

Missouri University of Science and Technology

Department of Athletics and Recreation

Intramural Participant Handbook



Nick White
Intramural Manager
(O): (573) 341-4106
(C): (770) 361-1145
(F): (573) 341-4880
whitenic@mst.edu

Cameron Breshears
Intramural/Recreation Manager
(O): (573) 341-7593
(C): (501) 844-7682
(F): (573) 341-4880
breshearscb@mst.edu

<http://studentrec.mst.edu/intramuralsports/>

Table of Contents

I. General Information	Pg. 3
II. Eligibility	Pg. 4
III. Types of Competition	Pg. 5
IV. Guidelines for Joining/Creating a Team	Pg. 6
V. Entry Dues	Pg. 7
VI. League/Event Scheduling and Rescheduling	Pg. 8
VII. Forfeits	Pg. 9
VIII. Protests	Pg. 10
IX. Sportsmanship Ratings	Pg. 10
X. League Postseason Selection/Seeding and Tournament Seeding	Pg. 11
XI. Player Conduct	Pg. 12
XII. Captains of Competing Teams	Pg. 13
XIII. Awards	Pg. 14
XIV. Points System	Pg. 14

I. GENERAL INFORMATION

Program Objectives

Intramural-Recreational Sports at Missouri S&T is structured to provide the opportunity for participation in intramural events for students, staff and faculty at the University. Broad selections of events are available, both formally and informally, for men and women interested in single, dual and team sports, no matter their skill level. Participation provides a medium for social and physical interaction, allowing the student to develop in these areas. Academic pursuits combined with physical activity helps create a more involved student, adding to the overall educational experience.

Intramural Team Captain

Each organization has a Team Captain elected or appointed by its respective group. This captain is the contact person between the team and the Intramural Department. If a team is to successfully compete in the program, a responsible captain is necessary.

Insurance Clearance

The Intramural Department and the University **neither** assumes responsibility nor provide insurance for individuals participating in the program. Participants are strongly encouraged to have their own insurance coverage.

Participant Waiver

Every participant must sign a waiver prior to participation in any intramural activity. The waiver is signed and agreed upon when a participant registers themselves on IMleagues.com.

Medical Care

Every Intramural Sports Supervisor is trained to provide CPR/AED and First Aid. They are to be the first responder to an injury or emergency. Participants, spectators, and teammates are not permitted to provide care but should assist the Intramural Supervisor upon request. An injury report is required if the participant does not re-enter the game due to the accident. Further medical care of participants from intramural sports injuries is at the discretion of the victim, unless he/she is unconscious or unresponsive. Further care is supervised by Student Health. Care is provided at the S.H.S. building, phone number 341-4284. It is to their discretion to use the best medical practice, or provide the best medical advice to injured participants. The IM Managers may require a doctor's clearance note before allowing a participant to return to play after a serious injury.

Officials

Student officials are employed throughout the year for intramural sports. Anyone interested in working as an official should come by the Student Recreation Center in the Gale Bullman Multi-purpose building, or contact the IM Managers. Officials are required to attend training sessions. Sessions will include 2-3 nights and about 3 hours/night. These sessions will include the expectations and responsibilities of being an employee with the SRC, as well as the rules, positioning, and mechanics of officiating a particular sport. The following nights include officiating practice games/tournaments. Officials attending these sessions will also be required to complete payroll documentation, complete "onboarding" information through myhr.umsystem.edu, and attend a workshop with the HR office to finalize the hiring process. Officials will not be scheduled until these

requirements are met. If there is not enough officials on staff for a particular sport, the sport for which they are being hired will not begin until the need is met. Teams may be requested to designate a volunteer in score keeping or minor officiating duties. Teams failing to comply will forfeit the contest.

Activity Rules/Participant Quizzes

Rules are available to students on the website and **it is the captain's responsibility to discuss the rules of each sport to his/her team before competition begins.** Each participant will be required to take a short quiz on the rules of the sport in which they are attempting to be on the roster for. Participants will not be able to get on the team roster without completing the participant quiz. NFHS/NIRSA Official rules will govern the play of all activities except under special circumstances deemed by the Intramural Department. Participants shall be aware of such rules by reading the posted rules for each sport on www.studentrec.mst.edu or www.imleagues.com/mst.

