



2023-2024
INTRAMURAL SPORTS
HANDBOOK



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Campus Recreation

Middle Tennessee State University (MTSU) 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 and educate anyone on the policies and procedures that govern the Intramural Sports program. Please note that it is the responsibility of each team/participant to know and understand these policies and procedures. Ignorance of any Intramural Sports policy is not an excuse for failure to comply. Competitive Sports Staff reserves the right to modify these policies at any time. If you have questions, comments, or suggestions, please contact the Competitive Sports Office.

Competitive Sports Contact Information

Table with 3 columns: Office Name, Phone Number, and Email/Contact Info. Rows include Campus Recreation Main Office, Competitive Sports Office, Dan Payne, Olivia Nye, Ryan Kingsbury, Fusion Play app, and Intramural Sports Website.

Intramural Sports Mission Statement

Intramural Sports at MTSU are designed to offer diverse, structured, and activities for members of the MTSU Community. Participants are exposed to unique extra-curricular experiences in a recreational environment where competition is encouraged but sportsmanship is the most prominent.

General Information

Student Employment Opportunities

The Department of Campus Recreation and Intramural Sports program hires student employees in a variety of jobs. For information about these positions, visit our website at mtsu.edu/camprec/employment or call the Campus Recreation Office at (615) 898-2104.

Inclement Weather

In the best interest of all participant’s safety, Intramural Sports contests may be postponed or canceled because of inclement weather. The status of games will be made and communicated to all participants by 3:30 p.m. on the day of the contest. If play is in progress and it begins to rain, the Competitive Sports Staff will make the decision to postpone or cancel at the game site. Canceled games may be rescheduled by the Competitive Sports Staff later that season if space availability and time permits.

If lightning is seen or thunder is heard, all outdoor Intramural Sports activities 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 everyone must wait another 30 minutes. If a game is underway and lightning or thunder forces the staff to postpone it, that game will not resume that day.

Proof of Identification

The Competitive Sports Program requires that all Intramural participants have their MTSU I.D. with them when participating. MTSU Virtual ID through the GetMobile app or government issued photo IDs may be used to check-in provided the pictures are clear. All participants must be on the team roster before they can check in for their game. All participants must check in with the staff prior to participating.

Intramural Sports Field Complex Policies

- Alcohol and tobacco are not allowed
- Pets should remain outside the fence
- Please do not climb the fence
- No trespassing. Violators will be prosecuted
- No solicitation without approval

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. If by removing a 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.

"Coaches", Sideline, and Spectator Guidelines

The Competitive Sports program does not recognize "coaches" for Intramural Sports teams. If individuals are not participating in the game, they are considered spectators. Only officials and participants are permitted on the field of play. Spectators are required to be in the designated section when one is available. Failure to comply with all Intramural Sports Rules and Regulations by spectators will result in immediate expulsion of the spectators and possible forfeiture of 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 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 illegal if you are underage. 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 Student Conduct, and by local authorities if so necessary.

No alcohol is allowed at any Campus Recreation facility. Participants who are suspected of having alcohol will be asked to dispose of it and possibly leave the facility.

Eligibility

Students (Undergraduate/Graduate)

All active undergraduate and graduate students of MTSU are eligible to participate in any activity sponsored by the Intramural Sports program. The Competitive Sports staff reserves the right to check with the Registrar's Office to confirm a participants' status.

No person shall use false identification in order to participate. If caught, the person will be suspended from all Intramural Sports activities for a period of time determined by the Competitive Sports Coordinator and/or 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 gender and one Co-Rec team per sport. Exception: Participants in individual/dual sports may play on one single-gender singles team, one single-gender doubles team, and one Co-Rec/Mixed doubles team per sport. If caught doing so that player shall be suspended for remainder of season and all games in which the ineligible player participated will be forfeited.

Family and alumni members are not eligible to participate in intramural activities.

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. 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.

A student who has been a member of a varsity team at any college or university is ineligible for intramural activities in that or its related sport for one calendar year (see list of similar/related sports below). They will be allowed to participate in their related intramural sport one full calendar year after their final varsity season. A varsity season ends with the completion of the **NCAA National Championship in that sport**. Teams affected by this rule are limited to one player in this category on their team roster and must play in the "A League." Ex: An MTSU varsity basketball player in Fall 2021/Spring 2022 is ineligible to participate in any intramural basketball activity until April 7, 2023.

Faculty/Staff Participants

All active faculty and full-time staff members of MTSU are eligible to participate in any activity sponsored by the Intramural Sports program.

