

December 7, 1939.

TO ALL INTRAMURAL TEAM MANAGERS:

A student intramural manager representing the
Intramural Board of Managers will be present at all games.

They will be there to help you. Call on them for
assistance. The members of the group are as follows:

Senior	--	Earle Radford
Junior	--	George Cheatham
	--	Lee Huddleston
Sophomore	--	Bill Collinson
		Larry Smith
		Maurice Baringer
		Conrad Voelker
Freshman	--	J. Rex Watkins
		Bob McCarty
		Bob Knox

Sincerely yours,

E. R. Elbel,
Assoc. Prof. of Phys. Ed.

ere/hj

GENERAL INFORMATION
Intramural Basket Ball
1939 - 1940

1. Time Clocks -- Officials will be responsible for placing clocks on scorer-timer tables.
2. Score Cards -- Officials will be responsible for securing score cards at office and returning them after games.
3. Practice Balls-- Balls for "warming up" before games should be checked out at the towel room in the basement - Men checking them out are responsible for their return.
4. Uniforms -- No teams will be allowed to compete if any of its members are not wearing shirts. See #5.
5. Identification Jerseys -- Officials will check out identification jerseys to teams where uniforms of both teams are similar in appearance. These jerseys must be returned to official at close of game. Please co-operate.
6. Eligibility ^{a.} -- Refer to your Intramural Rules for eligibility of players.
 - b. Team A is considered the organization's "first" team. No player may compete on a team of lower rank than the one on which he started, however, he may always move to a higher rank. EXAMPLE: Player of "C" team may move to "B" team, and "B" team player may move to "A" team; But player on "A" team may not move to "B" or "C" team and "B" team player may not move to "C" team.
 - c. After the start of the season no man will be allowed to compete until ten days after his name has been filed on the organization's eligibility sheet. A man entering the University at start of the second semester may compete 48 hours after the first classes meet.Championship Series--(a.) Division winners in the various divisions in class "A" compete for the Intramural Championship. (b) Single games decide the semi-finals, and a two out of three game series decides the championship.
 -) Men to compete in the championship games must have competed in at least 50% of the regularly scheduled games of his organization during the time in which he has been enrolled in the University.
7. Games Start on Time -- Teams must appear within 10 minutes after the time games are scheduled. Forfeits may be claimed after this time.
8. Postponement -- Due to congested condition of courts it is practically impossible to postpone games. Request must be made at Intramural Office at least 5 hours previous to time of game.
9. Out of Bounds -- Out of bounds should be declared whenever the ball in any way strikes the gallery or projections supporting balcony.
10. Ten Second Rule -- The "ten second rule" will not be enforced in Intramural games.
11. No Smoking in Gym -- There has always been a "No Smoking" Rule in the gymnasium and we ask your cooperation to have the men of your organization adhere to this rule.

12. Rules Changes -- The following are the important rules changes:

"Any player may request a time-out under the same conditions as formerly pertained to a captain's request for time-out. If a player's request is recognized, the time-out should be granted and charged even though the captain does not desire it."

"After a free throw following a technical foul, play is resumed by a throw-in from out of bounds at mid-court by any player of the free thrower's team."

"A change in wording is made in this Section, but the intent is altered only slightly. On a free throw the ball is not in play until it touches the ring or backboard. Players must not touch the lane, or its boundaries, but they may be in the air over the lane before the ball touches the ring or backboard, provided they do not disconcert the free-thrower. When it becomes evident that the ball will not touch either the ring or backboard, players are not forbidden to touch the ball, provided they do not delay the game by so doing."

"If the ball misses the ring, or fails to enter the basket, the free-thrower has made a violation. This applies even though, after missing the ring, the ball touches the backboard and is tapped into the basket or against the ring."

"If a player in the act of throwing for goal is fouled from behind or is roughly handled, two free throws are to be awarded whether the field goal is made or missed."

"The captain of the offended team is authorized to waive the free throw resulting from a personal foul and have a player of his team put the ball in play from out of bounds at mid-court. If two or more free throws are awarded, this option applies to the last free throw. The Officials will assume that the free throw is to be taken unless and until the captain expresses his desire to waive the free throw; that is, the Officials are not to ask the captain for his choice each time a foul is called."

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INTRAMURAL BASKETBALL

Instructions to Timers and Scorers

Each team is responsible for furnishing a man to act as scorer and timer for games.

Timing Clock - Timing clocks are available for each game. They should be placed on the table in full view of the representative of opposing team.

Playing Time - Games consist of 8 minute quarters with one minute intermission between quarters and five minutes between halves.

TIMERS

Time Outs.

Not charged against team --

- a- When a foul is declared the officials sign is automatic declaration of time out.
- b- When official suspends play for a legal substitution.
- c- When ordered by official because of some necessary delay- ball rolls under seats, etc.
- d- If an injured or disqualified player is removed from game within 1 minute and substitution is made within 30 seconds thereafter.

Charged time out--

- a. When more than 30 seconds is consumed for a substitution.
- b. When an official grants the request of any player - can only be granted when ball is in control of player's team.
- c. For an injured or disqualified player who does not leave game within one minute - a time out shall be charged against his team for each minute or fraction thereof consumed.
- d. When both teams request a time out simultaneously each shall be charged with a time out.

Number of Time Outs--

Five charged time-outs may be granted to each team during regular playing time. One additional time-out may be granted each team for each overtime period of a tie game. After a team has used its allowed number of time-outs, it may be granted additional time-outs at the expense of a technical foul for each such time-out.

Time in - After time has been out the game watch shall be started when the Official signals time-in. If this follows

(a) a free throw for a double foul, the Official signals time in by a chopping motion of his hand after the last free throw, including any substitute free throw, this signal being given.

- 1. as soon as it is evidence that the ball will go into play by a rebound, or
- 2. If the throw is successful, or is for a technical foul, or if the ball is awarded out of bounds for any other reason, as soon as the ball crosses the boundary line when it is thrown into play.

Instructions to timers and scorers (Continued) p. 2.

The game terminates-- The game terminates with the timers signal. If ball is in air and goal is made it shall count. Free throw for a foul made during play shall be allowed although play has terminated in the meantime.

SCORERS

Scorers should keep the box score and running score. The box score is official-- each goal, foul or free throw or free throw attempt should be recorded first. The running score is of secondary consideration.

Check Scores - Scorers should check their scores with representative of opposing team at close of each quarter. It is well to repeat the score after each goal or free throw. If necessary stop game to correct any discrepancy.

Personal Fouls. Scorers should inform officials immediately when a player has made four personal fouls. If doubtful as to whether a foul is a personal or not ask the official.

Substitutions-- Substitutes must report to scorer. Scorer signals officials when ball is dead before "sub" may enter game. Substitution may not be made in the interval following a goal. Substitutes entering second half must report to scorer. A player who has left the game except for disqualification or four personal fouls may re-enter the game twice.

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