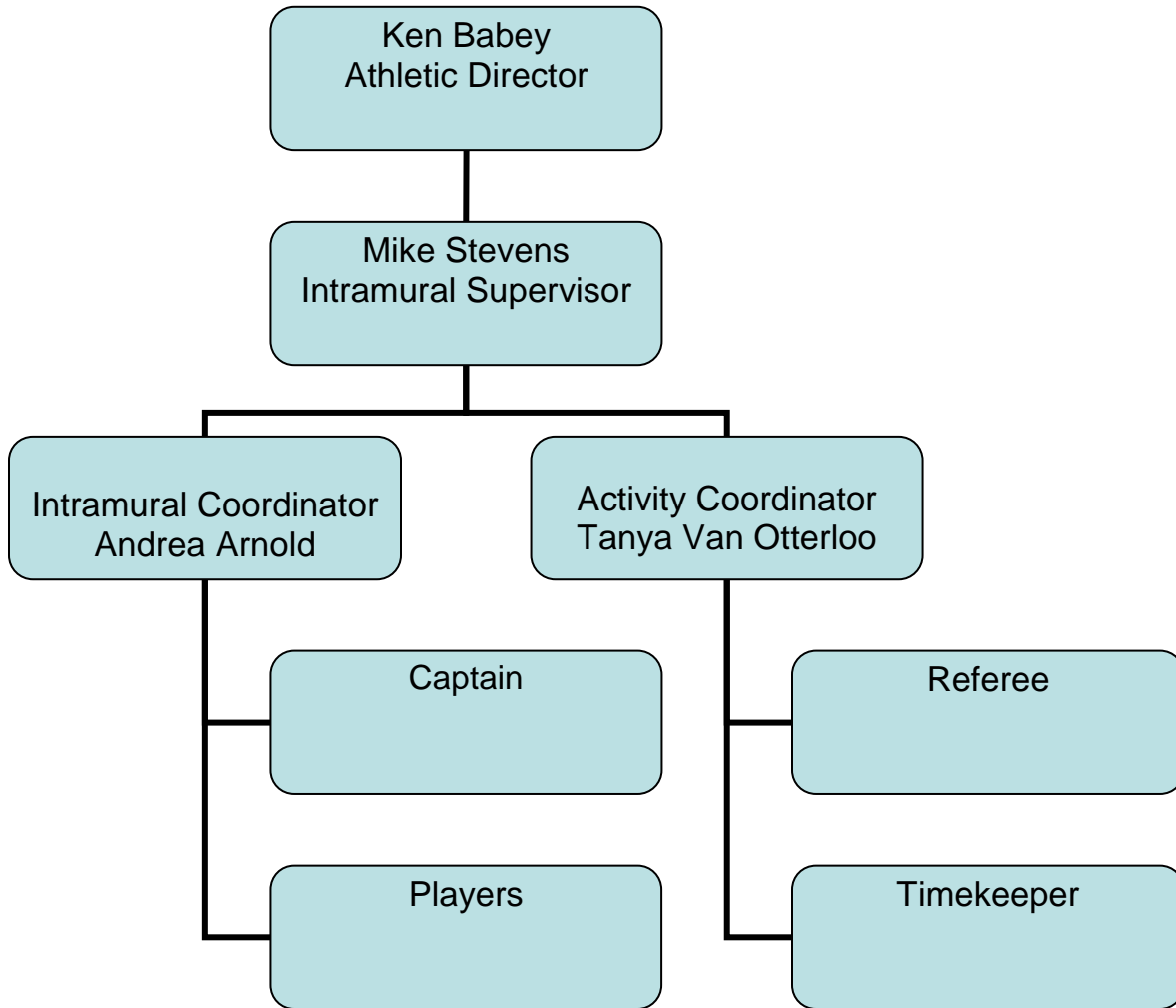


SAIT INTRAMURALS PROGRAM

Mission Statement

SAIT Intramurals will be a student centered program, serving the SAIT community with a competitive, social environment in a variety of activities.

