**COMPETITIVE SPORTS PROGRAM**  
**2019-2020 INTRAMURAL SPORTS HANDBOOK**

(Changes for the 2019-2020 academic year are highlighted)

### Campus Recreation

#### Introduction to Campus Recreation

The Department of Campus Recreation believes that while every individual should be allowed to determine the amount of physical activity he or she receives, physical preparation is as important as intellectual preparation in meeting the stress and demands of everyday living. With this philosophy in mind, we extend an invitation to all students, faculty, and full time staff to participate in the various sporting activities offered by the department.

If you have any questions concerning the Intramural Program, please contact Campus Recreation @ 615-898-2104.

#### Middle Tennessee State University Campus Recreation Mission Statement

Campus Recreation’s mission is to serve and educate the MTSU community with recreational opportunities to promote healthy lifestyles in a safe environment.

#### Purpose

The purpose of this handbook is to establish policies and procedures that govern participation in the Intramural Program. Please note that it is the responsibility of each team/participant to know and understand these policies and procedures. Ignorance of any intramural policy is not an excuse for failure to comply. Competitive Sports Staff reserves the right to modify these rules in whole or in part at any time as necessary. If you have questions, comments, or suggestions for these rules or the Intramural Program in general, please contact the Competitive Sports Office.

#### Competitive Sports Contact Information

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<td>(615)-898-4386</td>
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<td>Fusion IM (Schedules &amp; Registration)</td>
<td></td>
<td>recportal.mtsu.edu</td>
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<td>Instagram &amp; Twitter</td>
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<td>@mtsuintramurals</td>
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#### Intramural Sports Mission Statement

Intramural Sports at MTSU are designed to offer diverse, structured, and enjoyable physical activity opportunities for members of the MTSU Community. Through healthy competition and sportsmanship, participants are exposed to unique extra-curricular experiences in a recreational environment.
**Competitive Sports Coordinator**

The Department of Campus Recreation employs a full-time professional to supervise Intramural and sport club activities within the Competitive Sports Program. The Competitive Sports Coordinator is responsible for supervising the Graduate Assistants and other staff to ensure that intramural activities operate in a mature manner benefiting both the participants and the University community as a whole. The Competitive Sports Coordinator serves as an advisor for intramural activities on day-to-day operation as well as special events. The Competitive Sports Coordinator works to ensure that all rules and regulations are followed in accordance with the Competitive Sports Program, Department of Campus Recreation, and Middle Tennessee State University guidelines.

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**General Information**

**Publicity and Information**

Upcoming sports and activities are publicized throughout the year in the following ways:

- Information can be accessed on the Campus Recreation website, [www.mtsu.edu/camprec](http://www.mtsu.edu/camprec).
- Download the free MTSU Campus Recreation app.
- Emails through Fusion IM will have information regarding upcoming registrations.
- The Competitive Sports Hotline (898-4FUN) gives a daily-recorded message of announcements and cancellations due to inclement weather.
- Schedules and other Intramural related information is located in the Campus Recreation Office as requested.

**Student Employment Opportunities**

The Department of Campus Recreation hires student employees in a variety of jobs. For information about these positions, call the Campus Recreation Office at (615) 898-2104. Students willing to commit to working 10-15 hours per week and have knowledge of sports are encouraged to apply for jobs such as Intramural Sports Official and Assistant with the Competitive Sports Program. Come by the Campus Recreation Office in the Recreation Center for more information.

**Inclement Weather**

In the best interest of all participants’ safety, Intramural contests may be canceled because of inclement weather. The decision to cancel games will be made at 3:30 p.m. on the day of the contest if possible and will be recorded on the Competitive Sports Hotline (898-4FUN). If play is in progress and it begins to rain, the Competitive Sports Staff will make the decision to cancel on the field and will place an announcement on the Hotline regarding the remainder of the day’s schedule. Canceled games may be rescheduled by the Competitive Sports Staff later that season if field availability and time permits.

**Lightning Policy**

If cloud to ground lightning is seen, all outdoor Intramural contests will be postponed. Games will not start until 30 minutes after the last seen lightning strike. If in the middle of the 30 minutes, lightning occurs; the clock will restart and wait another 30 minutes.

**Proof of Identification**

Every student and employee is issued an ID, complete with a color digital photo, and their information is entered into the system. For this reason, the Competitive Sports Program asks that all participants have their MTSU I.D. with them when participating in all intramural activities.

MTSU ID’s must be turned in to the competitive sports staff prior to the start of all intramural contests.
Animals on Fields

There are to be no animals allowed on the Intramural Fields with exception given to service animals. A service animal is defined by the ADAAA as any dog that is individually trained to do work or perform tasks for the benefit of an individual with a disability, including a physical, sensory, psychiatric, intellectual, or other mental disability. Assistance/Emotional Support Animals are not considered service animals under the ADAAA. Rules regarding service animals and assistance/emotional support animals can be found here: http://www.mtsu.edu/policies/general/102.php

Medical Considerations/Injuries

MTSU and the Department of Campus Recreation are not responsible for any injuries received while participating in Campus Recreation activities or while using any of the Recreation Center facilities. Participation in Campus Recreation activities is completely voluntary, and all participants are responsible for their own welfare. We strongly recommend that each participant contact his or her personal insurance agent for information on coverage. All injuries requiring transport when the campus health center is closed will be taken to the local hospital. Any expenses incurred for transport or treatment of injuries is the sole responsibility of the participant. Every participant that plays an intramural sport must sign a liability waiver every semester.

Concussion Protocol

Definition of Concussion:

A concussion is a brain injury that is caused by a blow to the head or body. A concussion can change the way your brain normally works and can range from mild to severe. Concussions present themselves differently for each athlete. A concussion can occur during ANY sport at practice or competition and can happen even if you do not lose consciousness.

Signs and Symptoms of a Concussion (may include one or several but are not limited to the following):

- Amnesia
- Confusion
- Headache
- Loss of Consciousness
- Balance problems or dizziness
- Sensitivity to noise or light
- Nausea
- Feeling sluggish or groggy
- Concentration problems

Any participant that suffers from a head injury and exhibits one or more of these symptoms will be removed from further participation of any Intramural activity. The participant will be prevented from playing in any Intramural activity until they provide a note from the Student Health Center or their primary care physician clearing them to play. These notes need to be given in person at the Campus Recreation Office.

