

INTRAMURAL SOCCER HEEDS BASEBALL EXAMPLE

RESULTS, WEDNESDAY, OCTOBER 8th:

Faculty 2, Senior Foresters 0
Residence 1, Foresters 234's 0
Arts & Science 2, Engineers 0

Despite the overall superiority of cricket, baseball does have its spheres of influence. Examples set in the recent World Series did not go unheeded by players in U.N.B.'s Intramural Soccer League.

The Faculty must surely have taken heed of the example set by Johnny Mize of the New York Yankees. If age was no handicap in baseball, why should it be in soccer? On Wednesday evening the not-exactly-youthful pros trounced the burly Senior Foresters 2-0 to chalk up their second straight victory.

A member of the Residence team, too, showed that the Dodger-Yankee Series had left its mark. If individuals could equal and make new records on the baseball diamond so could they on the soccer field. Bill Ayer, by cracking in his first goal of the season against Foresters 234's, equalled his scoring record of last year. With three games yet to be played it is almost certain that young Ayer will chalk up a new individual record. Incidentally, this lone goal was sufficient to give the Residence their first victory of the season.

In the third game of the evening, Arts & Science, the Yankees of intramural soccer, proved that it's a difficult job to dethrone a reigning champion. The Engineers tried and failed. Arts & Science scored twice without reply from their opponents.

After two weeks of play Arts & Science and the Faculty share top spot in the league with two wins and no losses; Residence and the Engineers are tied for third place with one win and one loss apiece; and then Foresters 234's share bottom spot with their senior brethren, both teams having two losses and no wins.

LEAGUE STANDINGS, October 8th—

Team	W	T	L	GF	GA	Pts
Arts & Science	2	0	0	3	0	4
Faculty	2	0	0	4	1	4
Engineers	1	0	1	2	2	2
Residence	1	0	1	2	2	2
Foresters 234's	0	0	2	0	3	0
Sr. Foresters	0	0	2	0	3	0

SOFTBALL PLAYOFF SCHEDULE

SEMI-FINAL

2.00 p.m., October 8th —

Brown Bombers vs. Freshmen (Large Field)
Upsets vs. Residence (Small Field)

FINAL

3.30 p.m., October 18th —

Winning teams play first game of best-of-three series.

2.00 p.m. and 3.30 p.m., October 19th —

Second and third game of Final.

(All playoff games will be nine innings if conditions permit.)

INTRAMURAL SOCCER SCHEDULE

Wednesday, October 22nd—

7.00 Arts & Science vs. Residence
8.00 Senior Foresters vs. Engineers
9.00 Faculty vs. Foresters 234's

Wednesday, October 29th—

7.00 Foresters 234's vs. Arts & Science
8.00 Residence vs. Senior Foresters
9.00 Faculty vs. Engineers

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Notices From Physical Ed. Dept.

Intramural leagues in Basketball, Hockey and Bowling will soon be organized. Entries are being called for immediately from various campus organizations and groups. The deadlines for the entry of teams in these leagues will be announced in next week's issue of the BRUNSWICKAN.

If enough interest is shown, there will be Five Pin and Duck Pin Leagues as well as the traditional Candlepin loop. Teams interested in Bowling should get their entries in as soon as possible in order to get the best choice of alley times.

It is hoped this year to limit the teams to certain boundaries. That is, if a large group such as the Foresters decide to enter only one team in Intramural Basketball, they would be asked to break their team down into several teams in order to prevent "packing".

Hockey and Basketball Refs Wanted Now

Referees are required immediately to handle games in the Intramural Hockey League and the Intramural Basketball League. Would anyone interested in arbitrating please leave his name at the Physical Education Office in the Gym. It is hoped to hold a meeting of these referees before the season opens in order to assure uniformity in the calling of certain plays.

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The modern game was organized in 1882 under the Canadian Rugby Union. Since then, the game has been developed and improved in such a way that the present-day sport has become highly specialized.

In watching the game, one might liken it to two armies. The five-star general would be the coach. He trains and develops the team, teaches them the plays, and directs his second-in-command, who is the quarterback. As the field general, he is in command while the team is playing. It is up to him to call each play—to look at the enemy and try to see where its weakness lies. As a rough example, if the quarterback sees that the opposition has closed in together near the centre of the line, he will probably call for a pass play. On the other hand, if the enemy has spread out, he would probably call for a running play.

It is up to the rest of the players to do what the quarterback orders. Each man has a certain job to do in each play and the failure of anybody to do it may quite easily mean the failure of the play.

We have mentioned the position of the quarterback. Here are the other positions and how they line up on a normal running play:

Left End	Left Inside	Left Middle	Centre or Snap	Right Middle	Right Inside	Right End
□	□	□	□	□	□	□
Quarter-back				Wing Back or Flying Wing		
□				□		
Left Half		Centre Half		Right Half		
□		□		□		

Many people have difficulty in figuring out the use of the yardsticks along the side of the field. Well, in this game the team in possession of the ball has three tries (called downs) to make ten yards. If they do so they maintain possession of the ball and try again. If they make the ten yards in less than the three downs so much the better, for as soon as they make that they start on another three downs in an attempt to make ten more. In practice, most teams, if they do not complete the ten yards in the first two downs, elect to kick the ball on their third down so that the opposition will be as far back as possible when they gain possession of the ball.

SCORING

TOUCHDOWN—5 points—When ball is declared dead behind a team's goal line in possession of an opposition player.

CONVERT—1 point—Can be attempted only after a touchdown by:

- (a) Kicking a goal (normally a placement).
- (b) Carrying the ball behind the opposition goal line.
- (c) Completing a forward pass behind opponent's goal line.

ROUGE—1 point—occurs when:

- (a) A player in possession of the ball is tackled behind his own goal line.
- (b) The ball is kicked over dead-ball line or over tackle line behind opponent's goal.

SAFETY TOUCH—2 points—When the ball is rouge provided the ball has been carried, kicked, or passed from outside the goal line to or behind the goal line by the side against which the rouge is scored.

GOAL—3 points—A goal is scored when the ball is kicked except by a punt, flying kick, or kick-off from the ground without touching the ground over the cross-bar and between the posts (or the posts produced) of the opponent's goal.

PENALTY SIGNALS

1. Either arm straight out from body—rough play.
2. Arm rotated in circular motion—too long putting ball into play.
3. Hands on Hips—offside ball, kicked from scrimmage and before crossing line of scrimmage, strikes player of kicker's side who is "off-side".
4. Grasping of one wrist—illegal use of hands and arms.
5. Pushing movement of hands to front with arms hanging vertical—ball illegally put into play.
6. Horizontal arc of either hand—offside pass.
7. Shifting of hands in horizontal plane—an illegally thrown forward pass and-or one thrown with apparent intent to save loss-of-yardage.
Folded arms—"no yards" on kicked ball. Kicked ball touched by "off-side" player.
9. Pushing hands forward from shoulders with hands vertical—illegal interference.
10. Both arms straight out from body — forward pass touched or caught by ineligible receiver.
11. Both arms extended above head—a score. (Bringing hands together indicates a "Safety Touch" score.)
12. Striking back of knee with hand—clipping or blocking from rear.
13. Hand to head in salute—talking.