Intramurals Operating Structure



Intramural Coordinator – Job Description

- Organize the Intramurals Sports Program in planning, implementing, supervising, and evaluating all Intramurals sports activities.
- Have a sound knowledge of the Intramurals policies/rules and generally promote and encourage participation
- Develop Posters and Advertising for the Intramural Sports Program
- Submit all paperwork and pay requests for minor officials to HR
- Phone captains when required
- Prepare all agendas for Captain's meetings
- Prepare all room bookings for activities and meetings
- Produce all game sheets
- Produce all game stats
- Prepare and update all activity schedules
- Process all registrations and attempt to place individuals on teams
- Issue receipts for all bonds paid
- Process refunds for bonds
- Prepare participation summaries for all events
- Maintain and supply the Intramurals boards with game stats, schedule updates and information updates
- Keep Website updates
- Maintain contact with ACAD and other outside participating schools.
- Meet with Intramural Coordinator regularly
- Prepare year end report for Athletic Director

The Assistant Coordinator will assist in all of the above.

Referee Responsibilities

Referees must:

- Report directly to the Program Coordinator or Activity Coordinator
 - Questions, or concerns
 - Pay issues
 - To clarify an incident or if a recommendation is required
- Arrive early to help setup
- Have a respectful relationship with the timekeeper during activities.
- Know the Intramural Program rules specific to the sport they are officiating
- Exercise the authority to eject any player from an activity if that player's actions and/or words become harmful to others, or are not in the best interest for that activity.
- DO NOT have the authority to suspend or place on probation any player or team.
- Must write up all incidents and recommendations on the back of a game sheet. Be as detailed as possible. An appointment with the Supervisor should be made within 24 hours to review the incident.
- Be aware of teams or players who have been suspended or on probation prior to the start of each evening, and inform the captain of the respective teams that they are aware of their player and/or team status.
- Exercise the authority to stop the activity they are officiating if the actions or words of two or more players become harmful to others.
- NEVER be heard using profanity
- Consult with the supervisor at any time with any concerns
- Help with clean up at the end of the event
- Provide their own whistle
- Sign off on the score sheet at the end of the game
- Provide 48 hours notice if unable to work. In the case of injury or sickness, notice will be required ASAP in order to have adequate coverage.
- Not participate in the sport which they are officiating

Referees who do not follow the responsibilities outlined here will be removed from officiating the activity.

Timekeeper Responsibilities

Timekeepers must:

- Arrive early to help with set up
- Be familiar with the rules of the activity they are timekeeping
- Take official attendance before the game commences
- Report directly to supervisor in charge prior to, during, and after the activity
- Have a respectful relationship with the referee during activities.
- Make available the suspensions and/probation listings to the referees prior to the activity
- Keep accurate record of points and penalties during each game
- Be attentive and able to assist the referees at any time
- NEVER be heard using profanity
- Report directly to the Supervisor of the Intramural Program if clarification of an incident is required
- Help with clean up at the end of the event
- Check in all equipment after each activity
- Collect all student ID cards from each team and uses these to mark attendance for the team
- Record all employee hours on the back of a score sheet for that sport, for the evening.
- Provide 48 hours notice if unable to work. In the case of injury or sickness, notice will be required ASAP in order to have adequate coverage.

Timekeepers who do not follow the responsibilities outlined here will be removed from timekeeping the activity.

Team Captain Responsibilities

- Captains are required to attend all Captains' meetings.
- Captains are responsible for all equipment assigned to their team. This includes ice hockey jersey's football jerseys, floor hockey sticks, footballs, etc...Lost or stolen equipment will be charged to the team responsible and will be deducted from the team fee. A license will be taken for collateral for the more valuable items.
- Captains are responsible for the actions for their team. Any team or player in violation of the rules will be placed on probation, suspended, or removed from the league.
- The team activity fee has a final refund date of the final business day of April. Teams that have not made the exchange for their deposit, with the Intramural Supervisor, by this date, will not be refunded their team activity fee.
- Captains must be aware of the channels to follow if complaints and concerns are to be issued:
 - Referees
 - Sport Coordinator
 - Supervisor of the Intramural Program
- Captains (or assistant captains) are the only individuals that may add players to their team roster. To add players, the captain must present a player's full name, ID #, program, sex, age and phone number. This can be done by phoning 210-4242 or 210-4228, or in person at the intramurals office in the Campus Center. Players not on the score sheet provided will not play that night.
- Captains will make sure all players have Intramural ID cards. If they do not have their ID, they will not play until they do.
- The Intramural program is aware of the responsibilities that team captains must accept, but a link to each team must be made to ensure a quality program for all involved. The Intramural Program would like to thank you for accepting this position.

