University of Idaho Campus Recreation Intramural Sports Handbook

An Informational Guide to Rules and Regulations for the Intramural Sports Program

CAMPUS REC INTRAMURAL SPORTS

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I. ALL PARTICIPANTS

Intramural Sports programs are designed to assist students, faculty, and staff become involved in recreational activities regardless of age, gender, handicap, skill level, or past experience, in order to develop a lifetime interest in structured recreational activities.

The University of Idaho Intramural Sports program provides the opportunity for students, faculty , and staff to engage in intramural activities in accordance with the eligibility regulations outlined in this handbook.

Participants may choose from individual, dual or team activities. Male, female and Co-Rec activities are organized at various skill levels.

To be eligible to participate in the intramural program, you must be a current student, faculty, or staff member at the University of Idaho.

All participates must sign an individual waiver to play.

Learning Outcomes

1. Recognize and practice recreational, fitness/wellness and outdoor activities that are part of a healthy lifestyle.
2. Assess the impact of recreation activities on the environment and choose responsible and sustainable behavior.
3. Utilize critical thinking skills to identify risks, evaluate procedures and make decisions that prevent or minimize potentially dangerous situations (in recreational environments).
4. Explore and attain new skills and merge academic and recreational experiences into practical application.
5. Acquire, use and refine teamwork skills and leadership qualities (in groups) to obtain goals.

II. PERSONAL HEALTH

Participation in intramural activities is on a voluntary basis and should be within the limitation of one's personal health status. Intramural Sports recommends that all participants have a medical examination prior to participating in the Intramural Sports program. All are strongly urged to become familiar with the University Student Health Center and the assistance offered.

III. INJURIES & INSURANCE

All injuries, while participating in Intramural Sports, should be reported to the game officials and/or supervisor. Injuries requiring medical attention can be handled through the Student Health Center's Outpatient Clinic or personal physician. (The injured party assumes liability for any transportation and /or medical charges.)

The University of Idaho Student Health Services is open from 8:00am to 5:00pm Monday, through Friday.
Quick Care Location: Gritman Medical Park at 2500 W "A" Street, Suite 101 Phone: 208-882-0540
Hours: Monday through Friday, 8am to 7:30pm; Saturday, 8am to 4:30pm; Sunday, 11am to 4:30pm.

Emergency care is available at Gritman Memorial Hospital when the outpatient clinic(s) is closed.

The University of Idaho does not provide insurance coverage for participants. Intramural Sports strongly recommends that all participants purchase individual insurance coverage to safeguard against extreme financial loss.

NOTICE TO ALL STUDENTS WHO PARTICIPATE IN INTRAMURAL SPORTS

If you do not have appropriate health insurance coverage and adequate personal finances to pay for medical deductibles and coinsurance or other expenses not covered by your personal health insurance, it is recommended that you enroll in the University of Idaho's SHIP program prior to participating in intramural sports.

The University requires graduate students who are paying fees for four (4) or more credit hours and undergraduate students (excluding board appointed faculty and staff) who are paying fees for four (4) or more credit hours to complete a waiver petition to **decline coverage** in the new Student Health Insurance Program. ***Students who choose to waiver participation in the SHIP are accepting full financial responsibility for any medical expenses they incur while enrolled at the University, including medical expenses resulting from the practice or play of intramural sports.***

SHIP Waiver and Open Enrollment deadlines:
The waiver deadline for participation in the SHIP is September 8, 2013 in the fall semester and February 7, 2014 in the spring semester. If you wish to waive participation in the SHIP, follow these instructions: (1) log on to the University of Idaho Registration system at http://www.uidaho.edu/registration; (2) choose "student Information/Registration Menu"; (3) Choose "Registration Menu"; and (4) choose "SHIP Waiver Request Form."

IV. HOW TO ENTER AN INTRAMURAL SPORT

For a schedule of all activities:
Intramural Sports Program located in the Campus Recreation office for information on upcoming Intramural Sports events. The Campus Recreation office located in the Student Recreation Center, The Campus Recreation office is open 8:00 am to 7:00 p.m., Monday through Friday.
We also have information on the web: http://www.uidaho.edu/studentaffairs/campus-recreation/intramurals.

Check the Intramural Sports bulletin board for further information and check the intramural schedule of activities for entry deadlines. This is located in the atrium of the Student Recreation Center. Schedules and updated scores are also available online.

To obtain an entry form: Entry forms are located in the Campus Recreation Office and SRC atrium and on the Campus Recreation/Intramural Sports web site.

For Team Sports: Obtain the names of who will play on your team, then check the eligibility of your team members by first consulting the eligibility rules in this handbook and then verify them with each player. **Players may only play on one team regardless of competitive or recreation division per sport**. Return completed entry form to the Campus Recreation office before 7:00 p.m. on the designated date during fall and spring hours, 4:30pm during summer hours.

