Men's Intramural Basketball Schedule

General Infornation

1. Competition is divided into 4 leagues of 7 teams each; each team plays 6 regular season ganes; each league has a tournament with all teams in the league in the season ganes; each league has a tournament with all teams in the leagne arnar season champ advances to the Cnampionship Tournament.
2. A game consists of two 18 minute halves. The clock is continuous, stopping only for time-outs for the first 15 minutes of each half--the clock stops for all infractions the last 3 minutes of each half. North Carolina high school rules will be followed creept for the modifications contained in this information.
3. Eainnage jerseys of contrasting colors with numbers on each jersey will be furnished each tear? The team iisted on the right of the schedule is the visjtcr team and will wear the ired jerseys. All players must wear tee shirts or sweat shirts underneath the game scrimmage jerseys.
4. Unit lanagers must give line-ups to the field supervisor before tip-off. This should be don before the previous game is completed.
5. Fach tean is allowed four minutes or by mutual agreement, less, warm-up time. There will be mirutes between halves. Each team is allowed 3 time-outs in the game, ench timo-out is one minute in length, or shorter. Games must be completed in one hour from start to firish.
6. All playe:r must wear shoes of the "basketball or tennis type".
7. Any team or team members who continually "argue" or "ride the officials" will be reinoved sion the game and/or result in their team forfeiting the game. Two technical fouls on any one player will automatically disqualify the player and the disqualified plever must leave the gym.
8. The ofiicial score will be kopt by the scorer, not the timer. Each team is required to furnish an assistant scorer to aid the official scorer in getting the names of pleyers who comnit fouls, etc.
9. Tceferees will be instructed, trained, and tested before they officiate games. The of ficiating will be as good as the playing. Officials will be instructed to watch all action, expecially under the lasket for holding, elbowing, pushing, etc. Kee it clean and the oifficiating and playing will be good and enjoyable.

Unit Divisions--Leagues

Leacue. I
Flamers (off campins-Day) IPT (Coll ege St. Hall)
Manchies (My ron IS 108-120) Munchies (Myon lS 108-120)
Ball Busters (iiest 1S 101-118) Grunts (East 3N 313-32L) Tarheels (West 2.S 201-218) Creazers (South 6)

| League III |
| :---: |
| Bushleaguers (South 8) |
| Hokies (East 2N 213-224) |
| Hole In villl (Spt. Barracks) |
| Phantams (Mixon 1N 101-107) |
| Applecorp (South 1) |
| Frogs (west 3N 319-336) |
| Faculty |

## League II

Core (Stone, Cottage 2, Columns) Southeasterners (East 2S 201-212) Vikings (Mixon 2S 208-220) Vikings (Vixon 2 S 208-220) Truckers (West 1N 119-136)
Strokers (South 2) Vaulers (Mixon 2N 201-207,221-225)

## League IV

Rogues (South 7)
Third Ballers (East 3S 301-312)
Narauders (South Basement)
Deputy Dawgs (South 5)
Baltimore Ballers (South 3)
Wine-0 (South 4)

Men on first floor East and Cottage 1 may play with any of the other four teams in East Hall.


League Tournaments


SUPPORT YOUR TEAM
IN INTRAMURAL PLAYI!