Team Names/Team Uniforms

The Missouri S&T Intramural Sports department reserves the right to modify or eliminate team names or team apparel which it deems to be inappropriate or in bad taste. Teams will not be allowed to compete while wearing team apparel with inappropriate names or pictures. Guidelines explaining how these names or apparel will be rejected are as follows:

1. May not reference any alcohol, tobacco, violence, drug use (wasted, hammered, etc.)
2. Names that may be deemed sexual in nature (innuendos, etc.)
3. Anything demeaning towards a specific race, creed, religion, sexual preference, or nationality
4. Any names about leaders on campus or in the community (Dean, Chancellor, President, Mayor)
5. Words that include profanity, vulgarity or derogatory language
6. Team names intended to confuse, such as “Team Bye Week” or “No Game Today”
7. Any abbreviations for unacceptable words (If we have any questions, we will ask)

II. ELIGIBILITY

Section 1 – ONLY current students, faculty, and staff of Missouri S&T are eligible to enter any activity promoted by the Intramural Department.

- 1) In order for a current student to compete in intramural sports, they must be enrolled in at least 1 hour at Missouri S&T. Students on cooperative/internship programs must be enrolled as a student to be eligible.
- 2) **In order for any student, faculty, or staff member to compete in Intramural Sports, they must be on their teams IM Leagues Online Roster:**
 - a) Additions must be added to the online roster (IMLeagues roster) prior to checking in at the event site. If you are not on the roster, then you have not signed the waiver, which means you cannot check in, meaning you cannot participate.
 - b) On each sport/events Roster Lock Date/Time (shown on IM Leagues as “Join Team Until”), all team rosters are locked, meaning there can no longer be participants added to the team.

- c) Team rosters cannot exceed the maximum number allowed, and must have the minimum to avoid forfeit/drop from the event/league.
- d) Participants must follow these additional rules:
 - i) The participant can only participate on ONE single gender team, and ONE Co-Rec Team in a league or event.
 - (1) The participant may be promoted from an organization's "B" team to their "A" team in Men's/Women's/Co-Rec Leagues, as long as the participant has not competed more than once for the "B" team. Once a player is promoted, and checks in once for the "A" team, they cannot be demoted. Teams cannot promote participants in special events or tournaments.
 - ii) The participant must compete in one regular season game to be eligible for their team's playoffs.
- e) If a participant violates any of the above rules, the team they compete with illegally will forfeit all games he/she participates in, including and after, the date/time of the infraction.

Section 2 – Intercollegiate Varsity Athletes/Practice Players

1. Present scholarship athletes and walk-ons are not eligible in their related sport until the following academic year (all academic years begin in Fall and end in Spring) after they have quit the team or their eligibility has expired. These players will be considered ineligible if they are participating/practicing with a team during their NCAA sanctioned semester.
 - a. (Example: If you are completing an NCAA sanctioned semester in a sport during the 2015-16 academic year, you cannot participate in the sport or associated sports until the 2016-17 academic year.)
2. For the purpose of determining Intramural Sports eligibility in their related sport, "former collegiate varsity athlete" is defined as individuals who participated with a collegiate varsity team in said related sport within three (3) academic years (academic years begin in Fall and end in Spring). Walk-ons and scholarship athletes are considered as "former collegiate varsity athletes" starting the academic year after they are no longer involved with the varsity team
 - a. Intramural teams may have only two (2) former intercollegiate varsity athletes on their team's IMLeagues roster. This is regardless of gender. This only applies to the sport or affiliated sport they were a member of.
3. Transfer students who have obtained a varsity status from a four-year college shall come under the same rulings as stated above.
4. For individual and dual activities, as well as special events (i.e. Track Meet, Swim Meet, etc.) former collegiate varsity athletes may participate so long as they are eligible per the above guidelines.
5. Extramural Tournaments including the Miner Bowl will follow NIRSA Eligibility Guidelines that can be found here: <http://nirsa.net/nirsa/nirsa-championship-series/player-eligibility-requirements/>

Section 3 - Professional/Semi-Professional athletes:

1. Anyone who is or has been engaged in professional or semi-professional sports is also ineligible for that sport or associate sports entirely.