Faculty / Staff participants must be full-time employees of MTSU 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 will be considered eligible on a case-by-case basis.

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

Sport Club Participants

Members of MTSU Sport Clubs will be allowed to participate in intramural competitions in their related sports (see list of similar/related sports below). However, for all Intramural Sports teams, the following eligibility procedure will be used:

- Any related Intramural sport that requires 3 or more players competing at a time may have a maximum of 2 Sport Club participants listed on the team's roster.
- Any related Intramural sport that requires fewer than 3 players competing at a time may have a maximum of 1 Sport Club participant listed on the team's roster.

If you have any sport club participants on your team, you must play in the A League. A person is deemed a Sport Club participant 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 participant, he/she will be considered a club participant with regard to Intramural Sports for one full semester 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 Sports status as a Sport Club participant. Intramural players who join a club team during the Intramural Sports season may be required to discontinue playing for their team in order to keep their Intramural Sports team eligible under this rule.

Professional Athletes

All current and former professional athletes are ineligible to participate in the intramural related sport that they played professionally. An individual loses his or her amateur status and shall not be eligible for participation in Intramural Sports in a particular sport if the individual uses his or her athletic 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. Professional athletes include those who play on national teams.

All former professional athletes may petition the Intramural Sports office to participate in a related sport. To petition, please contact the Competitive Sports Coordinator prior to participation.

Similar/Related Sports

Club/Professional/Varsity Sports	Intramural Sports
Baseball, Softball	Indoor Baseball, Softball, Home Run Derby
Basketball	3-on-3 Basketball, 5-on-5 Basketball, 3 Point Contest
Cornhole	Cornhole
Dodgeball	Dodgeball
E-Sports (specific to individual game)	E-Sports (specific to individual game)
Football	4-on-4 Flag Football, Flag Football
Kan Jam	Kan Jam
Soccer	Indoor Soccer, Outdoor Soccer
Spikeball	Spikeball
Ultimate Frisbee	Ultimate Frisbee
Volleyball	Indoor Volleyball, Outdoor Volleyball, Wallyball

Gender

All players may participate in the gender-specific league that identifies with their personal gender identity. A participant's gender identity will be applied when there are gender specific rules or player ratio requirements within Intramural Sports leagues.

Leagues

Leagues are utilized to provide a more enjoyable and competitive atmosphere. If there is insufficient registration in a league for a sport, they may be combined to allow for maximum participation.

Individual/Dual Sports

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. Participants in individual/dual sports may play on one single-gender singles team, one single-gender doubles team, and one Co-Rec/Mixed doubles team per sport.

Team Leagues

There are a variety of leagues for team play including Men, IFC, Sorority, Women, and Co-Rec. **League separations may include "A" for more competitive and "B" for more recreational.** Participants in team leagues may play on one single-gender team and one Co-Rec team per sport.

Men's

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.

Women's

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.

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. A person may play on a Co-Rec team and one single gender team.

Co-Rec Open

Teams are composed of males and females. However, each team will only need 1 participant of each gender participating at one time. Each gender must be represented on the court/field and not just the roster. A person may play on a Co-Rec Open team and one single gender team.

IFC (Fraternity) / PHC (Sorority) / NPHC (Fraternities and Sororities)

Only Greek affiliated members are allowed to participate in these leagues. Team members must be current members of their organization and should follow all other eligibility policies.

Entry Procedure

Payment Structure

- **Participation in Leagues and events in which participants play on more than 2 days: \$10 per player, per team.** Leagues are defined as multiple games over multiple days.
- **Participation in events in which participants play 2 or fewer days: Free to register.**

Intramural Sports also provides the option to purchase multi-use passes. Participants may purchase a one-semester pass for \$20 or a one-year pass for \$30. These passes provide unlimited play for their listed duration.

Registering a Team

Teams must be registered on Fusion Play by the final day of the registration period.

In order to register a team, captains/participants will need to download the Fusion Play app and follow the instructions there.

Captains will be asked to invite players to teams they have created prior to the beginning of their first game.

Registering as a Free Agent (an individual looking for a team)

In order to register as a Free Agent, download the Fusion Play app.

Free agents are not required to pay their fee unless they get on a team.

Joining a Team

Players may request to join a team through the Fusion Play app.

Team Rosters

Players participating for an intramural team must be on the official team roster on Fusion Play. Participants must be on a team's roster by the end of the regular season to be eligible to participate in the playoffs.

Fusion Play

For more information about Fusion Play, please visit our website <https://www.mtsu.edu/camprec/intramural/index.php>.