Blood Related Injury Rule

Any player who is bleeding must be replaced with a substitute until the bleeding stops. A member of the Competitive Sports Staff will remove a bleeding player. If by removing the bleeding player, the team falls below the minimum number necessary to play for the specific sport, the game clock will stop and a maximum of (5) five minutes will be allowed for the treatment of the player. A member of the Competitive Sports Staff must approve the re-entry of the player. The five-minute time allowance is only for teams who have no substitute when the player is bleeding.
Sideline/Spectator Guidelines

Only officials, players, and one coach are permitted on the field of play. Smoking and alcohol use on the Intramural Fields is prohibited for all participants and spectators. Failure to comply with all Intramural Rules and Regulations for the fields by spectators will result in immediate expulsion of the spectators and possible forfeiture of the game. Teams and their fans are not permitted to bring glass or metal containers to the field’s complex. Only clear, plastic bottles will be allowed on the Intramural fields. No plastic cups will be allowed. Furthermore, to ensure participant safety, no pets will be allowed on the Intramural Fields during any activity. Violators will be removed from the Intramural facilities with the possibility of forfeiting the game. Any team who fails to clean up their sideline/bench area after a game may be forced to forfeit their game, charged a $50.00 forfeit fee, or subject to having their sportsmanship grade lowered.

Alcohol Policy

In accordance with MTSU Policy, alcohol consumption prior to participation or during an Intramural contest is not only unsafe, but also a violation of university rules, and if you are underage, illegal. As a reminder, the Competitive Sports Staff strictly enforces the zero tolerance alcohol policy during all Intramural contests. Consequences for this violation of the rules may include but are not limited to: being prohibited to continue participating in Intramural activities, judicial referral; and, in egregious situations, arrest. Any individual who chooses to break campus policy will be subject to disciplinary procedures by the Department of Campus Recreation, The Office of Judicial Affairs, and by local authorities if so necessary. Individuals are defined as players, coaches, managers, and spectators. This policy pertains to any time prior to Intramural activities, during play, and after the activity has ended.

Eligibility

Students (Undergraduate/Graduate)

Any clarification of rules or rule interpretation will be determined by the Competitive Sports Staff.

All active Undergraduate and Graduate Students of Middle Tennessee State University are eligible to participate in any activity sponsored by the Intramural Program. The Competitive Sports Staff reserves the right to check with the Registrar’s Office to confirm a participants’ status.

You must have a valid MTSU ID to participate.

No person shall use false identification in order to participate. If caught, the person will be suspended from all Intramural and possibly Campus Recreation activities for a period of time determined by the Associate Director of Recreational Programs.

Participants must be currently enrolled in at least one class at MTSU.

No Person shall play on more than one single sex and Co-Rec team per sport. If caught doing so by supervisor or official, Player shall be suspended for remainder of season and that game shall be forfeited. Opposing team does not have to protest if caught by supervisor or official.

Family members are not eligible to participate in Intramural activities.

Alumni members are not eligible to participate in Intramural activities.

Online Students

Online students who choose to participate in Intramural activities must complete all of the following to become eligible:

1. Must pay the $80.00 student activity fee* to the Campus Recreation Center for facility use and program participation.
2. Students must have an MTSU ID created in order to participate in Intramural activities if they don’t already have a current MTSU ID.

3. Online Students are still required to pay Intramural fees.

*Online students do not have the student activity fee included in tuition, so to play Intramural sports, they must pay it.

**Current Student Athletes**

All varsity athletes who are receiving any assistance by way of athletic scholarships shall be eligible for all Intramural activities that are not related to the sport that they play for the school. For example, a football player cannot participate in Flag Football or Arena Football. Such aid is defined as follows: Any aid, assistance, or benefit given to a student for his/her participation as a player in any varsity sport that is not available to the general student population. This includes, but is not limited to, scholarship, varsity lockers, towels, green fees, apparel, footwear, equipment, etc. Any athlete who is working out with the varsity team (including walk-ons, red-shirt players, and practice squad members) is considered a student athlete under this section. This section remains in effect for as long as the student receives this aid, whether or not they continue to play or practice with a varsity team.

**Sport Club Athletes**

Members of MTSU Sport Clubs will be allowed to participate in Intramural competitions in their related sports. However for all single sex or Co-Rec Intramural teams a maximum of two (2) Sport Club athletes may appear on the team’s roster. If you have even one (1) sport club athlete on your team you must play in the A League. A person is deemed a Sport Club athlete if he/she participates in a club contest or practice following the designated tryout period, pays club dues, or appears on the team roster or waiver form. Once a person has been deemed a club athlete, he/she will be considered a club athlete with regard to Intramural Sports for twelve consecutive months from the date that he/she last participates in a club contest or practice, last appears on the team roster, or the date of their most recent signed sport club waiver form, whichever is latest. Removal of the person from any club roster does not affect his/her Intramural status as a Sport Club athlete. Intramural players who join a club team during the Intramural season may be required to discontinue playing for their Intramural team in order to keep their Intramural team eligible under this rule.

**Professional Athletes**

All Current and Former Professional Athletes are ineligible to participate in the Intramural or related sport that they played professionally. An individual loses his or her Amateur Status and shall not be eligible for participation in Intramural competition in a particular sport if the individual uses his or her athletics skills (directly or indirectly) for pay/compensation in any form in that particular sport. Students that are allowed to tryout with a Professional Team/Organization, remain eligible provided that they do not take part in any outside competition (games or scrimmages) as a representative of that Professional Team/Organization. A Professional Team is any sports organization that has “Professional” included anywhere in the organizations title. Forms of payment include, but are not limited to: All monetary forms of compensation, personalized merchandise, housing accommodations, etc. Participants violating this rule may be subject to disciplinary actions. Captains of teams that use ineligible players may be subject to disciplinary sanctions as well (See Team Captain’s Responsibilities). Professional athletes include those who play on national teams.