Section 4 – Club Sports Members

1. Team Sport Club Members- No more than two (2) members of a Sport Club team may be on the roster for an Intramural team in their sport or any associate sport. These members are not restricted to a certain division of play. IM Managers will acquire the roster member list from Student Life to verify the club member's participation with the club.
2. Individual/Dual Sports Club Members- Are eligible to compete in their sport or any associate sport.

Section 5 – Number of Teams

1. A player may **NOT** play on more than one single gender team and one co-rec team in the same sport.

Section 6 – Falsifying Identity

1. Any participant playing under an assumed name is subject to barring from all intramural activities for the year and that organization shall forfeit all games in which he/she participated.

Section 7 – Consequence of Violation of Above Sections

1. **ANY** violation of an eligibility rule will result in the forfeit of all games in which the player participates illegally.
2. The illegal player may become ineligible for ALL remaining games for that sport and incur further penalties that may be deemed necessary by the Intramural Director and/or Intramural Manager.

Section 8 – Disclaimer

1. The Intramural Department does not assume the responsibility for checking the eligibility of the participants. Team Captains are responsible for establishment of the eligibility of the players on their roster. However, if ineligible players are reported to the Intramural Managers, appropriate action will be taken with regard to the above rulings.

Section 9 – Associated Sports

1. The Intramural Department considers the following IM sports to be Associated Sports with regard to the University's club and intercollegiate eligibility rules.
 - a. Soccer- Futsal, Outdoor Soccer
 - b. Volleyball- Volleyball, Wally ball
 - c. Baseball/Softball- Softball, Wiffleball
 - d. Football- Flag Football, 4v4 Flag Football
 - e. Basketball- Basketball, 3on3 Basketball, Baseketball
 - f. Bowling-Bowling
 - g. Swim-Swim Meet
 - h. Cross Country, Track and Field- Track Meet
 - i. Roller/Ice Hockey- Floor Hockey
 - j. Ultimate Frisbee- Ultimate Frisbee
 - k. Golf-Golf Scramble

III. TYPES OF COMPETITION

Section 1- League Sports

1. Intramural leagues involve competition that spans over several weeks. It is comprised of regular season games and teams who qualify will advance to playoffs. League competition is offered for FIVE (5) divisions:
 - a) Men's Championship Division
 - b) Co-Rec Division
 - c) Women's Division

- d) Just For Fun Division (Open to both genders)
- e) Men's Greek
- 2. League Sports that are offered for all of these divisions:
 - a) Softball
 - b) Flag Football
 - c) Volleyball
 - d) Basketball
 - e) Soccer
- 3. Mini League Sports
 - a) Floor Hockey

Section 2- Events and Tournaments

- 1. Team and Individual/Dual Tournaments are open to Men's and Women's Divisions. Some sports will offer a co-rec division. These are not tiered by skill level.
- 2. Special Events may be open to Men's, Women's and Co-Rec Leagues. If an event is listed as OPEN, any eligible participant can compete.
 - a. Some of these events require online registration, some do not. Check IMLeagues.com/mst for details about the sport that interests you or your group.

IV. GUIDELINES FOR JOINING/CREATEING AN IM TEAM

Section 1- Team Registration

- 1. IM Leagues Registration
 - a) All Intramural participants must create an IMLeagues account on www.imleagues.com/mst
- 2. Organizations/Team Signup
 - a) TEAMS MUST REGISER ONLINE BEFORE THE POSTED DEADLINE.
 - b) Teams MUST set their TEAM AVAILABILITY on IM Leagues prior to the Availability deadline listed on the IM Calendar, and outlined in the captains instructions.
 - i) Teams must allow for 12 hours per week to be scheduled for games.
 - c) The designated Captain of an organization will register a team on IMLeagues.com/mst for the sport they wish to participate in.
 - i) A Greek organization is a team who lists their team name as the organizations letters, or affiliated/recognized name.
 - d) Every team will have until the listed deadline (on IM Leagues) to have their teammates listed on their online team roster.
 - e) If you or your teammate is not on the printed roster, OR cannot provide proof that you/they are on the online roster, then you/they cannot participate.
 - i) Only members and pledges are eligible to compete with Greek organizations.
 - f) If there is enough interest within an organization to field more than one team, a "B" team may be entered into the event/tournament/league.
 - i) To be considered a "B" team, the team must have the identical Team Name followed by the letter "B"