Team and Individual Registration Procedures

Team registrations are accepted on or before the entry deadline. (Entry fee must be paid at the time.)

Teams attempting to register after the deadline will be put on a waiting list. (No entry fee is accepted).

Cash or Cheque will be accepted for registration.

Once entry fee has been accepted, a receipt will be issued to the individual making the payment.

Team registration information required:

Team Name (appropriate)

Player Name

Program

Address

Postal Code

E-mail Address

Activity Name

Reliable LOCAL Phone Number

One week after the playoffs end, bond money can be picked up at the Intramurals Office (or other posted office), during office hours, up to and including April 30 of that school year. Bring your receipt to the office for your refund. May 1, the books close and bonds not picked up are forfeited.

Individual registration information required:

Player Name

Program

E-mail Address

Activity Name

Reliable LOCAL Phone Number

Individuals can sign up at anytime, but are subject to an existing team wanting to pick up an additional player on their roster. Individual names will be passed on the team Captains, but there is no guarantee any team will want an additional player. Intramurals strongly suggests, to guarantee yourself a spot, bring in your own team to register.

Activity Fee Receipt Procedure

1. Please PRINT CLEARLY all required information
2. Activity Fees are: Court Sports
 Ice Hockey
 Slow Pitch
3. Request for Activity Fee refunds must be made prior to April 30 of each year.
4. Only ½ the Activity Fee will be refunded if 1 default has occurred during League/Tournament play.
5. The Activity Fee will not be refunded if 2 defaults have occurred during League/Tournament play (unless a new deposit has been made)
6. Activity Fee refunds will be given ONLY to the Individual whose name appears on the receipt.

Captain's Meeting Format

1. Meetings will last approximately 30 minutes
2. Introduce any and all Intramural Programs Staff that are present.
3. Take Attendance
4. Define and explain Activity Fee and refunds
5. Hand out and read over Captain's responsibilities
6. Explain the ID sticker (and perks)
7. Hand out Activity Rules
8. Hand out and explain rules on probations, suspensions and appeals
9. Hand out schedule or state when schedule will be available/posted
10. Explain and execute "individual distribution"
11. Explain "following the proper channels"
12. Explain the answering machine/voice mail purpose and process for the activity hotline. (210-4228)
13. Mention Employment opportunities (ACAC too)
14. Question period
15. Inform Captains of upcoming events and deadlines
16. Inform captains of sponsors involvement and support.
17. Thanks captains for coming in and wish them good luck.

General Rules

1. Access to the Facilities. Facility rules must be followed along with the Intramural Sports Program rules. Valid student ID is required for access to the facility, without it, access will be denied.
2. Teams may not have any Intercollegiate athletes (ACAC) registered on their team in the sport the athlete competes. (Floor Hockey and Ice Hockey are the same)
3. Open to all full time SAIT, and ACAD students, as well as apprentices
4. Players may play for one team only in the same league. However, a player may play in both floor hockey leagues.
5. Players from outside SAIT (OSP) are allowed. But the following guidelines must be met:
 - a. No more than 5 OSP for Ice Hockey (excluding the goalie)
 - b. No more than 3 OSP for Floor Hockey
 - c. All other teams have no limit at this time; however the Captain must have personal ties to SAIT.
 - d. An extra deposit to insure good behavior from OSP may be required.
6. Team captains are responsible for their team and player conduct.
7. Fighting or instigation through physical or verbal abuse to other players or officials could mean an automatic suspension from the league. All individual probations and suspensions will be decided by the Coordinator of Intramurals.
8. Spitting Rule: All participants must respect the clean environment of the SAIT facility. Failure to do so will result in minor penalties, warnings, or suspensions.
9. Only captains (or assistant captains) may express any concerns they or their teammates may have during game situations. These concerns will be directed through the proper channels, in the order of referee, activity Coordinator and then Coordinator of Intramurals. Timekeepers will not be addressed.
10. Player additions must be submitted by the team captain. All player information is required before the player can compete including all