Team captain must bring his/her Vandal card. All team sports are to pay a $5.00 fee at the time of entry. Teams will not be accepted without at least one name and payment. Individual and dual sports are free to play.

For team sports: Teams must attend the captain's meeting to obtain a schedule, discuss rules, and answer any questions, and this allows teams to be eligible for playoffs.

FREE AGENTS: If you are unable to find a team on which to play, Intramural Sports offers a Free Agent sign-up sheet. Individuals desiring to participate in a specific sport may leave their name and phone number with Campus Recreation. Teams interested in acquiring Free Agents must take part in the Free Agent Supplemental Draft (held immediately following the captain's meeting). Teams will draw numbers to decide drafting order. Living units may pick up free agents through the draft, and those individuals are eligible to play on the Points team. **(Limit one Free Agent per Living Unit "Competitive" team.)**

V. CAPTAIN'S RESPONSIBILITIES AND EXPECTATIONS

- The primary duties and responsibilities of team captains are to organize teams and individuals prior to specific sport sign-up deadline. Additional duties of the captains include:

- **Captains must be sure that their team is represented at the captains meeting. Failure to comply with this regulation shall render the team ineligible for participation in any post-season (playoff) games regardless of their record.**

- **Captains that miss one sport meeting can make it up by meeting with the Intramural Director no later than 7 days after said meeting. A test over the Intramural Handbook will be given and all questions must be answered correctly. Their team will be eligible for post season if all questions are answered correctly. This only counts for one captain, one living group during an academic year. If there are two captains meeting in one day, only one test can cover one missed meeting, a letter to the Intramural Executive board is needed for the other missed meeting.**

- Keep members of your organization informed of all intramural activities while promoting participation.

- Represent your team or organization at the appropriate Intramural Manager's meetings.

- Notify your team or respective participants as to the time and place of scheduled activities.

- Be familiar with all intramural eligibility rules so that your organization can adhere to these rules and regulations. Player eligibility is the manager's responsibility. Rules and regulations regarding player's eligibility are found in this handbook; however, questions regarding player eligibility should be directed to the Intramural Sports staff.

- The captain is the spokesperson for the team when addressing Intramural Supervisors and Officials. Please relay the goals of the program, the expectations and importance of sportsmanship to your teammates.

- The score sheet must be signed at the end of each contest by the winning team captain. (Signature indicates completion of contest, but does not nullify possibility of protest.)

- Keep team updated on record and sportsmanship standings.

VI. ELIGIBILITY

General Individual Eligibility

All players must have a signed waiver on file to play Intramural Sports, players are ineligible to play without a signed waiver on file. Waivers can be picked up at the Campus Recreation Office, online and at field/court of play.

Any player playing under an assumed name shall be banned from all intramural competition for one year effective from the date of the incident. The team will receive forfeits for games in which the ineligible player

participated. The player will be suspended for a minimum of one (1) calendar year, the player who lent the name will be suspended at minimum for the remainder of the semester. Teams involved will be dropped from the tournament or league play in that sport.

Players may only play on one team for each sport. A person can't play on a recreation team and a competitive team in the same sport. If it is brought to the attention of the Intramural Staff both teams will receive forfeits in all games that the individual(s) played. If team acquires two or more forfeits they will be dropped from the league and/or post season play. A player may play on a Co-Rec team and a gender specific team in Softball and 4 on 4 Volleyball.

Alumni, spouses are eligible to play Intramural Sports but must pay the $30 semester Intramural fee at the Campus Recreation office.

Sport Club members competing in the same Intramural Sport are limited to two players on Competitive teams and one player on Recreational rosters. There are current clubs that play in the following Intramural Sports – Soccer, Ultimate Frisbee and Volleyball. Previous Intramural Executive Board rulings have ruled in favor of hockey, baseball and fast pitch playing Intramural Sports because even though the Intramural Sport is similar, the rules and game play are much different *(last decision was spring 2010; hockey/roller hockey*).

A team roster may have only **one** former college NCAA Division 1 or 2 (scholarship institution) *(updated ruling 2008 flag football)* varsity athlete who has participated in that related sport within the last two years. There are no restrictions on the number of former collegiate athletes on the roster if they had played previous to the two year time frame. The two years start after their last game played. Other additional items: Students that are dismissed from a team before the start the season are eligible if it is based on lack of aptitude and they provide written documentation from a coach. Student Athletes dismissed for academic or other reasons are still considered on the team for that semester.

Coaches are treated the same as above for their respective sport. If they have been out of the sport for two years they have full eligibility.

A professional athlete within the past seven (7) years will be ineligible for all related sports. Professional athletes must have had signed a contract to be considered professional.

Game Day

All team members must be listed on the sign-up sheet with first and last names before the game begins. No new names may be added after the game has started. The only players eligible to play on the team are those on are on the original roster.

Intramural Sports does not assume the responsibility for checking the eligibility of participants, but any eligibility cases brought to attention will be dealt with according to established rules and regulations.