V. ENTRY DUES

Section 1 - Entry Dues or Semester Dues

- 1. Organizations have the following options for fees:

- a. \$60/ semester dues
 - i. Dues allow organizations to have an A-team and B-team for major sports and an A team for minor sports, individual, and dual sports during that semester.
 - ii. With this dues amount the organization will also be allowed to have an A-team and B-team in Co-Rec events.
 - iii. Some events are not included in this fee. Dues for these events are charged for a number of reasons and at the discretion of the Recreation and Athletics Department.
- b. \$40/semester dues
 - i. Dues allow organizations to have an A-team and B-team for major sports and an A team for minor sports, individual, and dual sports during that semester.
 - ii. Some events are not included in this fee. Dues for these events are charged for a number of reasons and at the discretion of the Recreation and Athletics Department.
- c. \$25 per major sports
 - i. Softball (\$15 ASA Fee Not Included)
 - ii. Flag Football
 - iii. Volleyball
 - iv. Basketball
 - v. Soccer
 - vi. Big Pink Volleyball (Charity event, not included in the \$40/semester dues option)
 - vii. Miner World Cup (\$40, not included in semester dues option)
- d. \$10 per minor team sports
 - i. Ultimate Frisbee
 - ii. Dodgeball
 - iii. Disc Golf
 - iv. Swimming
 - v. Track & Field
 - vi. Bowling
 - vii. Weightlifting
 - viii. Floor Hockey
 - ix. Tennis (doubles/singles \$10 each)
- e. FREE Events
 - i. Badminton Tournament*
 - ii. Billiards Tournament*
 - iii. Home Run Derby
 - iv. Pre-Season Tournaments
 - v. Tailgate Games Day
 - vi. Racquetball*
 - vii. Table Tennis*
 - viii. FIFA Video Game Tournament
 - ix. Jackie Robinson Day Wiffleball Tournament
 - x. Basketball Tip-Off Event

Section 2- Forfeit Reimbursement

1. For option (a) above, if neither the A-team nor B-team forfeit a contest in which they are signed up to participate in, the organization will receive a \$10 refund.
2. For option (b) above, if a team does not forfeit through the entire season of the sport they register to play, the team will receive a \$10 refund.

VI. LEAGUE / EVENT SCHEDULING AND RESCHEDULING

Section 1 – League Scheduling

1. Game start times are scheduled Sunday's 5p-11p, M-Th 6p-11p.
2. Teams are required to set their team availability on IM Leagues by the end of the scheduled date listed on the IM Calendar. Teams must make themselves available at least 12 hours per week on their IM Leagues team availability.

Section 2 - League Game Reschedule

1. In the event a team needs to reschedule a game after the game schedule is published, the team wishing for a change must:
 - a. Complete an IM Game Reschedule Request form found on the IMA's Website prior to 24 hours before the contest.
 - b. Pay a rescheduling fee of:
 - i. \$10 for the first reschedule
 - ii. \$20 for the second
 - iii. \$30 for any playoff games
 1. We do not allow a 3rd game reschedule request during a given league sport.
2. The IM Managers will permit a game reschedule request if:
 - a. The request is made at least 24hrs before the contest
 - b. The team/organization will not have enough players present at the scheduled game time to begin the contest.
 - c. The team/organization has a university sponsored event they must attend
 - d. The IM Managers have the right to deem a request valid or invalid at their discretion.

Section 3 – Tournament/Event Scheduling/Rescheduling

1. Individual/Dual/Team Tournament game start times are scheduled 5p-10p on Friday. The Tournament typically resumes on Saturday at 12pm-Finish, and Sunday 1pm- Finish. Finish time depends on the number of teams registered and tournament format.
2. Once the brackets are posted, there is no opportunity to reschedule. Teams are expected to be available for the Friday-Sunday time period required to complete the event if they are signed up to compete.