**Former Student Athletes/Ex Student Athletes**

A Student who has been a member of a Varsity Team at a Four Year College or University in a particular sport is eligible for Intramural activities in that or its related sport during the next academic year. The Fall Term is considered the start of the next Academic Year. Teams affected by this rule are limited to one player in this category on their team roster and must play in the “A League.” Graduates or transfers from community colleges (D-II, D-III, NAIA, etc.) do not have to sit out a calendar year before participating in Intramural activities, but those players must adhere to the “A League Rule.”
An Ex Student Athlete who drops or is dropped from an intercollegiate team prior to the opening of the Intercollegiate Season, will be ineligible for Intramural participation until one academic year has passed since their last official status with the sport(s). Student athletes who participate in varsity sport events following the opening of the intercollegiate season will be considered student athletes under subsection A regardless of whether they drop or are dropped from the team during the season.

**Faculty/Staff Participants (Full-Time Staff)**

Any clarification of rules or rule interpretation will be determined by the Competitive Sports Staff.

All active Faculty and Full-time Staff members of Middle Tennessee State University are eligible to participate in any activity sponsored by the Intramural Program. The Competitive Sports Staff reserves the right to check with the Registrar’s Office to confirm a participants’ status.

You must have a valid MTSU ID to participate. NO ID, NO PLAY...NO EXCEPTIONS!

No person shall use false identification in order to participate. If caught, the person will be suspended from Intramural and possibly Campus Recreation activities for a period of time determined by the Associate Director of Recreational Programs.

Faculty / Staff participants must be Full-Time employees of Middle Tennessee State University to be eligible for participation in Intramural activities. This means they work full-time for the university and receive benefits from the university (Ex/ Health Care, Dental, Retirement etc.) Individuals working for the university part-time or without benefits are considered ineligible.

Withdrawals and Terminations: Any participant who terminates his/her ties with the MTSU immediately relinquishes his/her right to participate in the Intramural Program.

**Participation in Extramural Tournaments**

If you participate in an extramural tournament you are representing the MTSU Intramural department. Because of the affiliation with our Intramural department you must behave as if you are participating on campus. If you receive an unsportsmanlike penalty or technical foul in the extramural tournament you will serve a minimum suspension of one (1) semester from all Intramural activities.

**Divisions of Participation**

Divisions of participation are utilized to provide a more enjoyable and competitive atmosphere. If there is insufficient registration in a division for a sport, divisions/leagues may be combined to allow for a maximum participation.

**Individual Leagues**

Most individual sports are divided into Men’s & Women’s leagues with individuals who meet the league criteria participating. In some sports, pairings and tournament play may be determined by skill level or could be based on the number and type of participants.

**Team Leagues**

Leagues are determined for team sports by the Competitive Sports Staff. There are a variety of leagues for team play including Men, IFC, Sorority, Women, and Co-Rec. League separations may include “A” for most competitive and “B” for Less Competitive if the sport requires it.
**Men**

Only Male students, faculty, and staff may participate in the Men’s League. Males may participate in the Co-Rec League and the Men’s League. Rules of eligibility apply. League winners will advance to the Men’s Playoff Tournament to determine the Men’s Champion.

**Women**

Only Female students, faculty, and staff may participate in the Women’s League. Females may participate in the Co-Rec League and the Women’s League. Rules of eligibility apply. League winners will advance to the Women’s Playoff Tournament to determine the Women’s Champion.

**Co-Rec**

Teams are composed of Males and Females with the ratio of Males to Females in accordance with the particular sport rules. All students, faculty, and staff are eligible for the Co-Rec League who fulfills the requirements of the Rules of Eligibility. A person may play on a Co-Rec team and one single sex team. The league winners will advance to determine the Co-Rec Division Champion.

**IFC/PHC**

Only Greek Affiliated members are allowed to participate in these two leagues. Team members must be current members and MTSU students to participate. All Intramural rules of eligibility will apply. See Greek eligibility rules or contact the Competitive Sports Office if you are unsure about a person’s eligibility.

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**Entry Procedure**

**Entering a Team Intramural Sport**

Check for entry dates and information through any of the publicity avenues such as bulletin boards, Fusion IM, Campus Recreation website, sidelines etc.

Teams must be registered on Fusion IM by 11:59pm on the registration date.

All team members need to sign up on Fusion IM prior to the beginning of their first scheduled game.

All players need to pay the Intramural fee ($15 per sport, $30 semester unlimited play, $50 year unlimited pay) before they can participate in the intramural sport.

There is a mandatory team captains’ quiz or players quiz on Fusion IM that must be passed in order to participate and be completely registered for an intramural sport.

**Entering an Individual Intramural Sport**

Check for entry dates and information through any of the publicity avenues such as bulletin boards, Fusion IM, Intramural website, sidelines etc.

Register on Fusion IM as a free agent for the sport, date, and time desired. This can be done by going to the Rec Portal under “Fusion IM. The URL is https://recportal.mtsu.edu/

All players need to pay the Intramural fee ($15 per sport, $30 semester unlimited play, $50 year unlimited pay) before they can participate in the intramural sport.
Free Agents

Free Agents must sign up on Fusion IM (recportal.mtsu.edu) by 5:00 pm on the registration date of the sport they want to participate in. Free agents are not required to pay their fee unless they get on a team.

Team Rosters

Captains will be responsible for players signing up on team’s roster prior to the beginning of their first scheduled game.

Captains must make sure everyone on their roster pays the Intramural fee before they can participate in the intramural sport.

Players performing for an intramural team must be on the official team roster on Fusion IM. A participant’s name should not appear on more than one single sex and one co-rec roster for one sport. Names can be added to a roster until the playoffs. No names can be added once single elimination playoffs begin. Players must be on a team’s roster by the end of the regular season to be eligible to participate in the playoffs.

Teams must be made on Fusion IM by 11:59pm on the registration date. If a team fails to register on Fusion IM by that time they will not be eligible to play.

Rosters are not to be turned in at intramural contests. Rosters must be completed on Fusion IM. Competitive Sports Staff will not be responsible for roster’s turned in at games, and all fees will still apply.

No person can legally participate for two different single-gendered or Co-Rec teams during any one Intramural Sport season (i.e., if a person has played one game, he/she may not join another team in). Any player found in violation of this rule would be ineligible for the remainder of the sport’s season and that team will forfeit the game.