Equipment & Attire

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

Jewelry

Participants are expected to remove all jewelry prior to the start of all Intramural events. This includes but is not limited to necklaces, earrings, gauges, finger rings (including wedding bands and rings), and bracelets.

Penalties will be assessed to those wearing jewelry and the penalized participants will be directed to leave the contest until the jewelry is removed.

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 staff must be made aware of the condition prior to play. Religious accessories and military tags are examples of jewelry which may be allowed.

Please check specific sport rules for more jewelry related policies and procedures.

Uniforms

All intramural teams are encouraged to have matching colored jerseys. Jerseys may consist of actual jerseys or T-shirts of the same color with numbers displayed on the back. Pinnies will only be provided if (2) two teams are wearing matching colors.

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.

Logos that illustrate obscene or offensive team names, pictures, or gestures will not be allowed.

Hair Adornments

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

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

Indoor/Outdoor Footwear

Proper athletic footwear is required for intramural participation.

For all outdoor events and 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 worn in soccer cannot have a toe stud on the cleat.

For indoor events or activities (basketball, volleyball, etc.), non-marking athletic shoes are required. Cleats are not allowed in the indoor soccer arena located in the Rec Center.

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

Medical Accessories

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 prior to participation in any activity.

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 and that individual will serve as the liaison between the Competitive Sports staff and their team.

Captain's Responsibilities

Before the Season

1. Create/Register the team
2. Invite players to your team and ensure they are on the active roster prior to participating
3. Ensure that the team roster has met the minimum player requirement for that sport before the deadline
4. Ensure that all team members complete the Participant's Quiz (if necessary)
5. Check eligibility of all team members and ensure they meet the eligibility requirements
6. Become familiar with and familiarize team members with respective sport rules, policies and procedures, the Sportsmanship Rating System, and any additional information covered in the Captain's/Participant's Quiz
7. Notify all team members of their weekly schedule and playoff schedule

During the Season

1. Continually encourage team members to be at the game site 15 minutes prior to the scheduled game time with their **proper identification**.
2. Maintain communication with the Competitive Sports Staff throughout the season regarding schedules, scores, playoffs, sportsmanship, and constructive feedback. This includes defaulting your team's game/match if not enough eligible players can attend
3. Uphold sportsmanship among all team members and spectators before, during, and after each contest. The team captain will be held responsible for any sportsmanship violations committed by team members and spectators before, during, and after games (this includes excessive amounts of trash left behind by teams at game sites)
4. Ensure that any player(s) ejected from an Intramural contest schedules a meeting with the Competitive Sports Coordinator.
5. Verify the final score and Sportsmanship Ratings on Fusion Play after each game, and notify the Competitive Sports staff if there is an error
6. Respectfully speak with the Competitive Sports Staff in reference to any team-related issue

Conduct

Competitive Sports Code of Conduct

All individuals are expected to take responsibility for their own actions and respect staff, opponents, spectators, and fellow team members at all times.

Anyone who willfully causes the destruction of or damage to equipment belonging to Campus Recreation shall be held responsible for all subsequent damages and any costs of repairs or replacement.

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 staff 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 Sports program.

It is the responsibility of the captain of each team to ensure his/her team displays good sportsmanship.

Fans/Spectators

Any participants not on a team's roster are considered spectators. Spectators are held to a higher sportsmanship standard and provided less leeway from staff. Team captains are responsible for keeping their fans under control. Actions of spectators can affect sportsmanship related penalties for teams.

Sportsmanship Rating System

The Intramural Sports program conducts a sportsmanship rating system for teams during intramural contests. The rating scale used is 0 – 10 and some of the guidelines for each rating are outlined below. Competitive Sports staff will rate each team on their sportsmanship at the conclusion of the game. This rating system is intended to be an objective scale by which team's attitude and behavior can be assessed throughout the season. Behavior before, during, and after an intramural sports contest will be included in the rating.