Section 4 – Self Scheduled Events/Tournaments

1. Self-Scheduled events include:
 - a. Badminton
 - b. Billiards
 - c. Racquetball
 - d. Table Tennis
2. Participants in one of these events will be required to:

- a. Register Online
 - b. View the bracket
 - c. Contact their opponent regarding a time to play the contest
 - d. Reserve a court and time for the contest
 - e. Complete the contest
 - f. Report/Confirm the score of the contest on IM Leagues or via paper form at the SRC front desk
 - g. Repeat the process for each opponent they are scheduled to face
3. Participants will have a “Play By” date issued to them. This means the opponents must complete their contest before the conclusion of that day. If they fail to do so, it will be a double forfeit.
 - a. If any opponent does not communicate with another, and there are proven attempts to get the match scheduled by one individual, then that individual who attempted to communicate will move forward in the tournament, resulting in a forfeit for their opponent.
 - b. Special circumstances will be ruled on by the Rec Advisory Board and the IM Managers

Section 5 – Roster Additions

1. During league sports (Softball, Flag Football, Volleyball, Basketball, and Soccer) rosters will lock after the 2nd week of play. There will be a fee to add players after the locked date.
 - a. Addition during 3rd week - \$5
 - b. Additions during 4th week - \$10
 - c. Additions during 5th and after - \$20

VII. FORFEITS

Section 1 – Forfeits

1. IF a team has not SIGNED IN the minimum number of players required to play at the game site before game time it is considered a forfeit (Exception: the opposing team may grant a 10 minute grace period).
2. IF a team falls below the minimum amount of players required (gender restrictions included) it is a forfeit.
3. A forfeit of this nature will count as a loss and result in an automatic 1(one) for sportsmanship rating.
4. After ONE (1) forfeit a team is no longer eligible for playoffs).
5. A team will be removed from the league once the second forfeit is received.
6. Teams must be signed in and ready to play at the time of the scheduled contest to avoid penalties. Therefore, it is suggested that teams arrive at least 15 minutes before game time to allow for parking, signing in, and warming up.
7. If neither team is present and ready to play, a double forfeit will be issued.
8. If only one team has at least the minimum number to play, they will have the option of taking the win or allowing up to a 10 minute grace period for the other team to arrive. The play clock will begin at game time. After 10 minutes, a forfeit will be declared against the team not ready to play. The following penalties will be assessed for failure to start the game on time. The final score listed below will be awarded if the game results in a forfeit at the end of 10 minutes. The other 2 columns are awarded to the “ready” team if second team arrives within the designated time frame and play commences.

Sport	Within 5 minutes of game time	5-10 minutes after game time	Final Forfeit Score
-------	-------------------------------	------------------------------	---------------------

7 on 7 Flag Football	6pt touchdown and 1 pt conversion; ball at midfield*	Additional 6pt touchdown and 1 pt conversion	14-0
Basketball	8pts; start with ball	Additional 7pts	15-0
Soccer	1 goals; choose ball/direction	Additional goal	2-0
Softball	3 run; declared home team	Another 3 runs	6-0
Ultimate Frisbee Floor Hockey	2pts; start with disc 1 goal; choose ball/direction	Additional 2pts Additional goal	4-0 2-0
Volleyball	8pts; start with serve	7pts; match win after 10 min	2-0 (match score) +15pt difference

*Also get choice of options in 2nd half

VIII. PROTESTS

Section 1 – Protest Procedure

1. If a disagreement occurs during a contest that concerns the interpretation of the rules that has direct bearing on the outcome of the contest, a protest may be made by the team captain to the officials in charge of the contest.
2. Such protest, must be made at the time a dispute arises and **BEFORE** play is resumed if applicable.
3. After complying with the above conditions, the official in charge is to notify the team(s) that the game is being played under protest and so state on the score sheet. The score, point of time the game is being played (game clock and half) and any other pertinent information (fouls, misconducts, ejections) is to be recorded.
4. Protests may be made on the playing of an ineligible player according to Article II.
5. Under **NO** circumstances will an official's judgment on matters of fact be grounds for protests.
6. Fraudulent protests declared in an act to delay the game or that have no legitimacy are subject to consequence.
7. Protests Forms must be filed within 24 hours of the incident in question, or 48 hours if taking place on a weekend event (excluding Sunday events)

Section 2 – Protest Hearing

1. Both Team Captains, the official(s) in charge, scorekeeper, and supervisor shall be permitted to present their version of the case before the Recreation Advisory Board. Captains may also bring one (1) witness to substantiate their case.
2. The RAB will come to a conclusion of options, and vote on the decision with a majority ruling. Captains will be notified after the hearing.
3. Proven violations of eligibility will result in forfeit of contests by the offending team.

