Team Captain’s Meeting
Attendance at the team captain’s meeting is MANDATORY for new captains. The captain’s meeting is also highly recommended for every captain to attend.

Entry Fee
The entry fee of $40/team must be paid at the captain’s meeting. The acceptable forms of payment are cash or checks made out to: MSUM Intramurals. Payments can also be made online at IMLeagues.com via PayPal.

League Schedules
Schedules for league play and playoffs will be done through IMLeagues. Please go to the MSUM Campus Rec website at http://www.msumdragons.com/sports/2012/5/9/Logo.aspx?tab=homepage and click on the IMLeagues hyperlink to access the IMLeagues website.

Forfeit/Default
If you are unable to compete in a contest, please notify the Intramural Director by phone (218.477.2016) by 5pm day of competition. After ten minutes if your team does not show, or you do not have enough players, it will result in a forfeit.

Questions
Please feel free to contact the Intramural Staff with any questions or concerns.

<table>
<thead>
<tr>
<th>Name</th>
<th>Position</th>
<th>Contact Number</th>
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</thead>
<tbody>
<tr>
<td>Kari Peterson</td>
<td>Intramural Director</td>
<td>218-477-2016</td>
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<td></td>
<td>Graduate Assistant</td>
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<tr>
<td></td>
<td>Sports Coordinator</td>
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General Procedures
Please refer to the Intramural Sports Handbook for all policies and procedures related to intramural contests. The handbook can be found on the Intramural Sports website (Insert webpage hyperlink here)

1. Each participant must present a valid MSUM student I.D. to the intramural staff stationed at the check-in desk.
2. All participants must be on the team roster. Any member not on the roster may complete an add sheet at the time of the contest. No participant may play on two teams in the same league or a forfeit will be charged to the second team he/she
participated on. Roster additions are only allowed during the regular season and cannot be made for post-season contests.

3. Each participant must wear appropriate apparel and non-marking athletic footwear.

4. First aid treatment is typically, but not always, available during intramural contests. Any bleeding must be stopped and cleaned up before participant can re-enter the contest.

5. All visible jewelry: i.e. earrings, watches, and bracelets etc. must be removed or covered legally prior to participation.

Rules

1. GAME SETUP:
   a. The game will start with a shoot-for-ball, three-point shot from the top of the key
   b. The games will consist of two halves.
      • The first half will end once one team scores 30 (Womens’ games = 25) points
      • A five minute halftime
      • Second half ends once one team scores 60 points (Womens’ games = 50)
      • Winning team does not have to win by two points, just first to 60(50), by twos and threes!
   c. If the game is not over after the hour is up, 5 minutes will be added and whoever has the highest score at the end of those 5 minutes will win the game
   d. The game will pause for timeouts and major injuries
   e. Each team will be allowed one 30 second timeouts per half

2. PARTICIPATION:
   a. Teams will consist of five players.
   b. Teams may start with as few as four players.
   c. All co-rec teams must have 2 females on the court at all times.
   d. The co-rec teams must consist of at least 2 females and may be comprised of all females if desired.

4. DUNKING:
   a. Dunking is not prohibited during the game or pre-game, halftime, and post-game periods.
   b. One warning for dunking, if it happens again that players team will forfeit the game
   c. No hanging on the rim or nets at any time.

5. FOULS:
   a. Fouls will be called by the team that is playing offense

6. ATHLETIC ELIGIBILITY
   a. The 2012-13 MSUM Men’s and Women’s Basketball players may not participant in basketball intramurals during the 2012-13 academic year;
b. They may enter the **power league** if they **will not** be on the varsity roster for the upcoming year.