- **Excellent Rating: 9 – 10.** The team presents outstanding character during competition. Examples of excellent sportsmanship include, but are not limited to: Respect shown to the game, staff, and facility by participants and spectators at all times, appropriate language is used at all times, shaking hands with opponents and/or staff after game, helping opponents up from the ground, avoiding excessive celebration, maintaining complete cooperation and managing emotions of team, and cheering for team instead of criticizing opponents or staff. Every team will start each game/match at a 10 sportsmanship rating. Teams that win by default or forfeit will receive a 10 sportsmanship rating.
- **Acceptable Rating: 7.** The team cooperates with staff and/or opponents and presents an overall good attitude. Participants may display small disagreements/frustrations with decisions of staff/officials. A few minor isolated incidents of unsportsmanlike behavior towards opponents, spectators, or staff. The team receives no ejections or unsporting fouls. Teams must obtain a 7.0 sportsmanship average to be eligible to participate in the playoffs. Teams that lose by default will receive a 7 sportsmanship rating.
- **Poor Rating: 5 – 6.** Some incidents of questioning of judgment/officiating abilities and/or public gestures showing displeasure with staff. Some incidents of unsportsmanlike behavior towards opponents, spectators, or staff. The captain has little control of their team. Examples include, but are not limited to, trash talk, inappropriate/disrespectful language and/or celebrations are used. A team that is penalized with one unsporting foul can get no higher than a 6 sportsmanship score for that game/match.
- **Unacceptable Rating: 2 – 3.** Frequent questioning of judgment/officiating abilities and/or public gestures showing displeasure with staff. If a team receives 2 unsporting fouls or a player gets ejected, they can receive a sportsmanship score no higher than a 3 for that game/match. The captain has no control of his/her team. A team that loses by forfeit will receive a 3 sportsmanship rating for that game/match.
- **Forfeit Rating: 0.** 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 lower than a 3 sportsmanship rating for any game in which they participated during the regular season must meet with the Competitive Sports professional staff in order to be eligible to play in their next contest.

Playoff Sportsmanship

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

A losing team which receives a sportsmanship rating of 3 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. Suspensions may carry over from one semester to the next if it is necessary.

Music

Participants and non-participants may bring and play their own music. However, the following guidelines will be used by Campus Recreation staff to monitor music:

- Music should not be played at the specific game court/field during play. It should only be played during dead ball periods such as time-outs, half-time, or between games
- Music should not include inappropriate language
- Music should be kept at a reasonable volume and should not interfere with any Campus Recreation operation or disadvantage any team

If all of the above policies are not met, the Competitive Sports staff will require the music to be turned off.

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.

Individual Penalties

Any individual who receives three (3) unsportsmanlike fouls during a 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.

Team Penalties

A team's sportsmanship rating may be lowered if the team leaves an excessive amount of trash at the game site.

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. If the team or organization has multiple unsporting fouls in multiple sports the team may be subject to further implications at the discretion of the Competitive Sports 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.

Office of Student Conduct

The Competitive Sports program works closely with the Office of Student Conduct when deciding some penalties for individuals and teams. Find out more about the Office of Student Conduct by visiting their website → <https://www.mtsu.edu/student-conduct/>.

Ejections, Suspensions, & Reinstatement

Ejections

Anyone that chooses to practice unsportsmanlike behavior before, during, or after a contest may be ejected. Any member of the Competitive Sports Staff may administer the ejection.

Anyone that is ejected from an Intramural contest must immediately leave the facility but only after speaking with the Competitive Sports Supervisor. The captain or ejected person 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.

Suspension & Reinstatement

Anyone ejected from an intramural contest will be suspended indefinitely from all intramural activities until they meet with the Competitive Sports Coordinator. The Competitive Sports Coordinator will make a ruling on the length of suspension. The suspension will not begin until after the suspended person has satisfied all reinstatement criteria. Each incident will be reviewed on a case-by-case basis.

All participants that are ejected from an intramural activity will be placed on probation for an indefinite period of time.

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. Furthermore, they must complete all reinstatement procedures.

Defaults & Forfeits

Defaults

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.

A default occurs when:

1. A captain contacts the Competitive Sports Office by 3:30 p.m. on the day of the contest to state that his/her team is unable to play in that game.
2. A team has (1) one 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 (10) ten minute grace period, with a running clock, at the discretion of the Competitive Sports Staff and opposing team.

A team that defaults will receive a **7** sportsmanship rating for that game.

Forfeits

A forfeit is an un-played game that is recorded as a loss. Teams that forfeit will be assess a forfeit fee of \$40 for officiated sports and \$25 for non-officiated sports. All forfeit fees must be paid in the Campus Recreation Office.

A forfeit occurs when:

1. 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 (10) ten minute grace period, with a running clock, at the discretion of the Competitive Sports Staff and opposing team.
2. A game ends due to unsportsmanlike behavior.
3. A team participates using ineligible players. These forfeits may occur after the game has been played.

If a team does not pay their forfeit fine by the end of the regular season, they will not be included in the playoffs. If a team forfeits twice, they are immediately removed from the league.

A team that forfeits will receive a **3** sportsmanship rating for that game.