4. Both teams involved and the RAB will be notified of the Protest meeting 24 hours in advance, except during playoffs when time doesn't permit. In this case the IM Managers will come to a consensus ruling with the available RAB members.
5. Appeals of decisions of the Board cannot be made. Failure of the Board to follow proper procedure shall be the only grounds for appeal. Grounds for appeal will be determined by the IM Managers

IX. SPORTSMANSHIP RATINGS

Section 1 – Ratings and Descriptions

1. Sportsmanship ratings will be given to each team at the conclusion of their contest. This is only done for Leagues, and Team Sport Tournaments that last beyond one day of competition. The ratings are completed by game officials and scorekeepers. The combination of their scores is averaged together to come to the final rating for the game.
2. The ratings are determined as follows:
 - a. 4 – Excellent Conduct and Sportsmanship- Players cooperate fully with the officials and other team members. The captain calmly converses with officials about rule interpretations and calls. The captain also has full control of his/her teammates, bench, and spectators. Teams that win by forfeit will receive a “4”. Teams that receive 1 verbal warning for use of profanity cannot receive higher than a “3” rating.
 - b. 3 – Good Conduct and Sportsmanship- Team members verbally complain about some decisions made by the officials and/or show minor dissension, which may or may not merit a yellow card (soccer, volleyball, softball), unsportsmanlike flag (flag football), or technical foul (basketball). Teams that receive 1 yellow card (soccer, volleyball, softball), unsportsmanlike flag (flag football), or technical foul (basketball) cannot receive higher than a “3” rating.
 - c. 2 – Average Conduct and Sportsmanship- Team shows verbal dissent towards officials and/or the opposing team, which may or may not merit a yellow card (soccer, volleyball, softball), unsportsmanlike flag (flag football), or technical foul (basketball). Captain exhibits minor control over his/her teammates, bench, and spectators, but is in control with himself/herself. Teams receiving multiple yellow cards (soccer, volleyball, softball), unsportsmanlike flags (flag football), or technical fouls (basketball) cannot receive higher than a “2” rating. Teams who forfeit will receive a 2 unless the game is forfeited for unsportsmanlike reason.
 - d. 1 – Below Average Conduct and Sportsmanship- Team consistently comments to the officials and/or the opposing team from the field and/or sidelines. The team captain exhibits little or no control over teammates, bench, spectators, and/or himself/herself. A team which receives one red card (soccer, volleyball, softball) or an ejection (flag football, basketball) cannot receive higher than a “1” rating.
 - e. 0 – Poor Conduct and Sportsmanship- Team is completely uncooperative. Captain has no control over teammates, bench, spectators, and/or himself/herself. Any team causing a game to be forfeited, other than by not showing, or receives multiple ejections will receive a “0” rating.

X. LEAGUE POST-SEASON SELECTION/SEEDING, TOURNAMENT SEEDING

Section 1- League Post-Season Selection

1. Pre-Season, the group assignments will be made according to the final standings in each sport from the previous year. New teams will be placed at random.
2. When determining play-offs, teams without a forfeit and with at least a 2.75 sportsmanship rating ,will advance to the post-season

- a. In the Men's Championship Division
 - i. Team with a winning percentage of .500 and above will compete in the Gold Bracket
 - ii. Team with a winning percentage below .500 will compete in the Silver Bracket
3. Play-off seeding is determined by the following factors in this order, unless otherwise specified:
 - a. Win percentage
 - b. Head to head record (if applicable)
 - c. Point/Score differential
 - d. Sportsmanship

Section 2 – Team Tournaments, Individual and Dual Sports

1. Team Seeding will be based on standings from the previous year, new teams will be placed at random beginning with the highest number seed available.
2. For individual and dual sports, standings will be given for singles and doubles combined. The standings from each will be added together to arrive at the final standings. Points will be awarded based on the combined final standings.
3. All team tournament/individual/dual sports will be double elimination, unless otherwise stated.
4. Players may not change teams once competition begins in team tournament, dual and individual sports.
5. For Self-Scheduled Tournaments see Article IV, Sec 4, Rule 3

XI. PLAYER CONDUCT

Section 1 - Objective

1. **The objective of the Intramural Department is to promote good sports behavior. No game is important enough to warrant verbal or physical abuse of officials or participants.**