Team captains are responsible for checking the eligibility of their own players as well as their opponents. Each participant is responsible for the verification of his/her own eligibility.

Roster additions or subtractions must be done by the person who is being added or subtracted, with their University of Idaho Vandal card, in the Campus Recreation office **after the first week of** play. Rosters will be available on site the first week so changes can be made easier. Once the first week is over you will need to stop in the Campus Recreation Office. If the captain is not adding the player, please inform the player being added the "team name" he/she is signing up for before coming in and adding to a roster. **Individuals must be listed on the entry form roster before the last scheduled game to be eligible for playoffs. Rosters are frozen 24 hours before the last scheduled game.**

All competition will be Women's teams vs. Women's teams and Men's teams vs. Men's teams unless competition is specified as a Co-Rec contest.

All questions concerning eligibility should be directed to the Intramural Sports Director.

Greek House
To play for a fraternity or sorority, a student must be a bon-a-fide member of that fraternity or sorority, or must be a current pledge of that organization. Social Pledges are not considered bon-a-fide members. **Intramural Sports reserves the right to check whether the participant is a bon-a-fide member.**

Resident Hall
To participate on a resident hall team, a student must be living in the hall **or** be a past resident of the hall.

Faculty/Staff
Faculty and staff of the University of Idaho are encouraged to participate. If a faculty or staff member wins a single or dual tournament, he or she is not eligible to participate in that same tournament the following year. For all doubles events, a faculty or staff member must team up with a student in order to be eligible to play. Alumni and Spouses may participate in Intramural Sports for a $25 per semester activity fee.

General Living Groups
If a living group or organization has more than one team entered in any given activity then a player may play for only one of these teams. For Competitive "A" and Recreational "B" levels of competition, a player must remain with the A or B team he or she has chosen for the entire season.

If an eligible player changes living group status during an activity, the player must continue to compete with the former living group for the remainder of that activity. A player may not begin competing for a new living group or organization until his/her participation in the previous activity has been completed. Any member of a university athletic team or any person working out with a university athletic team is ineligible to participate in the same intramural activity **for the academic year in which they played on the team,** or in a related activity. (For example cross country is related to track; football is related to flag football).

An individual removed or ejected from an Intramural contest is automatically suspended for the next scheduled game. An individual may submit a letter requesting reinstatement to the Intramural Sports Director if they feel the one game suspension is unwarranted.

VII. SPORTSMANSHIP

Intramural Sports at the University of Idaho provides a structured recreational environment for the campus community which is safe and enjoyable. Games will be competitive but it is our goal to make your events a safe, enjoyable, social atmosphere at the same time promoting sportsmanlike behavior to all those participating whether active or passive. Sportsmanship starts when you arrive on site and ends when you are gone. Please take time to understand and practice the below Sportsmanship policies.

In order for a team to qualify for the post-season playoff games a team must have .500 or above winning percentage and a "C+" (2.85) average sportsmanship rating during regular season round robin league play.

The Sportsmanship Rating System

The Sportsmanship Rating System is intended to be an objective scale by which attitude and behavior can be assessed through league play and playoffs. Behavior before, during, and after an intramural sports contest is included in the rating. The team captain is responsible for educating and informing all players and spectators affiliated with their team about the system. Teams are responsible for all the actions of the team, coaches and spectators. The captain is the conduit for this process and during times of conflict, it is expected that the captain provides leadership skills to calm and reduce tensions that arise. In order to encourage proper sportsmanship; officials, program assistants and intramural staff shall make decisions to warn, penalize or remove players for poor sportsmanship. The decisions are final, and further sanctions will be determined by the Director of Intramural

Sports. Each captain should choose teammates carefully as they could cause the whole team to be held accountable for their actions.

Sportsmanship Rating Process

Officials assigned to the game will provide a rating based on actions prior, during and post game. The rating will accompany the game score, and the official will provide notes if required. In all cases program assistants and intramural staff may provide input which may raise or lower the grade. Following the game the Intramural Director can amend the rating.

Teams are encouraged to ask Program Assistants on site about any sportsmanship questions. Please avoid confronting the officials since they are required not to discuss sportsmanship ratings with teams. Sportsmanship ratings are available online and will be posted on the Intramural Bulletin Board at the Student Recreation Center.

Sportsmanship Components

Positive actions and behaviors:

1. Captain has control over their team and spectators.
2. Converses reasonably and rationally with officials and staff about calls and rule interpretations.
3. Cooperates by providing any information needed from the Intramural official or staff.
4. Team members participate in the spirit and intent of the game rules and policies.
5. Participants accept judgment and decisions made by the officials during the game.
6. Throughout the contest teams has respect for the opponents as well as the facilities and equipment provided for the game.