Maximum roster limitations will be set per Intramural Sport for Sport Club members. A maximum of two will be allowed on single sex teams and for Co-Rec teams. Teams who attempt to carry more Sport Club members than they are allowed per Intramural Sport will be subject to forfeiture of games and any forfeit fees that are appropriate.

A person may participate in Co-Rec activities and still be a member of one other single-gendered team in the same sport (Men, IFC, Sorority or Women’s team).

If you are going to have a coach on your bench you must have this person on the roster. Teams will be allowed a maximum of 1 coach per roster. This coach will be held to a higher standard than the other participants and penalties will be more extreme if this coach gets an unsportsmanlike penalty.

Equipment & Attire

For the safety and ease of participation, rules governing equipment and attire have been instituted. Check specific event rules for these and other instances of illegal equipment and attire. Some basic equipment requirements are as follows:

Jewelry

- Jewelry may not be worn during Intramural events or activities.
- Participants are expected to remove all jewelry prior to the start of all Intramural events.
- This includes all necklaces, earrings, gauges, finger rings (including wedding bands and rings), bracelets whether metal chains, ropes or rubber bands.
- Penalties will be assessed to those wearing jewelry and the penalized participants will be directed to leave the contests until the jewelry is removed.
• Once you have taken out your ear rings, if there is a hole big enough to be considered a hole you will be required to tape this hole. No Band-Aid’s or tape will be provided by the Competitive Sports Staff. This decision will be up to the Competitive Sports Supervisors.

Participants who are required to wear medical bracelets, medals, or medical monitors may do so but the metal piece must be taped to the body with the medical information clearly showing and the event supervisors must be made aware of the condition prior to play beginning. Religious accessories and military tags are examples of jewelry which may potentially be allowed.

**Clothing**

Athletic clothing must be worn for participation in all intramural activities. Competitive sports staff will reserve the right to deem any clothing illegal prior to participation or during any contest.

Cut-off shirts and jerseys must not hang more than four (4) inches from the underarm area. Any individual whose shirt exceeds this limit will be asked to change shirts or will be deemed ineligible for participation in the contest in question.

**Uniforms**

All intramural teams are required to have matching colored jerseys (Jersey #’s required). Jerseys may consist of actual jerseys or T-shirts of the same color with numbers displayed on the back. Pennies will only be provided if (2) two teams are wearing matching colors. Any variation to this rule will be at the discretion of the Competitive Sports Staff.

**Numbers**

Team jerseys must be the same color (and must include a number for 5 on 5 Basketball) unless captains are instructed differently by the Competitive Sports staff. If teams choose to have individual numbers they must be located on either the front or the back of the jersey. All major sports must adhere to the following number sequences: 0–5, 10-15, 20-25, 30-35, 40-45, and 50-55. Failure to do so will result in a default for that game and receive a loss in the team standings. No duplicate numbers on a team are allowed. Jersey’s with taped numbers are unacceptable and teams who attempt to do so will default that game and receive a loss in the standings. Numbers on the jersey must be contrasting to the jersey color.

**Logos**

Just as the Intramural Office reserves the right not to allow team names that are considered obscene or offensive, logos that illustrate obscene or offensive pictures or gestures will also not be tolerated.

If the Intramural Office sees that you have put an obscene or offensive logo on your team or personal profile on Fusion IM, that logo will be removed and your team could face penalties.

**Hair Adornments**

Hair pieces made of a hard or unyielding material may not be worn. These pieces include but are not limited to bobbie pins, hair beads, etc.

Stocking hats without top attachments may be worn. Any skull cap or bandanna which is held by a knot will be deemed illegal.

Hair may be held in place with soft material adornments such as rubber bands, “scrunchies,” etc.

Hats will only be allowed if designated by the Competitive Sports Staff.
**Indoor/Outdoor Footwear**

Proper athletic footwear is required for Intramural participation.

For flag football, soccer, softball and other outdoor events or activities, cleats may be worn but may not be made of metal. These cleats should be of molded rubber or be of the screw-in type. Cleats may not be made of metal, ceramics or be of the screw-on type where the screw is part of the shoe itself.

For indoor court events or activities (basketball, volleyball, etc.), non-marking athletic shoes are required.

Outdoor soccer cleats are not allowed in the arena

Outdoor soccer cleats cannot have a toe stud on the cleat

No one shall participate in these activities in bare feet, socks, sandals, or any other type of open-toed shoes or boots

**Medical Accessories**

Knee braces may be worn but any metal on the brace must be covered with a soft padding to prevent injury to other participants. Participants will be asked to clear all knee braces with Competitive Sports Staff or Athletic Trainers prior to participation in any activity.

Casts and/or medical braces of any kind must be covered with a soft padding to prevent injury to other participants. Participants will be asked to clear all casts and/or other medical braces with Competitive Sports Staff or Athletic Trainers prior to participation in any activity.

**Captain’s Responsibilities**

**Who Can Be a Team Captain**

Students, Faculty and Staff form their own teams and register during the appropriate dates and times as indicated by the Intramural Calendar. One team member must be designated as captain.

**Captain’s Responsibilities**

Captains must adhere to all Intramural team entry policies and procedures.

Keep fully informed of eligibility rules and abide by them. This includes fully understanding player eligibility guidelines and communicating this information to all team members.

Notify all team members of the rules of the game, game schedules, and eligibility rules so that all are ready to play at game time.

Ensure all players have a valid MTSU Student or Employee ID. We will strictly enforce the NO ID, NO PLAY POLICY.

Explain the use of proper and legal player equipment to include the use of no pockets (in Flag Football only), bandanas, jewelry, etc. in all Intramural activities.

Represent his/her team at meetings, protest negotiations, etc. The captain is the only individual allowed to protest a call to the Competitive Sports staff.

Ensure that his/her team adheres to the default/forfeit policy.

Ensures that any player(s) ejected from an Intramural contest schedules a meeting with the Competitive Sports Coordinator.
Familiarize your team members with the sportsmanship policy. Educate them as to the ramifications of poor sportsmanship both for the individual and the team.

Call the Competitive Sports Hotline @ 898-4FUN (4386) for information regarding his/her team’s daily activities. The Competitive Sports Hotline will be updated as information becomes available if activities are to be cancelled for the evening. Schedules will not be given out over the phone and it is the responsibility of the captain to check Fusion IM.