Section 2 – Ejection/Appeal Procedures

1. If a participant/team is ejected from a game for unsportsmanlike conduct, the player/team will be immediately suspended from the program, and forced to leave the premises (Out of sight and sound) before competition will restart, or the game will be forfeited.
 - a. Failing to comply with this rule as administered by IM Staff will result in extended suspension.
2. The following day, the Recreation Advisory Board will be given a report of the incident from the IM Staff on duty.
3. This will be followed by a review by the Recreation Advisory Board (RAB) to see if and when the suspension will be lifted. The participant/team may be subject to further disciplinary action from the Intramural Manager and/or the RAB. If further suspension is decided upon by the RAB, the ejected participant/team captain has the right to attend the RAB meeting to plead their case, attendance at this meeting is not required.
4. The RAB will then make a final decision on the ejection/suspension, and notify that participant/team captain by email.
5. If the ejected participant/team captain wants to appeal, they must do so within 24 hours of the RAB meeting, in writing, to the IM Managers. Email will suffice as “in writing”.
6. An Appeal meeting will be set with an IM Manager(s). After the meeting the IM Manager(s) will notify the ejected individual of the final details of the suspension.
7. After this final notice, the matter is considered closed. Further inquiry about the matter may result in further consequence and referred to the Vice Chancellor of Student Affairs office.

Section 3 – Offenses that may Result in Team/Individual Ejection

1. Any action that includes but is not limited to:
 - a. Physical abuse or other conduct which threatens or endangers the health or safety of any person
 - b. Disruptive or disorderly conduct or lewd, indecent, or obscene conduct or expression.
 - c. Forgery, alteration, or misuse of University documents, records or identification, or knowingly furnishing false information to the University.
 - d. Obstruction or disruption of teaching, research, administration, conduct proceedings, or other University activities, including its public service functions on or off campus.
 - e. Harassment by engaging in a course of conduct directed at a specific person that serves no legitimate purpose that would cause a reasonable person under the circumstances to be frightened, intimidated, or emotionally distressed
 - f. Failure to comply with directions of University officials acting in the performance of their duties.
 - g. Any other action ruled unacceptable by the IM Managers.

Section 4 – Probation and 2nd offenses

1. If a team or individual is considered to be on probation, this means that team or individual is held to a much higher behavioral standard for a specified period of time.
2. If a subsequent violation occurs, the sanctions that result are likely to be much more severe than the initial sanctions.

Section 5 - Severity of Offenses

1. Any offense deemed to be severe by the RAB and/or IM Manager(s) may result in suspension from Intramurals and the Student Recreation Center indefinitely/completely and submission of the incident to the Vice-Chancellor of Student Affairs.

Section 6 - Dress

1. Participants will be expected to use common sense as to the choice of clothing for each activity.
2. Each sport specifies the rules and regulations on what is required/prohibited to be worn on the field or court.

Section 7 – Team Captain/Participants Responsibility

1. The team captain is expected to keep control of his/her team member's conduct and their spectators. As the team representative, the captain should be the only individual to address the officials or supervisor with concerns. This may only be done in a respectful and sensible manor.
2. ALL participants are encouraged to do their due diligence and be aware of all the included policies of the IM Participant Handbook, and the rules of the event(s) they participate in.

XII. CAPTAINS OF COMPETING TEAMS

Section 1 – Intramural Team Captain

1. Each organization or team must have an Intramural sports team captain. The method by which the captain is selected will be entirely up to the organization.

2. Experience proves that organizations contending for top honors have involved and efficient captains. They should be interested in sports, the IM program, and especially the welfare of the organization or team. The individual should be chosen with these qualifications in mind.

Section 2 - Duties of the Intramural Team Captain:

1. Have a firm understanding of the Intramural Participant Handbook
2. Have demonstrated navigation skills of www.imleagues.com/mst
3. Organize and enter teams in sports/events prior to the deadline.
4. Complete their team availability online before the deadline
5. Complete/Update/Monitor team rosters within compliance of this handbook
6. Ensure all participants are aware of the sport/events rules prior to participating
7. Ensure all participants are eligible and have S&T ID Card at all events
8. Notify their teams as to time, place, and date of scheduled activities and see that they are present.
9. Provide extra personnel, such as timers and scorers if they are requested.
10. Pay all fines and dues promptly to the SRC Front Desk or IM Managers
11. Assist in the recruitment of sports officials.
12. Keep his/her name, address, telephone, and e-mail up to date on IMleagues.com
13. Make an effort to see that those representing his/her organization or team play according to the rules of the game and conduct themselves in a sportsmanlike manner.
14. Represent their team or organization at protest/disciplinary meetings
15. See that all necessary results or reports are turned in promptly and accurately
16. Keep the members of the organization or team informed as to activities available; stimulate and promote participation.