waiver and FOIP forms. These additions must be made to the roster 72 hours before game time. The new additions may sign waivers at the game, PRIOR to playing.

11. Players are required to check all players off on the score sheet before the game and have a representative (the captain preferably), check and sign the game sheet at the end of the game.
12. Players will bring their SAIT ID cards to all games. If an ineligible player is played during a game, the offending team will be assessed a default and fined accordingly.
13. Eligibility for the play-offs will be 50% of the teams' games
14. Adjustments in scheduling may occur when teams are removed from the league, or due to scheduling conflicts with the gym. It is important that Captains check their team's schedule 24 hours prior to game time.
15. The activity fee must be paid before any league or tournament schedule can be produced. All activity fees are refundable except in the case where:
 - a. One default occurs, resulting in half the activity fee being given up
 - b. Two defaults occur resulting in loss of entire fee. Once a team had lost their entire bond if they wish to continue playing, they must post another bond. All requests for activity fee refunds must be made before April 30 of each year's end.
16. Forfeits results in the loss of a point from the standings
17. Each player will receive a sticker that must be present on their SAIT ID card indicating they are a "legal" participant.

Infraction Penalties

NOTE: The Coordinator of the Intramural Program makes all Final Decisions

PROBATION:

1. Players

- a. Players ejected from two games for having three minor penalties during a game will be placed on probation immediately.

2. Teams

- a. When a player is suspended for fighting, his/her team may be eliminated from the league and forfeit their bond.
- b. Teams that forfeit one game will lose half their bond.

SUSPENSIONS:

1. Players

- a. Fighting leads to an automatic league suspension
- b. Any player physically or verbally abusing a minor official will receive an automatic suspension
- c. If a player receives a third ejection for (3) minor penalties during a game he/she will be suspended from the league or tournament
- d. Pending suspensions will be written on the back of the score sheet in detail by the minor official
- e. The team which the offending player is a part of will lose half their bond.

2. Teams

- a. The first default by a team will result in the loss of half the bond. Team captains are responsible to contact the intramurals activity office to work out any school related scheduling conflicts.

3. Excessive Swearing/Abusive Language

- a. First offence – five-minute major; second offence-game ejection

4. Fighting

- a. Pushing match is a game ejection
- b. Punching altercations will be an automatic league expulsion.
- c. Equipment thrown in anger: first offence – game suspension; second offence – league expulsion.

Appeal Process

1. Only captains may appeal a decision
2. All appeal will be referred to the Intramurals Coordinator
3. The Activity Supervisor and the team captain may then make an appointment with the Coordinator
4. All appeals must be made immediately after any incidents and prior to the involved team's next-scheduled game. No appeals will be accepted after this time.
5. The Intramural Program will support all minor officials 100%; therefore, the chance of a decision being reversed or lessened is unlikely.
6. Only Captains may confront the referee (in a respectful manner) to question any calls made.