Negative actions and behaviors

1. Teams with participates and spectators that continually complain or display nonverbal action that could include derogatory or abusive language.
2. Excessive arguing with teammates, opponents or spectators.
3. Participants / spectators who continually complain about officials' decisions and display dissention which may include derogatory or abusive remarks. Complaints include both verbal and nonverbal behavior. Excessive arguing between opposing teams / spectators might also lead to a lower rating.
4. Team captain (or designee) exhibits little control over his/her team and spectators, converses in a dissenting manner with officials about rule interpretations/calls (discussion is allowed as long as it is done in a mature/civil manner by the team captain), or does not cooperate with game officials or IM staff. Does not provide information requested by any intramural sports official/staff while performing duties.
5. Having any technical fouls or penalties for unsportsmanlike conduct or having a player ejected for unsportsmanlike conduct.
6. Taunting an opponent or opposing team spectator.
7. Public indecency, vulgarity, or obscenity including foul or profane language and obscene gestures, incidental or intentional, non-directed or directed at an opponent, official, teammate, supervisor, spectator, or Intramural Sports staff member.
8. Physical abuse by participants / spectators in the form of fighting with an opponent, teammate, official, or staff member which occurred before, during, or after an Intramural Sports contest.
9. Any threatening behavior (verbal and/or nonverbal) to any Intramural Sports or Campus Recreation employee, participant, or spectator which occurred before, during, or after an Intramural Sports contest.
10. Individuals / teams play after the consumption of alcohol / drugs. If the contest has begun when this is discovered, the player(s) will be immediately removed from the facility, and the contest will be forfeited to the opponent.
11. Damage to or destruction of any Campus Recreation or University facilities or equipment including failure to remove trash from the field or court following a game or match.

Rating Scale

Team sportsmanship is graded following each contest according to the following scale and criteria:

Your score will not be a letter grade but a number between 4.0 - 0.0, but letters have been included to assist in the transition between grading system.

"A" or 4 points: *Excellent Sportsmanship*
Players cooperate fully with the officials about rule interpretations and calls. The captain also has full control of his/her teammates. Team members and spectators were respectful of opponents and officials and encouraged sportsmanship. At no time was this team disrespectful towards participants or officials.

"B" or (3.00- 3.99) points: *Acceptable Sportsmanship*
Team members and spectators are respectful of opponents and officials except for one or two minor incidents which may or may not merit a warning from the game officials or supervisor.

"C" or (2.00- 2.99) points: *Sportsmanship Needs Improvement*
Team members or spectators are disrespectful of opponents or officials on a number of occasions which may or may not warrant a penalty. Captain exhibits minor control over his/herself and his/her teammates and spectators. Teams receiving multiple warnings or having a player ejected for an unsportsmanlike act should receive no higher than a "C" rating.

"D" or (1.00 – 1.99) point(s): *Unacceptable Sportsmanship*
Teams constantly comment to the officials and/or opposing teams from the field and/or sidelines. The team captain exhibits little or no control over teammates, spectators or himself/herself. Majority of individuals on this team are disrespectful of opponents or officials on a regular basis. Teams with two 1pt (1.00 – 1.99) ratings in the same sport or activity are subject to immediate dismissal from league or tournament play.

"F" or (0.00 – 0.99) points: Season Ending Rating
The following actions can result in an "F" sportsmanship rating:
Team can be completely uncooperative and out of control before, during, or after intramural sports contest(s).
Team captain (spokesperson) exhibits poor control over self, the team, and/or the spectators.
Team has multiple ejections and/or blatant unsportsmanlike conduct that potentially endangers or harms participants, fans, officials, or supervisors. Team fails to cooperate / comply with intramural sports staff . University officials while performing their duties; falsely represents or withholds any requested information.

Teams which receive an "F" rating are subject to immediate dismissal from league or tournament play.

Special contest situations:

1. Concerning contests which are not rescheduled due to weather or other unforeseen circumstances, both teams will receive an "A" rating and earn a win.
2. A team winning a contest by forfeit or default will receive a 4.0 (A) rating.
3. Teams losing by forfeit or default will receive no grade.

SUSPENSIONS AND RULES OF CONDUCT
Any person, student, faculty, or staff who attempts to commit, incite or aid others in committing any of the following acts of misconduct shall be subject to Intramural disciplinary procedures by the Intramural Sports office. Severe cases of misconduct will be referred to the Dean of Students Office for possible university action. Once the referral is made to the Dean of Students, all player(s) are ineligible from any participation with the Intramural Sports Program. (The Intramural Executive Board will act as an appeal board for internal Intramural disciplinary cases.)

UNSPORTSMANLIKE CONDUCT PENALTIES
Team members, captains, spectators, coaches/managers or entire teams may be asked to leave the playing area if unsportsmanlike conduct or abusive language, including obscenities and other gross language, is displayed or said loud enough to be heard. Any contest may be forfeited by a team, individual participant, or spectator exhibiting unsportsmanlike or disruptive behavior. **Team captains and individuals will be warned prior to forfeiting the contest.** The decision of the official and/or supervisor on such cases will be final. Any team which is involved in a "team" fight (most or all of the team members present) will be eliminated from Intramural Sports for the remainder of the tournament/season and/or possibly the remainder of the academic year.

