty second time out per half.
- 4. Teams will consist of eight players, must provide student ID #, email address and sign a photo consent form.

5. Teams must consist of eight (8) currently registered LIU students.

- 6. Teams will consist of **ONLY** one former varsity player.
- 7. Games will be on every Wednesday night.
- 8. No changes to team are allowed after tournament begins.
- 9. Fifteen minute grace period before forfeiting a game, players must be present and in uniform to start.

10. Team will give up 5 point if five minutes late & 10 points if ten minute late.

- 11. First half will be remaining time on the clock if a team is late.
- 12. Teams will be subjected to a fine for forfeiting a game.
- 13. Neither foul language nor fighting will be tolerated.
- 14. No taunting; Remember this is for fun and to promote school unity.
- 15. To file a protest of any game, you must submit a one-page request detailing what the protest is and whom the protest concerns to the intramurals management.
- 16. If a player receives a technical foul he must be substituted for at least one series. A series consists of both teams having the ball for at least one time before the next dead ball.
- 17. A player receiving a technical foul **must pay a \$5.00 fine** before re-entering the game.
- 18. A player fouls out on the sixth foul. A technical foul counts towards a personal foul
- 19. Referees call are final and not to be disputed.
- 20. Two technical fouls result in immediate expulsion and the player will miss the next game.
- 21. If referees cannot agree on a call it becomes a jump ball.
- 22. Seven team fouls results in bonus free throws, one-on-one. Two shots regardless of the foul on the 10th team foul.
- 23. Substitution on dead balls **ONLY**. Player must report to scorers table.
- 24. Players must have on their own uniform in order to get into the game, no du-rags.
- 25. Any player not in uniform will not play.
- 26. Players must play in two games in order to play in the playoff games.
- 27. Overtime is three minutes.
- 28. Teams get one time out during overtime.
- 29. HAVE FUN and GOOD LUCK.