Volleyball Rules

1. All students must have their ID cards available at all games.
2. All captains are expected to know and inform their players of general intramurals rules.
3. The maximum number of players allowed on the court is six. In order to play with the maximum number of players, two must be female. If your team only has one female player, the maximum number of player on the court will be five (1 female, 4 males). If your team has no female players, the maximum number of players allowed on the court will be four males. (Teams can play with a minimum of 5 players)
4. A match consists of the best 2 out of 3 games.
5. Games go to 25 points (teams must win by 2 points, or whichever team reaches 27 points first). A time limit of one hour is permitted for each match. It is possible for a match to end in a tie if time has run out and only two games have been completed.
 - a. Win = 2 points, Tie = 1 point, Loss = 0 points, Forfeit = -1 point
6. A 10 minute grace period is allowed for all teams before a default is declared.
7. When determining which teams will serve first, there will be a short rally where the ball must cross over the net three times - then play becomes live. The winner of this rally will serve first. (Or rock paper scissors).
8. If the ball makes contact with the net on service, play will continue.
9. On the serve, the ball must be allowed to cross over the net; the serve cannot be blocked or spiked. This is only in effect on the serve.
10. After the serve, each side is allowed three contacts at most before they must send the ball back over the net.
11. If the ball contacts the floor, or more than three hits are made to put the ball over the net, the opposing team:
 - a. Scores a point if they were serving
 - b. Serves if they were not serving

12. If the ball lands out of the court without being touched, the opposing team:
 - a. Scores a point if they were serving
 - b. Serves if they were not serving
13. Players cannot be added to the final roster in tournament form
14. Players can be added to a final roster in Round Robin, provided a player plays half the team's league games

Floor Hockey Rules

1. The number of players on the floor will consist of 4 (four) forwards and 1 (one) goaltender. If the team is missing the goalie, 5 players will be allowed to play on the floor.
2. Players may substitute on-the-fly or during the stoppage of play.
3. Games will consist of 2 x20 min straight-time halves. In play-offs only, the last two minutes of play will be stop time.
4. Slap shots are NOT allowed. No stick shall go above knee height.
5. If a slap shot occurs, the play will be whistled dead and a change of possession will result at the location where the slap shot occurred.
6. No contact will occur between a goaltender and an opposing player at any time. The player initiating contact will be given a minor penalty. If both players initiate contact, both players will receive minor penalties. This includes stick contact by both parties around the net.
7. The area behind the goal net is a 3 second area which extends the width of the playing area. Only one player may play the ball behind the net. That player has 3 seconds to enter the ball into play or a change in possession will result at that location.
8. Players that are waiting for substitutions to occur may stand in the corners on the right of the corresponding goalies.
9. Goaltenders are not allowed to enter the 3 second area behind their net. Possession, if obtained, will be lost to the opposing team.
10. If an opposing player deliberately or accidentally enters the 3 second area while the other team has possession, a minor penalty may be called.
11. Only one water bottle is allowed per goal net during games.
12. A penalty shot will be given when any minor or major penalty has an open breakaway on the opposing goal.

13. Equipment:
 - a. Goalies must wear a full face mask or cage
 - b. Goalies may wear as much protection as they deem necessary
 - c. Goalies must use the provided goalies' stick
 - d. Goalies must provide all their own equipment, except for the goalie stick
 - e. Forwards must use the sticks provided
 - i. Forward sticks must not exceed a $\frac{3}{4}$ inch curve at any point on the blade.
14. Shoot-Out: A shoot-out will only occur during play-offs to eliminate a tie.
15. Penalties: Minor penalties will be 3 minutes straight time, starting when play resumes.
 - a. Minor penalties are:
 - i. Accidental tripping
 - ii. Accidental body contact
 - iii. Blade curve exceeding $\frac{3}{4}$ inch
 - iv. Second player in 3-second area
 1. Conduct warning (including the bench)
 - b. Major penalties are:
 - i. Intentional tripping
 - ii. Intentional body contact
 - iii. Unsportsmanlike conduct
 - iv. Intent to injure
 - v. Instigation – verbal/physical
 1. Throwing/attempt to damage equipment

Ice Hockey Regulations

Rosters

1. Maximum of 21 players are allowed on the roster, one of which must be a goaltender (must be named on the score sheet)
2. Players must be approved SAIT students and present their ID card to the timekeeper prior to the start of the game. Failure to follow this procedure will result in forfeit of the game.
3. Once a player has been dropped from your roster to bring in additional players, that player will be ineligible to play for that team that season.
4. No player can play for more than one team
5. A minimum of 7 skaters and one goaltender per team is required.
6. Only the goaltender can be a non-SAIT student.

