

### INTRAMURAL MANAGERS

The following situations in Intramural Touch Football have arisen and need clarification:

1. Tie Game: If a game is tied at the end of the fourth quarter, the ball is taken to mid-field and each team is allowed one series of downs. One point is scored by the team making the longest total advance in the four downs.

Ruling: Each team is allowed four downs regardless of penalties or interceptions. (Interception of a pass causes loss of down only.) Example: Team A's second down on 50 yard line. Forward pass is intercepted by Team B. Ruling: Team A's ball, third down on 50 yard line.

2. Pass receiver jumps in the air and catches a pass, in landing, one foot or part of his body is on the side line or end line.

Ruling: Pass is incomplete.

A man may not participate in intramurals while a member of a regular varsity squad in season.

Interpretation: In season is designated as the time at which regular practice sessions start, and until the last game of that sport has been played as scheduled or extended by postponement or tournament playoff.

Any player willfully quitting a varsity squad to participate in intramurals will not be eligible for intramural competition during that season of Varsity Sport which he willfully dropped.

#### Exception:

1. A member of a varsity squad on receiving sanction from the coach of that squad may participate in intramurals.

2. Any man who has been dropped or cut from a varsity squad by the coach may participate in intramurals.