Any team found to deliberately incite a fight during playoff games will be eliminated from the remainder of the tournament and subject to Intramural Sports disciplinary action. The Intramural Sports office will not tolerate the physical abuse of any person or conduct which threatens or endangers the health or safety of any participant or employee. Any player or team follower who makes, or attempts to make, deliberate physical contact (strikes, punches, grabs, pushes, elbows, kicks, etc.) with a teammate, opponent, fan, spectator, official, supervisor, or Campus Recreation employee shall be immediately expelled from the game and shall receive a minimum penalty of suspension from further participation in any league game or playoff game in that particular sport. Length of suspension will be based on the severity of the incident and a decision will be made by the Intramural Sports Director. Depending on the severity of the incident, further disciplinary action could be warranted. A decision regarding further disciplinary action will be rendered by the director.

VERBAL ABUSE

Verbal abuse of opponents, teammates, fans, and Intramural Sports Staff will not be tolerated. Intramural Sports and university policy specifically prohibits the use of grossly abusive language which insults, taunts, or challenges another person. This language includes but is not limited to swearing, obscenities, epithets directed at an individual's race, color, ethnic identity, religion, or sex, or which is personally abusive, degrading, and insulting rather than a communication of ideas or opinion. The penalty will be immediate suspension from the game on hand, and if further disciplinary action is warranted the Director of Intramural Sports decision based on the severity of the incident.

ALCOHOL OR DRUG ABUSE

Alcoholic beverages and/or drugs are not permitted on or around the playing area. Contests will not be played and will be forfeited if alcohol or drugs are present. The Intramural Sports Officials or Supervisor assigned to the game has the authority and responsibility in making decisions regarding students who are not permitted to participate based on: a) student's breath smells of alcohol; b) student's actions and language/gestures indicate probable drug or alcohol consumption. Teams, individuals, or fans suspected of alcohol or drug consumption will be asked to leave the playing area and may be barred from further participation.

The University of Idaho strives to maintain an environment conducive to inquiry and learning and free of illegal drugs. It is a violation of policy for any member of faculty, staff, or student body to jeopardize the academic operation or interests of the University of Idaho through the use of alcohol or illegal drugs.

DISCIPLINARY APPEALS PROCEDURE

The goal of disciplinary decisions is to encourage responsible behavior, to maintain social order and protect the right of others. In cases where alleged infractions of Intramural Sports rules have resulted in a disciplinary decision by the Intramural Sports Director indicating suspension or dismissal from participation in Intramural Sports, for a period of one semester or longer, of a student, team member(s), members of an identified student group, the student(s), the team, or student organization shall have the alternative of a hearing by the Intramural Executive Board.
A request for Intramural Executive Board action must be made, in writing, within three working days of the Intramural Sports Director's decision. The granting of the appeal, however, is not automatic. Individuals or groups requesting an appeal hearing should recognize that penalties may be increased as well as upheld or reduced.
When administrative action by the Intramural Sports Director involves penalties of less than one semester suspension or dismissal from participation in intramural sports, the Intramural Sports Director serves as the appellate body. This appeal must be made, in writing, within three working days of the decision.
Disciplinary decisions which are made during intramural sports playoff games are binding for the playoff games in process and cannot interrupt or delay the playoff game process.

ADDITIONAL INFORMATION

The Intramural Director reserves the right to create/enforce penalties that may not be specifically covered by the sport rules, this material or any other Intramural Sports/Department literature.

VIII. SCHEDULES

Intramural Sport team activities are generally scheduled Monday through Thursday afternoons and evenings. Individual and dual activities are generally scheduled for the weekends. For all team sports, schedules are distributed

at the captain's meetings. Schedules will also be posted on the bulletin boards outside the Campus Recreation office in the Student Recreation Center.

INSTANT SCHEDULING
Instant scheduling is only used in team sports. It is a method in which team's request the day they desire to play as well as the level of league competition. Team captains and Intramural Sports Managers should be aware of team players availability prior to the registration dates. Playoffs will generally be one week, and will have extra days (Sundays for larger leagues).

For some tournament games, it may be necessary to schedule a team or individual with only one day notice. Every effort will be made to inform the participants; however, the responsibility of checking the schedules will be up to the participating teams. Playoff schedules for team sports will be posted by 12pm the day after the last regular season scheduled games (Typically Fridays). Instant scheduling does not apply to playoff games. Games will be scheduled according to days and times available. Playoff games will not be rescheduled, please relay any information about conflicts during the season or playoffs to the Intramural Director as soon as possible.

LEVELS OF COMPETITION
In an attempt to equalize competition between teams, two levels have been established.

Competitive league "A" is designed for those teams which are somewhat competitive in sport skills and strategies, and/or are motivated to play competitively.

Recreational league "B" is designed for those teams who desire to play in a more relaxed atmosphere, and/or are not as highly skilled or of a competitive nature.