Game Reschedules

Teams will select a day and time period they would like to participate during the registration period. Teams may choose to select their preferred time to play by contacting the Competitive Sports staff at mt.intramurals@gmail.com prior to the end of the registration period. Once the team schedules have been made, the following procedure will take effect for teams requesting to reschedule a game/match:

- A team captain may request to reschedule a game by contacting the Competitive Sports staff at 615-898-5068 or mt.intramurals@gmail.com at least 24 hours in advance of their game time.
- The Competitive Sports staff will give that team captain the days and times a re-schedule would be possible and ask if the team would be available during those times.
- If the team is available at any of those times, the Competitive Sports staff will inform the captain of the next steps and contact the opposing team captain to determine if the opposing team is available at any of the new times.
- It will be the opposing team's option of whether or not to move the game to a new time. If the Competitive Sports staff does not hear back from the opposing team with a decision by 3:30 pm on the day of the game, the game will not be moved and kept and it's originally scheduled day and time.
- The Competitive Sports staff will contact the captain requesting the reschedule, inform them of the result of the reschedule attempt, and ask if they would like to default their game.

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

A team or captain can protest the eligibility of players on the opposing team. Eligibility protests should be brought to the attention of the Competitive Sports staff immediately. Protest forms should be filled out at the time of the claimed protest.

All protested decisions will be made by Professional Staff and Graduate Assistants as early as the next business day.

Playoff Qualifications

All teams with a minimum sportsmanship average of 7.0 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 6.5 and 6.99, that team may petition the Competitive Sports staff to enter the playoffs. To petition, that team should email the Competitive Sports staff at mt.intramurals@gmail.com by 12 noon on the day after the conclusion of the sport's regular season.

Playoff Seeding Objective

It is the goal of the Competitive Sports program to provide a playoff atmosphere which is not only competitive to all who participate, but also to award proper seeding to each team involved. For this reason the following criteria will 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:

1. Amount of losses
2. Sportsmanship Rating Average
3. Head-to-Head result
4. Point Differential
5. Random

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.

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.

Playoff Bracket Composition

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.

Greek Director's Cup Points System & Athlete of the Year

Director's Cup

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.

- Team's participating in Men's, Women's, and/or Co-Rec leagues are eligible to gain points.
- When a Fraternity or Sorority league is provided, teams must compete in this league in order to be eligible to receive points.
- In order to be eligible to receive points in league/team sports, each team's name must include the organization they are participating for.
- Only 1 single-gendered and 1 Co-Rec team per organization will be eligible to receive playoff points in League Sports. Playoff points will be awarded for the team which advances furthest in tournament play.
- Playoff points are not cumulative. A team will only be awarded playoff points for where they were eliminated.

- Up to 5 teams in each sport may receive participation points per organization.
- To receive participation points, a team(s) needs to average a 7.0 or better sportsmanship rating and attend the Captain's Meeting (if required) as well as the Playoff Captain's Meeting (if required).
- Any forfeits for a team will result in a loss of all participation points for that team for that related sport.
- Involvement in any type of unsportsmanlike behavior may result in a loss of all accumulated and possible points.
- Only teams competing in the "A League" will receive Director's Cup points. Teams participating in the "B League" will be ineligible for competition points.
- Teams with an 10.0 sportsmanship rating average at the end of the season will be awarded an additional 5 points.

League Sports
Flag Football, Outdoor Soccer, Indoor Soccer, Outdoor Volleyball, Indoor Volleyball, 5-on-5 Basketball, Softball, Indoor Baseball, Ultimate *Additional sports may be added.*
1 point will be awarded for each regular season win (regular season points)
2.5 points will be awarded for each playoff win (playoff points)
4 points will be awarded for teams reaching the "Final Four" (playoff points)
5 points will be awarded for team participation in a league (participation points)
6 points will be awarded for finishing "Runner-Up" in your league (playoff points)
8 points will be awarded for winning the championship for your league (playoff points)
10 points will be awarded for winning the "All Campus Championship" (playoff points)

Individual/Dual Sports/One-Week/Special Events
3 Point Shootout, Corn Hole, Spikeball, Kan Jam, Dodegball, Wallyball, 4-on-4 Flag Football, Bocce Ball, Home Run Derby, E-Sports Events *Additional sports may be added.*
3 points awarded for team participation (participation points)
5 points will be awarded for winning the championship for your league (playoff points)

Intramural Participants of the Year

Each year, the Competitive Sports staff will select a Fraternity and Sorority Intramural Sports Participant of the Year. These participants should exemplify the mission and values of the Intramural Sports program through their participation, sportsmanship, and dedication to the program.