Rules – **General Rules of the CAHA rulebook apply except for amendments in these regulations.**

1. Games will start no later than 10 minutes after scheduled start time.
2. Any match penalty resulting from intent to injure, or an injury situation will result in an automatic 3 game suspension, and may result in permanent suspension at the discretion of the Intramurals Coordinator.
3. No unnecessary body contact will be tolerated (no checking). Body checking will result in a two minute minor penalty, deliberate body checking is a five minutes major.
4. Coincidental minor will result in teams playing five aside.
5. Fighting is a minimum three game suspension, possibly leading to permanent suspension at the discretion of the Intramurals Coordinator.
6. Gross or game misconducts will result in an automatic one game suspension, if the referee reports the infraction on the back of the score sheet. A game misconduct assessed automatically because of a major or match penalty does not apply. During the last five minutes of regulation time, if a major or match penalty occurs, it will result in an automatic two game suspension.
7. Games must be started within 10 minutes of the ice time of the game is forfeited. Late players will be allowed up till the end of the first period if

they are on the game sheet, and there were enough players to start the game.

- a. 1 hour 15 min games – 12 minutes for the first and second period, 15 min for the third period.
 - b. 1 hour 20 min games – 15 minutes for the first and second period (stop time), third period length will be adjusted to use the remaining booking time.
8. Any player receiving three minor penalties in a game will be suspended for the remainder of that game only.
 9. Match penalties will result in an immediate suspension until reviewed by the Coordinator of Intramurals.
 10. Suspension begins the next game after the suspension occurred.
 11. Playing illegal or suspended players will result in a forfeit.
 12. Proper equipment, including a helmet with a half visor, must be worn.
 13. Slap shots are allowed.

Playoffs

1. A player serving a penalty at the end of a tied play-off game will be eligible for the shoot out. Ejected or injured players can be replaced with a player of the team's choice.
2. Shoot-out format will be three players of the team's choice. The participating shooters must be listed in order on the score sheet prior to the game. A coin toss will decide who will shoot first.

Seven Man Aerial Flag Football Rules

1. This is an aerial passing game. The coin toss shall determine first possession. The team losing the toss shall have first possession to start the second half.
2. First possession begins at the 20 yard line of the offensive team.
3. A five thousand count (...one, one thousand, two, one thousand...) must be done out loud by the defensive side before the QB is rushed. The QB at this time may run.
4. Lateral passing is allowed, handoffs are not.
5. Games consist of two twenty minutes halves.
6. Each team is allowed four downs to make a first down. A first down is obtained by advancing the ball over the next section line.
7. All players are eligible as pass receivers.
8. All fumbles are dead ball at the point where the ball made contact with the ground. The team touching the ball last before it hit the ground, loses possession.
9. All players must have their shirts tucked in so that flags are in plain view. Any offensive player caught with tied flags will result in loss of possession.
10. The ball carrier is ruled down at the point where the flag is removed. If a player's flag falls off prior to touching the ball it reverts to a one hand touch.
11. The ball carrier cannot shield or hang onto flags. A 360 degree spin is allowed.
12. Scoring. Touchdown is 6 points, Convert is 1 point, Single is 1 point.
13. To receive one point for a conversion, the ball is placed on the 5 yard line and one attempt is made to score.
14. When a penalty against the offensive team is not declined, the down is repeated.
15. Two consecutive delay of game penalties results in loss of possession.
16. The offensive team has 45 seconds after the referee's whistle to put the ball into play.

17. The official on the field is the head official and all calls are made by him or her.

18. At the discretion of the Coordinator of the Intramurals program, individual or team suspension probation periods may be handed out as a result of penalties.