The Intramural Sports Staff reserves the right to move a Recreation team to the Competitive level for the integrity of competition. Teams maybe be moved down to manage league size, and added to post season tournaments with losing records.

GAME DAYS
Games are scheduled to allow 5-10 minutes of warm up before the start of your game. Please show up early but be respectful of others playing by not warming up on the court or field during the competition. When your game is done please allow the next teams to access the court.

GRACE PERIOD:
If a team has "fielded" the appropriate number of players to begin a competition at game time, but the opposing team has not, that team will have the option to grant the opposing team a 10-minute grace period to "field a team." If a team exercises their option to grant a 10-minute grace period for a late team, then a predetermined number of points will be awarded to the team who granted grace. (Note: The game clock will start at game time and grace is limited to the first 10 minutes of a contest.) If a team has not assembled the minimum number of required participants to begin the contest in the 10-minute grace period, that team will forfeit the contest.

Sport Number of Points

Sport	Points team will be down.
Basketball:	9 (Co Rec Basketball 15)
Volleyball:	8 (1st 5 minutes) 14 after 5 minutes
Flag Football:	7
Softball:	4
Kickball:	3
Ultimate/ Co-Rec Soccer:	2
Dodgeball:	2 games
Soccer:	1

Program Assistances for individual and duel events will make the determination based on the game to award points/games depending on the sport or activity.

IX. POSTPONED AND RESCHEDULED CONTESTS

Intramural contests may be postponed due to inclement weather or unsafe playing conditions. Generally, a decision to postpone games will not be made until one to two hours before game time. For updates on a games status call Campus Recreation 885-6381.

Postponed contests will be rescheduled as soon as possible. Under certain conditions, a team may request that a contest be rescheduled. Every attempt will be made to accommodate this change if the following procedures are followed.

RESCHEDULE REQUEST PROCEDURES

Rescheduling requests must be made at least **48 HOURS in advance of the scheduled contest**

1. Contact the Intramural Sports office for approval of request, available times and dates to reschedule, and telephone number of opposing team captain.

2. Contact the opposing team to obtain rescheduling consent. (Opposing team has the right to deny the rescheduling request.)

3. If the rescheduled date and time of the contest is agreed upon by both teams, a representative from each team must sign a reschedule agreement (located in the Intramural Sports office).

DEFAULTS

Any team unable to attend a scheduled contest should notify the Intramural Sports office no later than 2:00 p.m. the day of the game. Contests scheduled on weekends have a Friday 4:00 p.m. default deadline. The contest will be declared defaulted and a loss will be assessed but a forfeit and subsequent forfeit fee will be avoided. The opposing team will receive a “win”. Two defaults will equal one forfeit and two forfeits will result in the team being withdrawn from the league.

X. FORFEITS

An Intramural Sports team or individual not ready to play a contest at the scheduled location at the scheduled game time shall automatically forfeit the contest.

Forfeits shall be assessed for the following:
1. Non-appearance at a scheduled contest.
2. Use of ineligible players.
3. Unofficial rescheduling of a contest.

FORFEIT FEE

A forfeit fee will be assessed in team sports. Intramural Sports will charge a fee to the university account of the individual signing the forfeiture agreement. The first team forfeit will be $30.00, however the team will still be eligible to finish league play. The team’s second forfeit will cost an additional $30.00 ($60.00 total) and disqualify the team from further participation including playoff games.

Teams may start play with one player less than the number needed. In co-rec activities men may not outnumber the women. An individual may request to withdraw his/her team out of the league before the season actually begins. If that individual contacts the intramural sports office in person 24 hours prior to their first scheduled game, the individual will not be assessed a forfeit fee.

XI. PROTESTS

Protests will not be considered if they are based on a decision involving the accuracy of judgment on the part of the official. The following procedure applies to all Intramural Sports activities. Teams must notify game officials that the game is being played under protest ***immediately following a discrepancy and/or rule misinterpretation.*** Team captains should insist that officials indicate notification of protest on the official score sheet. The officials working the game and the supervisor on duty will attempt to resolve the protest before the play continues. A protest form must be completed by the team captain at the conclusion of the contest.

Protests, lodged after one or more subsequent plays have elapsed, ***will not be accepted unless there is an indication that the new evidence is available that would influence a decision.***

All written protests must be printed on an official Intramural Protest Form, obtainable from the Intramural Supervisor at the fields/court site. This protest must be submitted to the Intramural Supervisor before leaving the playing area.

Player eligibility and rule interpretation or misapplication will be considered as a protestable cause.

Player eligibility may be protested up to **24 hours after** the scheduled game. During playoffs, player eligibility must be protested by 12:00pm the next day.