Notify each team member about medical injury considerations as detailed in handbook. Remember it is the responsibility of each individual to have their own personal insurance as MTSU and Campus Recreation will assume no liability for injuries which occur during participation.

Prior to the game, ensure all team members sign in at the space designated. At the end of the game return to sign-in area to sign the game sheet.

As captain you are responsible for the actions of your team, coaches, fans, etc. Please ensure to the adherence to all stated duties to assist us in providing a safe and enjoyable environment for all parties involved.

Code of Conduct

Competitive Sports Code of Conduct

A part of the philosophy of the Intramural Program is that good sportsmanship is vital to the conduct of every contest. Clearly, sporting contests are important to the participant, but the importance should not become so overriding that participants lose sight of appropriate behavior. The playing field is not a venue for verbal or physical abuse for the officials, staff, players, or the spectators. Ensuring participant safety, providing a fun, social atmosphere, and promoting sportsmanlike behavior among participants, spectators, and team followers are our primary concerns. The game atmosphere should remain good-natured at all times. Participants shall maintain good sportsmanship throughout their participation in all facets of the Intramural Program. The team captain is responsible for the actions of any player on his/her team and for spectators directly related to that team. The conduct of all players and spectators before and after the game is as important as the conduct during the game. Participants’ sportsmanship can affect the team’s eligibility for playoffs. Infractions in conduct not only pertain to Campus Recreation grounds and activities, but will also include any harassment of Competitive Sports Staff members.

Sportsmanship

The mission of the Competitive Sports Staff is to provide a recreational environment for the University community which is safe and enjoyable. While the game atmosphere is often competitive, ensuring participant safety, providing a fun, social atmosphere, and promoting sportsmanlike behavior among participants, spectators, and team followers are our primary concerns. The game atmosphere should remain good-natured at all times. Participants shall maintain good sportsmanship throughout their participation in all facets of the Intramural Program.

- It is the responsibility of the captain of each team to control his/her team.
- The Competitive Sports Staff does not recognize the use of coaches in all situations. Team captains or playing members will always be acknowledged first.
- Team captains are responsible for keeping their fans under control.
- Any player or fan who uses foul language, violently protests a call, or curses at an official or supervisor will be ejected from the game.
- Assigning sportsmanship ratings to teams will be at the official's and/or supervisor's discretion.
- Any player who touches an official or supervisor will be suspended from all Intramural for an indefinite period of time.
- Any player ejected from a game due to unsportsmanlike conduct will be ineligible to participate in any Intramural Sport until he/she meets with the Competitive Sports Coordinator.


**Rating System**

The Intramural Program conducts a sportsmanship rating system for participating teams during Intramural contests. Intramural Sports staff on duty will rate each team on their sportsmanship at the conclusion of the game.

- **Excellent: Rating – 4.** The team presents outstanding character during competition and interacts with staff and/or opponents in a sportsmanlike manner. Every team will start each game/match at a 4 sportsmanship rating. Teams that win by default or forfeit will receive a 4.0 sportsmanship rating.

- **Good: Rating – 3.** The team cooperates with staff and/or opponents and presents a good attitude. The team receives no ejections or unsporting fouls. Teams must obtain a 3.0 sportsmanship average to be eligible to participate in the playoffs. Teams that lose by default will receive a 3.0 sportsmanship rating.

- **Poor: Rating – 2.** Team engages in argument(s) with staff and/or opponents and is penalized with a maximum of one unsporting foul. The captain has little control of his/her team.

- **Unacceptable: Rating – 1.** Team maintains no respect for staff and/or opponents and has little to no regard for the safety and well-being of participants and staff. The captain has no control of his/her team. The team receives 2 unsporting fouls or a player gets ejected.

- **Forfeit: Rating – 0.** Team loses by forfeit. Game comes to an end due to sportsmanship. The team receives 3 or more unsporting fouls or has multiple players get ejected.

Teams that receive a 0 sportsmanship rating for any game during the regular season must meet with the Intramural Sports professional staff in order to be eligible to play in their next contest.

**Playoff Sportsmanship**

The Intramural Sports staff has the right to remove teams from the playoffs for inappropriate conduct.

A losing team which receives a sportsmanship rating of 2 or below in their final playoff game is subject to further disciplinary action as a team in subsequent sports, as individuals when appropriate, or to the team captain.

Individuals who display poor sportsmanship following a playoff contest in which their team has been defeated will be subject to suspension for upcoming Intramural activities. Suspensions may carry over from one semester to the next if it is necessary.

**Cheating**

Any participant or team/organization found guilty of cheating will be disqualified and placed on probation with the possibility of being suspended from the MTSU Intramural Program. The following actions are examples of, but not limited to cheating:

- Participation under an assumed name or with an illegal Identification Card and participant who’s illegal card is being used
- Misrepresenting a score
- Participating under suspension
- Participating under the influence of alcohol or drugs
- Violating any eligibility rules
- Knowingly participating as a former professional and or collegiate athlete

**Individual Conduct**

Any individual who commits, attempts to commit, or lends aid to others in the act of misconduct shall be subject to disciplinary procedures by the Department of Campus Recreation, The Office of Student Conduct, and by local authorities if necessary. Individuals are defined as players, coaches, managers, and spectators.
**Team Conduct**

A team is responsible for the actions of individual members of the team and spectators directly related to the team. The conduct of players and spectators before and after the game is as important as the conduct during the game and organizations are held responsible for their team as well as their fans’ conduct. Individuals not listed on a team’s roster will not be allowed to sit on the players’ bench.

Any team whose sportsmanship is judged unsatisfactory by the Competitive Sports Staff will be disqualified for the remainder of the season. The Competitive Sports Coordinator will notify the team captain of the team’s disqualification. Teams will be encouraged and warned by the game officials to conduct themselves in a sportsmanlike manner but the game officials have the authority to stop any contest without warning if the conduct poses a threat to the safety of the Intramural participants and/or employees.