XIII. AWARDS

Section 1- T Shirts

1. 1 Design for Champions of Major Sport Co-Rec Leagues, Major Sport Rec Leagues, and Section 2&3 Sports
2. 1 Design for Competitive Men/Women major sports T's
 - a. Possibly have a template design for each major sport
 - i. Softball
 - ii. Football
 - iii. Volleyball
 - iv. Basketball
 - v. Soccer
3. Specific designs for select section 5 events

Section 2 - Major Sport Trophies

1. Kept in a display case at SRC, not issued trophy for teams to keep
2. Large Trophy for Men's Competitive, Men's Rec, Co-Rec and Women's

Section 3 - Banners

1. Hung in the SRC Multi-Purpose Court Area
2. One banner per league for overall campus champions, shows team name and year:

- a. Men's Competitive
- b. Men's Rec
- c. Co-Rec
- d. Women's

Section 4 - "Retired" Jersey (Hung in the SRC Multi-Court Area) (hopefully in future)

1. Sarah Moore/Dewey Allgood Award Winners, will show last name and year on back of jersey
 - a. These awards are determined by the following factors in order:
 - i. Number of times participated
 1. One game counts for one participation
 - ii. Individual Sportsmanship
 - iii. How successful they were in competition

XIV. POINTS SYSTEM

There will be two overall standings for men's teams:

Competitive Overall: For teams who participate in Competitive Leagues for 3 or more major sports (Flag football, Softball, Volleyball, Soccer, and Basketball)

Recreation Overall: For teams who participate in Recreation Leagues for 3 or more major sports (Flag football, Softball, Volleyball, Soccer, and Basketball)

Section 1 - All major sports (Softball, Flag Football, Volleyball, Basketball, and Soccer) will have the following point values:

1. Team Entry points (w/o forfeits): 200 points
2. Men's Championship: 2500 points for the champion, 40 point spread
3. Women's: 500 points for the champion, 10 point spread
4. Co-Rec: 500 points for the champion, 10 point spread

Section 2 - All Team minor sports (Ultimate Frisbee, Track & Field, Swimming, Weightlifting, Bowling, Dodgeball, Disc Golf, and Golf) have the following point values:

1. Team Entry points (w/o forfeits): 100 points
2. Men's: 250 points for the champion, 10 point spread
3. Women's: 250 points for the champion, 10 point spread

Section 3 - All sports that have only singles and doubles competition will have the following point values (Darts, Racquetball, Tennis, Table Tennis, Badminton, Billiards):

1. Team Entry points (w/o forfeits): 25 points for singles and 25 points for doubles
2. Men's: 100 points for the champion, 5 point spread
3. Women's: 100 points for the champion, 5 point spread

Section 4 – Co-Rec only (Inner Tube Water Polo league, Indoor/4v4 Football League)

1. Team Entry Points: 100
2. Co-Rec: 250 points for the champion, 10 point spread

Section 5 -- Special Events (Events on IM Calendar)

1. Entry points may or may not be offered for these events at the discretion of the intramural department. Some events are to provide a fun social atmosphere, and some are driven to provide philanthropy and publicity to the Athletics and Intramural programs.

Section 6 - Deductions

1. Forfeit:
 - a. 1st (lose half of participation points and no playoffs)
 - b. 2nd (lose all participation points and dropped from league)
2. Sportsmanship:
 - a. If a player gets ejected, or receives a “1” rating, the team (Soccer = participation points lost with Hard Red Card and not two Yellow Cards) will lose ½ of their participation points.
 - b. If a team receives a “0” during either the regular season or playoffs, they will automatically lose all of their participation points, and the team will be placed on probation after meeting with the RAB and/or IM Managers.

FINAL AUTHORITY: Any matter specifically not covered in the Intramural Participant Handbook or rules shall be decided by the RAB and Intramural Managers.