PROTEST RULINGS

All protests will be ruled on by members of the Intramural Sports staff. Protest rulings will take into consideration all circumstances surrounding the protest discrepancy and not necessarily only a misinterpretation or incorrect ruling on the part of the official. In most cases, protests concerning a discrepancy or rule interpretation which are upheld by the Intramural Sport staff will be replayed from the beginning of the preceding break in the game or from the exact time in the game that the discrepancy occurred if such time can be ascertained. Special arrangements for replaying protested games will be made by the Intramural Sports staff. Upheld protests concerning player eligibility will result in the contest being forfeited by the offending team(s).

XII. APPEALS

Decisions made by the intramural Sports staff can be appealed. An individual or team must petition in writing the Intramural Executive Board if they want their case reviewed. Following discussion of the case, the student executive board members will render their decisions to all involved. Appeals will be decided on a case by case basis. No further appeal is available beyond the Intramural Executive Board. Petition to the intramural Executive Board may be done in the Campus recreation Office. Please allow the board one week to assemble. ***Decisions made during playoff games cannot be appealed.***

XIII. CHAMPIONSHIPS

A campus champion is determined in each sport. For team sports, competition is organized into sections playing a round robin format. At the completion of the round robin, all teams with a win/loss record of .500 or better (win at least half their games), and (2.85) Sportsmanship Rating will advance to the championship playoff games, except those teams not represented at the captains' meeting. Individual and dual sports are organized using a variety of elimination tournaments.

AWARDS/SHIRTS

Members of winning teams receive individual awards. Individual and dual sport tournament winners also receive an award. Team events like Track and Swimming; only individual event winners will get Championship T-Shirts.

The maximum number of awards to a team is one and one half of what it takes to play the game on the field/court. For example, soccer has six people per team on the field, so the team is eligible for nine shirts. (Extra shirts may be purchased if your roster indicates that more people have legally played for your team than the maximum number of awards given.)

XIV. POINT SYSTEMS (GREEK SYSTEM)

To recognize effort as well as achievement, a point system has been devised to determine the overall champions for men and women Greek Living Groups.
There are three basic types of points in the point system:
1. **Performance Points:** Awarded to each living group or organization based on the order of finish in each sport. The first place team receives 100 points (200 for selected sports) and the last place team receives 40 points. Intermediate teams are awarded points appropriate to their order of finish. Only one team for each living group or organization per sport is counted towards intramural points.
2. **Meeting Points**: Twenty-five points are awarded to a living group or organization for attendance at each scheduled Intramural Sports Manager's meeting.
3. **Intramural Points:** Individual (singles) and dual (doubles) events organizations may enter three participants or three teams. However, intramural points will be awarded to the individual or dual team advancing the furthest in the tournament. Only the top individual(s) will be awarded a t-shirt in the individual and dual activities. The team receives the intramural points. Team must compete with at least one other team to earn points in the sport or activity.
4. Greek Houses that participate *only* in the Recreational League will be awarded 25 points for participation and will receive an additional 20 points for winning the Recreational title.

200 POINT SPORTS

Competitive leagues in:

Basketball	**Softball**
Football	**Ultimate Frisbee**
Soccer	**Volleyball**
Swimming	**Roller Hockey**
Track Meet	

100 POINT SPORTS

Indoor Soccer	**Frisbee Golf**
Powerlifting	**Golf**
Tennis (Singles/Doubles)	**Billiards (Singles/Doubles)**
Dodgeball	**Whiffleball**
Racquetball (Singles/Doubles)	**College Bowl**
Kickball	**Speed Climbing**

0 POINT SPORTS

4-on-4 Volleyball	**Badminton**
3-on-3 Basketball	**Wrestling**
3 pt. Shootout	**All Co-Rec Activities**
Cribbage	**4 Person Golf Scramble**
Foosball	**Shuffleboard**

XV. POINT SYSTEMS (RESIDENT HALL)

This Intramural Sports program is based on participation in each sport. Every hall is on an equal playing field and has the option to play in either the recreation or competitive league. **If a resident hall chooses to play in a competitive league for one or many team sports, it will get 20 extra points based on level of competition.**

Team Sports
Teams receive one point for each person that is needed to fill a team. For example a flag football team consists of seven players. For each flag football game that team plays the will receive seven points. Due to unbalanced scheduling at times (leagues generally have 4 to 5 games) the maximum amount of games will be based on fixed number.

Four games of flag football x 7 players = 28 points.

If the team qualifies for playoffs the team will continue to add participation points until they are defeated.

For teams achieving the semifinals will receive 10 extra points, for placing second 15 extra points, and first place 20 points.

Forfeits for these events will be negative 10 points. Defaults are negative 5 points.

Individual and Dual Events
Resident halls can enter up to three people/teams per event. Each participant will receive a point for each match played. Doubles matches will count as two points. Individuals can earn 3 extra points for placing in the semifinals, 6 points for second and 10 for first.