**Unsportsmanlike Conduct**

Players shall not commit acts of unsportsmanlike conduct. This includes, but is not limited to:

1. Arguments with officials and staff by any player, coach, manager, or spectator flagrant fouling, and fighting, etc. before, during or after a contest.
2. No player, coach, or team shall:
   a. Use foul or derogatory language, threaten, or verbally abuse any other participant or Competitive Sports Staff before, during or after the game. This includes “trash talk.”
   b. Participate in a game for which he/she is ineligible.
   c. Argue with or berate a game official. Only the captain may address the official and only if done so in a respectful manner.
   d. Intentionally strike, push, trip, or flagrantly foul another player.
   e. Mistreat the facility, equipment, or supplies of Middle Tennessee State University.

**Individual Penalties**

Any individual who receives two (2) unsportsmanlike fouls during a game will be immediately removed from that contest and asked to leave the premises. Players removed from an Intramural contest will be subject to a minimum one (1) week suspension from all Intramural activities.

Any individual who receives two (2) unsportsmanlike fouls during an Intramural semester will be suspended from all Intramural activities until they have a meeting with the Competitive Sports Coordinator. Once they have this meeting, they can return to play if the Competitive Sports Coordinator deems appropriate.

Any individual who receives three (3) unsportsmanlike fouls during an Intramural semester will be subject to a minimum one (1) month suspension from all Intramural activities.

Individuals who have been removed from an Intramural contest or suspended will also be asked to not attend the games of their teams during the suspension period and will be asked to leave if they are known to be doing otherwise. Suspension periods will be heavily based on the actions of the participant prior to the foul and in the period after the foul has been committed.

**Team Penalties**

Any team who receives three (3) unsportsmanlike fouls during a game will automatically forfeit that contest. Teams will also be excluded from the playoffs in that particular sport and may also be subject to other restrictions in the sport which they are participating depending on the actions of team members prior to any incident and after the incident has occurred. If the team or organization has multiple fouls in multiple sports the team may be subject to further implications at the discretion of the Intramural Staff.
Any team who receives five (5) unsportsmanlike fouls during an Intramural semester will be subject to disqualification from all Intramural activities for a period of time at the discretion of the Competitive Sports Staff. Suspension periods will be heavily based on the overall actions of the team and will begin once the team captain has met with the Competitive Sports Coordinator.

**Captain Penalties**

If a captain of a team receives one (1) unsportsmanlike penalty in season or tournament play he/she will be suspended for the remainder of that activity. As captains you are held to a higher standard than other participants and you are expected to be an example for your fellow teammates.

**Coaching Penalties**

Coaches are not needed to participate in Intramural. If a coach is used they will be held to higher standards than a normal participant. If a coach receives an unsportsmanlike penalty or technical foul they may not be allowed to be on the team’s bench nor sideline the rest of the year. Once they have received the penalty they are required to meet with the Competitive Sports Coordinator to determine their penalty.

**Ejection, Reinstatement, Probation, & Suspension**

Participants and spectators that choose to practice unsportsmanlike behavior before, during, or after a contest, directed toward an opponent, official or a Competitive Sports Staff member may be ejected from that contest. A contest official, Competitive Sports Supervisor or a member of the Competitive Sports Staff may administer the ejection. Examples of unsportsmanlike conduct which will result in ejection include, but are not limited to, the use of profanity, vulgar and abusive language, disrespect towards any official or Competitive Sports Staff member, unnecessary roughness, excessive technical fouls, flagrant actions toward an opponent, flagrant actions toward an official, and fighting or inciting a fight.

Any participant ejected from a contest/game will be suspended indefinitely until they meet with the Competitive Sports Coordinator. If the next semester is the summer semester then the probationary period may carry over into the fall semester. If a participant(s) and or team(s)/organization(s) is involved in any other disciplinary circumstances in that semester and/or the preceding semester, they will be suspended for the remainder of the school year and possibly the next Semester depending on the severity of the incident. If a participant(s) or team(s)/organization(s) are sanctioned and it is considered “late” (60 days left in the semester) in the semester, their sanction(s) will carry over into the next semester. If the next semester is the summer semester, then their sanction will carry over into the succeeding fall semester. This rule also applies to playoff games or last regular season games. The sanction will crossover into another sport/event.

**Participant/Team Ejections**

Any person/participant that is ejected from an Intramural contest must immediately leave the intramural area but only after speaking with Competitive Sports Staff. The captain or you will be handed an ejection notice slip with ejection procedures. The participant(s) will jeopardize his or her teams/organizations game status if they do not comply and may be subject to further disciplinary action. That person will be given a maximum of five (5) minutes to leave the area. If MTPD has to be called due to the ejected player(s) not wanting to leave the premises and/or disrupting a game/contest, that participants(s) will be subject to a minimum one year suspension from all Intramural contests. This suspension will begin after they have met with the appropriate Competitive Sports Staff member and a ruling has been determined regarding the incident. The participant’s team will forfeit the game in which the incident occurred.
Leaving the Playing Area

Any player, coach, or spectator who is ejected from an Intramural contest as a result of unsportsmanlike conduct shall be required to leave the facility immediately. Failure to cooperate with the Competitive Sports Staff and leave the facility immediately will result in the intercession of the MTPD.

Automatic Suspension

Any player, coach, or spectator who is ejected from an Intramural contest as a result of unsportsmanlike conduct is automatically suspended from all Intramural contests until official reinstatement.

Destruction of Property

Any player, coach, or spectator who willfully causes the destruction of or damage to equipment belonging to Campus Recreation & Intramural shall be held responsible for all subsequent damages and any costs of repairs or replacement.

Physical / Verbal Abuse of Competitive Sports Staff

Any player, coach, or spectator who verbally threatens, strikes, or physically abuses any Competitive Sports Staff member or official will be immediately suspended from all participation for a minimum period of one year. Such actions will result in the immediate intervention of the MTPD, possible criminal charges, and the case will be sent to the Office of Judicial Affairs for review. Please be aware that any and all types of verbal and/or physical abuse toward any Competitive Sports Staff member will not be tolerated under any circumstances.