19. Penalties

Offside	5 yards	Too many men	10 yards
Illegal Procedure	5 yards	Illegal subs	10 yards
Holding	10 yards	Roughing	15 yards
Delay of game	5 yards and down repeated		
Pass Interference	a)Offense 10 yards	b)Defense,	point of infraction

Basketball Rules

1. Play will consist of 2, 20 minute halves, (run time), with a 5 min break.
2. Substitutions can only occur during a stoppage in play
3. The minimum number of players allowed on a team is four.
4. A player is removed from the game following their fifth foul.
5. Unsportsmanlike conduct will result in a player being removed from the game, with possible further suspension/probation at the discretion of the Intramural Coordinator.
6. An intentional foul will give the offended player two foul shots and possession of the ball at center.
7. A technical foul will be called when a player on the floor or bench directs any verbal/physical abuse or gestures toward any minor official. A technical foul may also be called if fans of any team disrupt a game in progress.
8. On a player's second technical foul they will be removed from the game.
9. A technical foul results in two foul shots from any opposing player who was on the floor at the time.
10. The referee will handle the ball on any inbounds in each team's offensive end.
11. An offensive player will only be allowed in the key for a period of three seconds. Once leaving the area, the player may return for another three.
12. The narrow key is in effect for all games, and both feet must be behind the three point line to count as a three point shot.
13. Two time outs per half are allowed, each 30 seconds in duration.
14. There will be no 30 second shot clock.
15. Games tied at the end of regulation time in the regular season will remain ties, but in the play-offs, a 5 minute over time will be played until a winner is declared.

Slow Pitch Playing Rules

1. A maximum of 10 players is allowed on the field at one time, of which two must be female. Teams may play with a minimum of eight players.
2. All games are on a time limit of one hour or 5 innings, whichever comes first. The score reverts back to the last full inning when the time is up.
3. Each team must provide a batting order for the opposing team. Only players on the field may bat.
4. Unlimited substitution is allowed. Substitutions can occur at the end of each inning or due to injury.
5. A coin toss will determine first at bat or in the field.
6. The pitch must have a ten-foot arc and land on home plate to be a strike.
7. No walks or bunting allowed.
8. On an over-thrown ball at first or third base, the runner will be allowed to advance to the next immediate base.
9. Runners may only advance on a hit ball. No leading-off or stealing is permitted. Runners may advance on a caught fly after tagging up.
10. Female participants cannot strike out. The ball must be hit.
11. Male participants can strike out.
12. A foul ball on the third strike constitutes an out for male participants only.
13. Last batter rule: Each team hits once around the order (maximum 10 batters), regardless of how many outs occur during the inning. To retire the side, the ball must reach home plate after the tenth batter has hit.
14. In the case where a player intentionally interferes with a base runner, that player will also be ejected from the game.
15. When a base runner bumps down a player, causing interference, that runner will also be ejected from the game.
16. As a result of rule 10 and/or 11, no runs will be counted and the most recent bat will be replayed or cancelled.

Dodgeball Rules

1. Teams will be made up of 6-10 players.
2. Six players will compete on a side; others will be available as substitutes, which may enter the game only during timeouts or in the case of injury.
3. The game may be played indoors or outdoors. The playing field shall be a rectangle at least 50 ft long and at least 30 ft wide, divided into two (2) equal sections by a center-line and attack-lines 3m from, and parallel to the centerline.
4. The official ball used in tournament and league play will be an 8" rubber-coated foam ball.
5. The object of the game is to eliminate all opposing players by getting them "out" This may be done by:
 - a. Hitting an opposing player with a LIVE thrown ball below the shoulders
 - b. Catching a LIVE ball thrown by your opponent before it touches the ground.
 - i. (LIVE BALL – a ball that has been thrown and has not touched anything, including the floor/ground, another ball, another player, official or other item outside of the playing field (wall, ceiling, etc.)
6. During play, all players must remain within the boundary lines. Players may leave the boundaries through their end-line only to retrieve stray balls. They must also return through their end-line.
7. The game begins by playing the dodgeballs along the center line- three on one side of the center hash and three on the other. Players then take a position behind their end line. Following a signal by the official, teams may approach the centerline to retrieve the balls. This signal officially starts the contest. Teams may only retrieve the three balls to their right of the center hash. Once a ball is retrieved it must be taken behind the attack-line before it can be legally thrown.
8. The first team to legally eliminate all opposing players will be declared the winner. A 5-minute time limit has been established for each contest. If neither team has been eliminated at the end of the 5 minutes, the team with the greater number of players remaining will be declared the winner. In the case of an equal number of players remaining after regulation, a 1-minute sudden-death overtime period will be played. Details on overtime can be found in the NADA Rule Book.