Sports available to earn points:
Powerlifting, Swimming, 2 person Golf Scramble, Tennis (singles and doubles), Billiards (singles and doubles), Racquetball (singles and doubles), and Badminton (singles and doubles).
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There are no points for Co-Recreational events and leagues….yet

XVI. FRESHMAN GREEK POINTS PROGRAM

This new program is to connect new brothers and sisters to the campus and provide extra mentoring opportunities to upperclassman through participation in the Intramural Sports program.

Each Greek living group will have the opportunity to participate in the Freshman Intramural Program. The following sports are listed below.

Fraternities	**Sororities**
Flag Football	Flag Football
Soccer	Soccer
Basketball	Volleyball
Volleyball	Basketball
Ultimate Frisbee	Dodgeball

Points will be achieved the exact way as the current Intramural Greek Points Program, just that freshman teams will compete in the Recreation Division. Team entry rosters can include up to two upperclassmen. These upperclassmen will serve as captains and mentors to the team, through attending the captains' meetings, teaching rules and strategies of the sports while promoting sportsmanship.

XVII. EQUIPMENT

The Intramural Sports office provides most equipment for intramural team sports. Individual participants are responsible, however, for supplying most necessary equipment in the individual or dual sports.

Individual participants are also responsible for providing the proper footwear for all Intramural Sports events:

Regulation tennis shoes are required to be worn on the university tennis courts, handball/racquetball courts, and all gymnasiums. Flexible rubber cleats may be worn on the intramural fields during Intramural Sports softball and flag football seasons. No metal, hard plastic, or hard rubber cleats or spikes will be permitted. **Any individual playing**

with prohibited shoes, cleats or spikes will be asked to leave the field until they put on proper footwear. Officials will strictly enforce this rule.
All headwear is prohibited with the following exceptions: Stretchable headbands; stocking caps during cold weather for outdoor sports; and baseball caps as designated by ASA rules may be worn in softball rule.

Individuals who wish to check out equipment from Intramural Supervisors must have a VANDAL card.

XVIII. STUDENT EMPLOYMENT OPPORTUNITIES

Officials
The Intramural Sports staff is constantly in need of qualified officials. Opportunities available include officiating basketball, football, soccer, softball, volleyball, and other activities. Experience is not required as training, rules, and clinics are conducted for each sport. Employment is available during the afternoons, evenings, and weekends throughout the year. Officials are paid for each game worked. For details on becoming an intramural official, contact the Campus Recreation office in the Student Recreation Center, or call 885-6381.

Program Assistants
Intramural Sports Program Assistants are trained personnel who have authority to make decisions regarding problems or special situations which may occur during Intramural Sports activities.

Qualifications for this position include knowledge of Intramural Sports regulations and rules. It is beneficial to have officiated at multiple sports, demonstrate maturity and professionalism, and have a sincere interest in Intramural Sports. Program Assistants are veteran officials who display skills, knowledge, and leadership. Current CPR and First-aid Certification is required as they are responsible for providing first-aid in the treatment of injuries that occur during assigned Intramural Sports events. Interested students should contact the Intramural Sports Director.

XIX. INTRAMURAL MANAGER

The keys to a successful Intramural Sports program are active Intramural Sports Managers. Each living group or organization should be represented in the Intramural Sports meetings by an Intramural Sports Manager. The duties of the Intramural Sports Manager are to:

- Encourage participation in all Intramural Sports activities.
- Ensure all players know and understand Intramural Sports policies and procedures.
- Check eligibility of all participants.
- Remind players of date, times and places of scheduled contests.
- Check the Intramural Sports Schedule and Results Board outside the Campus Recreation office and online for revised game schedules and playoff schedules.
- Post and distribute all information received from the Intramural Sports office.
- Represent the living group or organization at the Intramural Sports Manager's meetings.
- Intramural Sports Managers meet twice each semester. The purposes of these meetings are to represent all participants, discuss problems, and share information concerning the Intramural Sports program. At the last Spring meeting The intramural Sports Managers in attendance will elect **six** members to the Intramural Sports Executive Board.

XX. INTRAMURAL EXECUTIVE BOARD

The primary function of the Intramural Sports Executive Board is to represent the Intramural Sports program policies and procedures as well as make recommendations for program additions or changes. The executive board is comprised of the Intramural Sports Director, Graduate Assistants, and the six elected Managers.

The Intramural Sports Director, with the approval of the executive board, reserves the right to put into immediate effect any new rule regarding Intramural Sports and unsportsmanlike behavior.

XXI. CAMPUS RECREATION STAFF

Assistant Vice Provost Student Affairs	Greg Tatham
Director of Intramural Sports	Butch Fealy
Director of Fitness and Wellness	Peg Hamlett
SRC Facility Manager Director of Sports Club	Gordon Gresch
Coordinator of Marketing & Special Events	Kristin Strong
Facilities Coordinator	Brian Mahoney
Office Manager	Cheryll Means
Financial Technician/IT	Rick Doughty
Outdoor Program and Climbing Coordinator	Trevor Fulton
Outdoor Program Coordinator	Mike Beiser
Health Education Coordinator	Shannon Haselhuhn