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 at 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 coin toss.
   b. Rock-Paper-Scissors will be used to determine who will get to kick, receive, or defer their choice to the second half.
   c. The games will consist of two, 20 minutes halves with running time.
      - Each team gets two time-outs per game (NOT per half)
      - A 5-10 minute halftime
      - Kickoffs are from the 20 yard line
   d. All fumbles are dead balls and cannot be advanced
   e. Handoffs and laterals behind the line of scrimmage are not allowed
   f. Four downs to advance ball to next line for the first down at center field
      - Punting is allowed on 4th down
      - Fair catch signals are the same as high school and college signals
   g. Free player substitutions on dead balls
   h. The ball is dead when the ball carrier's flag(s) falls off (with or without being pulled) during the play
   i. A safety is a turn over

2. PARTICIPATION:
   a. Teams will consist of seven players.
   b. Teams may start with as few as five players.
   c. All co-rec teams may have an unequal number of men and women playing at one time.
   d. Only players listed on the team’s roster are eligible to play.
   e. Illegal players will result in a forfeit of the team.
   f. Players may only play in one league, and on one team, NO EXCEPTIONS

4. TIE GAMES:
   In the case of a tie, the ties will be decided in the following manner:
   a. Rock-Paper-Scissors will determine offense or defense
   b. The ball will be placed at midfield (40 yd. line)
   c. The offensive team will have four players to advance the ball or score
   d. If a touchdown isn’t scored, the defense will take over
e. In tie games, there is NO advancing of interceptions; defense will start at the 40-yard line
f. Both teams get shots at scoring from the 40, similar to college football rules

5. PENALTIES:
   a. Tackling – 15 yards from spot of foul
   b. Illegal Blocking – 15 yards from the spot of foul (holding, etc.)
   c. Defensive Hands to the Head – 15 yards from spot of foul
   d. Stiff Arm – 15 yards from spot of foul
   e. Hitting a Ball Carrier out of Bounds – 15 yards from spot of foul
   f. Offensive Pass Interference – 15 yards and loss of down
   g. Defensive Pass Interference – 1st down at the point of the foul

Absolutely no fighting! Fighting will result in immediate ejection from the league for the players and possibly for their teams.

6. ATHLETIC ELIGIBILITY
   a. The 2012-13 MSUM Football players may not participate in football 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.