9. Each team will be allowed on 30 second timeout per game. At this time a team any substitute players into the game.
10. In order to reduce stalling, a violation will be called if a team in the lead controls all six balls on their side of the court for more than 5 second. More details can be found in the NADA Rule Book.
11. During regular-season matches, rules will be enforced primarily by the “honor system.” Players will be expected to rule whether or not a hit was legal or whether they were legally eliminated. All contests will be supervised by a court monitor.
 - a. The court monitor’s responsibility will be to rule on any situation in which teams cannot agree. **THE COURT MONITOR’S DECISION IS FINAL – NO EXCEPTIONS.**

*NOTE: During tournament play, All Semi-Final and Final Round matches will be monitored by no less than three N.A.D.A Officials. These officials will rule on all legal hits, out-of-bounds and 5-second violations.

N.A.D.A. Code of Conduct

1. Understand, appreciate and abide by the rules of the game.
2. Respect the integrity and judgment of game officials and N.A.D.A staff.
3. Respect your opponent and congratulate them in a courteous manner following each match whether in victory or defeat.
4. Be responsible for your actions and maintain self-control.
5. Do not taunt or bait opponents and refrain from using foul or abusive language.

Soccer Rules

1. Only shoulder to shoulder contact is allowed. Tripping, pushing, or over use of the body will not be allowed.
2. There is no off side rule
3. The goalkeeper is the only one who can handle the ball in his goal area.
4. The captain is the only player who can talk to the referee.
5. If any player becomes a problem for the referee they will be removed from the game immediately and the length of suspension will be determined
6. Penalty Kicks will be placed 10 yards from the goal.

Bowling Rules

1. All students must have their ID card available at all the games
2. All captains will be expected to know and inform their players of the General Intramural Rules (included in handout)
3. A maximum of 6 players/minimum of 3 players may participate for each team.
4. Less than 3 players constitute a default.
5. The top 4 scores will be added together and divided by 4. The bottom 2 scores will be thrown out.
6. In the case where there are only 3 scores in a game, the 3 scores will be added together and divided by 4.
7. The duration of the evening is 3 games or 2 hours, whichever comes first.
8. Average points for the night will be added up and the top 4 teams will playoff for the championship.
9. There is no penalty for stepping over the line, but it should not be abused.
10. Scoring can be learned through the Games Room of Intramural Staff.

Minor Official Applicant Interview Questions

Position Applied For: _____

Applicants Information

Applicants Name: _____

Student ID Number: _____

Phone Number: _____

Questions

- 1. What program and year are you in? _____
- 2. How many hours a week does this require? _____
- 3. Have you ever been a Minor Official? What level? _____
- 4. What related experience would be an asset? _____
- 5. Rate your communication and interpersonal skills _____
- 6. What kind of work standard do you have for others? _____
- 7. How would you handle a player harassing you? _____
- 8. Why do you want to work on campus? _____
- 9. How many hours a week are you able to work? _____
- 10. Do you have any restrictions on hours available? _____
- 11. Are you aware of the pay structure? _____

Any additional questions?

Comments

Intramural Minor Official Application

Position Applied For

Slow Pitch	Referee _____	Timekeeper _____
Floor Hockey	Referee _____	Timekeeper _____
Ice Hockey	Referee _____	Timekeeper _____
Soccer	Referee _____	Timekeeper _____
Volleyball	Referee _____	Timekeeper _____
Basketball	Referee _____	Timekeeper _____
Flag Football	Referee _____	Timekeeper _____
Dodgeball	Referee _____	Timekeeper _____

Personal Information

Name: _____ Address: _____
 City: _____ Province: _____
 Postal Code: _____ Phone Number: _____

Present SAIT Program: _____

SAIT Student ID: _____

Previous Experience:

Agreement:

I certify that the statements made by me in this application are true and complete.
 I understand and agree that a false statement may disqualify me from employment, or result in dismissal.

Signature

Date