Attempted Physical Abuse of Competitive Sports Staff

Physical contact by a participant with intent to intimidate or harm an Intramural Staff member or opponent shall result in a minimum one year suspension from all Intramural contests. This also includes an attempt to strike, even though there may not be contact. (Ex. Excessive physical contact w/participant, Head Butting, Throwing Punches)

Fighting

Any team, its individual players, and associated spectators that are involved in a “team” fight (most or all the team members or spectators present) will be immediately suspended from further participation in all Intramural. This is the minimum one year suspension which will likely be increased, depending upon the severity of the incident. In addition, individual instigators/participants that are identified will be subject to individual disciplinary sanctions. Leaving the bench area will cause the team(s) to forfeit the contest and its team members to be suspended for a minimum period of one year. A team will include all participants listed on the game sheet at the time of the fight. Members that are not present will not be subject to suspension.

Probation

All participants that are ejected from an Intramural Contest/event will be placed on probation for a determined amount of time.

If it is considered to be late in the school year, then the probationary period may carry over into the next semester; if the next semester is the summer semester, then the probation may carry over into the fall semester.

If during this probationary period they are involved in any Competitive Sports Department disciplinary proceedings they may be subject to permanent suspension for an additional period of time.
**Suspension**

Player(s) ejected from an Intramural contest will be suspended from all Intramural activities for a mandatory minimum of (1) one game after their meeting with the Competitive Sports Coordinator. Any player suspended from an Intramural contest will also have to complete all reinstatement procedures before any suspension will begin. All participants and organizations/teams that are ejected from a game/contest will serve a minimum (1) one game suspension and probation for the remainder of the school year. More games may be given if the Competitive Sports Staff deems it appropriate. All suspension will be followed by a probation period for participants (see Probation section). Each incident will be reviewed on a case-by-case basis.

**Life Time Ban**

Any and all types of illegal physical contact, gestures, spitting, verbal attacks or other combative actions involving spectators, players, coaches, captains, teammates, and/or Competitive Sports Staff members will be suspended from all Competitive Sports programs for the remainder of their academic and/or professional career and from any alumni events at Middle Tennessee State University. Further disciplinary actions may be pursued if warranted. Any abusive remarks or threatening language directed toward any Competitive Sports Staff member that is considered unsportsmanlike will place that person or people on automatic probation for a one year time period and/or suspend them from all Intramural activities permanently. Each case will be reviewed on an individual basis.

**Teams Leaving the Bench/Sideline Area**

Any team/organization or player that leaves the bench/sideline area during an Intramural contest to engage in an altercation for any reason will be suspended for a mandatory minimum of one game. Leaving the bench area will also cause the team(s) to forfeit the contest, be put on probation and possibly become suspended for the remainder of the semester, (depending on the nature of the incident). Furthermore, they must complete all reinstatement policies & procedures. The "Late in the Semester Rule" applies.

**Reinstatement**

Any participant(s) ejected from an Intramural contest will be ineligible for any future competition until they meet with the Competitive Sports Coordinator. The Competitive Sports Coordinator will make a ruling on the length of the suspension. The suspension will not begin until after the suspended person has satisfied all reinstatement criteria.

**Ejected Participant/Team Reinstatement Criteria**

All ejected participant(s), teams/organizations must meet or attempt to meet with the Competitive Sports Coordinator within 24 hours/one business day (Monday – Friday 8:30am – 5:00pm) of the incident. No individual will be reinstated before they have met with the Competitive Sports Coordinator.

After the initial meeting with the Competitive Sports Coordinator, the ejected participant(s) must submit a typed written letter of reinstatement (Double spaced, 12 Font, Times New Roman) outlining the events surrounding the ejection, the individual’s actions that led to the ejection, and assurances as to how this type of behavior will be avoided in the future. This letter must be submitted within 48 hours / two business days (Monday – Friday 8:30am – 5:00pm) of the initial meeting with the Competitive Sports Coordinator. If this letter is not submitted to the Competitive Sports Office, the ejected player will be suspended indefinitely.
Default/Forfeit Policy

Defaults

Any clarification of rules or rule interpretation will be determined by the Competitive Sports Staff.

The following default policy will be in effect for all Intramural contests:

1. A default is an un-played game that is recorded as a loss. Each team will be allowed (1) one default per sport. Two defaults will result in (1) one team forfeit. When charged with a forfeit, teams must pay the proper forfeit fee to be re-instated for participation. A default results when:
   a. A team has (1) player less than the minimum players required to play at the playing site at the games scheduled playing time. Game time is forfeit time! There will be an optional (5) five minute grace period, with a running clock, at the discretion of the Competitive Sports Staff.
   b. A captain contacting the Competitive Sports Office by 3:30 p.m. on the day of the contest states that his/her team is unable to play for any unforeseen circumstance.
   c. Not wearing required color-matching jerseys

Forfeits

Any clarification of rules or rule interpretation will be determined by the Competitive Sports Staff.

The following forfeit policy will be in effect for all Intramural contests:

1. A forfeit results when:
   a. A team has two or more players less than the minimum players required to play at the scheduled starting time. Game time is forfeit time. There will be an optional five minute grace period, with a running clock, at the discretion of the Competitive Sports Staff.
   b. A team’s unsatisfactory behavior forces a forfeit while the game is being played.
   c. Contests that are completed prior to a team being dropped from the league for forfeits shall remain official, while contests not yet played will be recorded as “wins” for the opposing team / teams.
   d. Any game that ends due to unsportsmanlike behavior will result in a forfeit.
   e. Use of ineligible players (see Rules of Eligibility).
   f. Officials/Supervisors appointed for contests have the authority to forfeit said contests because of late arrival of teams or because of unsportsmanlike and/or unsafe conduct.
   g. A forfeit fee is assessed when a forfeit occurs. All forfeit fees must be paid in the Campus Recreation Office.

Protests

Game and Rule Protests

All game and rule protests must be made at the time of the incident in question.

Rule interpretation may be protested during an Intramural contest.

Official judgment may not be protested

If a team believes an Intramural official has misinterpreted a rule, they may protest by calling a time-out and asking for the protest.

At this time, the Competitive Sports Coordinator, Graduate Assistant, or Competitive Sports Supervisor will hear the protest and rule accordingly.
Should the protest be upheld, the team will be reissued the time-out and the adjustment will be made according to the rule. Should the protest be found invalid, the team will lose the protest and the time-out and the game will continue.

**Example of Rule Interpretation**

An example of a rule interpretation concerns flag football. A legal catch in flag football requires the receiver to land with possession of the ball with only one foot in bounds. If the official called a pass play incomplete because the receiver did not have both feet in bounds, the team could protest the rule interpretation. The official has misinterpreted the rule and, therefore, the team has a legitimate protest.

**Example of Official Judgement**

Citing the above flag football example, if the official ruled that the receiver landed with possession of the football but with the first foot on the sideline, this would be the judgment of the official and, therefore, not a play to be protested.

**Eligibility Protests**

Eligibility protests must be submitted in writing to the Competitive Sports office by 12:00 p.m. (Noon) the following school day of the game or match in question. These protests must be specific to the player(s) being protested and the nature of the protest.

**Example of Eligibility Protests**

- Whether a player is a currently enrolled student at MTSU.
- Whether a student is a member of the organization for which they are playing.

**Ineligible Player Protest**

- A team or captain can protest the eligibility of players on the opposing team. Protest forms must be filled out at the time of the claimed protest.
- All protested decisions will be made by Professional Staff and Graduate Assistants on the following business day.

**Playoff Qualifications**

All teams with a minimum sportsmanship of “3.0” and have played at least one game during the regular season will be seeded based on their regular season results for the playoffs. If a team’s average sportsmanship rating at the end of the regular season is between 2.5 and 2.99, that team may petition the Intramural Sports staff to enter the playoffs. To petition, that team should email the Intramural Sports staff at mt.intramurals@gmail.com by 12 noon on the day after the conclusion of the sport’s regular season.

**Teams with Regular Season Defaults or Forfeits**

For playoff seeding, teams with a default (losing by default) that are tied with other teams fall out of a tie with those teams to the next lower place. When a team with a forfeit is tied with a team with a default, the team with a forfeit will fall out of a tie with that team to the next lower place.

Teams who receive multiple forfeits during any Intramural activity will automatically be removed from any playoff consideration regardless of the circumstances surrounding these game decisions.
Playoff Seeding Objective

It is the goal of the Competitive Sports Department to provide a playoff atmosphere which is not only competitive to all who participate, but also to award proper seeding to each team who is involved. For this reason the following tiebreakers may not always be used to determine the order in which all teams are seeded. Any questions regarding seeding or a team’s qualifications or participation in tournament play should be directed to the Competitive Sports Coordinator prior to the start of tournament for that sport.

Tiebreaker

Ties for playoff positions are broken according to the following structure:

- Sportsmanship rating.
- Best win/loss record of game among tied teams.
- Fewest points given up in games against tied teams.
- Most points scored in games against tied teams.
- Best win/loss record of games against common opponents.
- Fewest points given up against common opponents.
- Most points scored in a game against common opponents.
- Fewest points given up in all games.
- Most points scored in all games.
- Coin toss.

If three or more teams are tied and a single tiebreaker can determine the playoff placement for all teams, it will be implemented to determine all seeds. However, when three or more teams are tied and a tiebreaker eliminates one of the teams from the tie but leaves two or more still tied, the tiebreaker procedure will be restarted with the remaining teams.

Playoff Bracket Composition

Playoff seeding and bracket composition will be determined in one of the following scenarios:

- A team’s record, strength of schedule, points for and against, and margin of victory may determine seeding and bracket placement as well as other Tiebreakers mentioned above.
- Based on the aforementioned methods, playoff eligible teams may be asked to participate in a Tournament Draw. At this time teams will not only be asked to determine the date and time they will play, but they will also be asked to choose the team and/or bracket in which they would like to participate in. Captains will be informed of this format prior to Tournament Play.

Director’s Cup/All Sports Points System

The Director’s Cup is a team sports point championship. This overall championship will reward teams who participate in several sports each semester. Teams receive points for participation, achievement, and sportsmanship. The overall winners of the men’s and women’s divisions will have their names added to a plaque which is on display in the Campus Recreation Center.

- To receive participation points a team(s) need to average a 3.0 or better sportsmanship rating and attend the Pre-Season Captain’s Meeting as well as the Playoff Captain’s Meeting (If required).
- Any forfeits related to sportsmanship will result in a loss of all participation points for the related sport and a temporary probation period for all Intramural activities.
- Only 1 team per organization will be eligible to receive participation points. Points will be awarded for the team which advances furthest in tournament play.
• Involvement in any type of activity deemed severe by the Competitive Sports Staff will result in a loss of all accumulated points and the team will be removed from Director’s Cup competition.
• Teams participating in the “B League” will be ineligible for Director’s Cup points. Only teams competing in the “A League” will receive Director’s Cup points.

<table>
<thead>
<tr>
<th>League Sports</th>
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<tbody>
<tr>
<td>Flag Football, Outdoor Soccer, Indoor Soccer, Outdoor Volleyball, Indoor Volleyball, 5 on 5 Basketball, Softball, Indoor Baseball, &amp; Arena Football</td>
</tr>
<tr>
<td>1 point will be awarded for each regular season win</td>
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<tr>
<td>2.5 points will be awarded for each playoff win</td>
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<tr>
<td>4 points will be awarded for teams reaching the “Final Four”</td>
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<tr>
<td>5 points will be awarded for team participation in a league</td>
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<tr>
<td>6 points will be awarded for finishing “Runner-Up” in your league</td>
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<tr>
<td>8 points will be awarded for winning the championship for your league</td>
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<tr>
<td>10 points will be awarded for winning the “All Campus Championship”</td>
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<tr>
<th>Individual/Dual Sports/One-Day Events</th>
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</thead>
<tbody>
<tr>
<td>Corn Hole, Spikeball, Kan Jam, Dodegball</td>
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<tr>
<td>3 points awarded for competing in tournament / season (up to 5 participants may receive points)</td>
</tr>
<tr>
<td>5 points to the team whose individual wins a championship in their league</td>
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</tbody>
</table>

Intramural Revisions

The Campus Recreation Department, Intramural Program, Competitive Sports Coordinator, and Competitive Sports Staff reserve the right to rule on any case not specifically covered in the rules of the game or in these policies and procedures and will do so in the spirit of the rule and in the spirit of fun, fair and safe participation. To this point, the right is also reserved to put into effect and add to these policies and procedures any new rulings pertaining to Intramural, unsportsmanlike behavior, fair play and the safety of the Intramural participants that will lead to the enhancement of the event or activity and the program’s overall philosophy of fun, fair and safe.