

INTRAMURAL HANDBOOK

Western Illinois University–Campus Recreation

UPDATED for Fall 2009

INTRAMURALS

WIU INTRAMURAL SPORTS PROGRAM MISSION

The goal of the Intramural Program at Western Illinois University is to provide participants with a comprehensive array of activities, a friendly and knowledgeable staff, and a safe playing environment. All activities will be social, competitive, and sporting in nature while encouraging and promoting the value of fair play and a healthy lifestyle.

Event Winners

Teams/Individuals who win an event in their respective division will be awarded an Intramural Championship T-shirt and have their picture displayed on the Campus Recreation website.

Intramural Champion t-shirts come in two different styles. which correspond to the type of event that team or individual wins.

Each event has a roster maximum. No Intramural Champion Shirts will be given to participants in excess of the roster maximum. In order to receive an Intramural Champion Shirt a participant must be on the roster in the championship game/match.

Intramural Male and Female Participant of the Year

The John Nickerson Award

Awarded annually to the Male Intramural Participant of the Year. Winners' names will be etched in a permanent plaque within the Student Recreation Center. This award recognizes outstanding leadership, achievement, and community building as recognized by the Intramural Staff.

The Tammy McGovern Award

Awarded annually to the Female Intramural Participant of the Year. Winners' names will be etched in a permanent plaque within the Student Recreation Center. This award recognizes outstanding leadership, achievement, and community building as recognized by the Intramural Staff.

Sportsmanship Awards

A Sportsmanship Award is awarded to a participant or team who exemplifies the purpose of Intramural Sports at WIU according to our program statement which appears on page. Each of these award winners will receive a certificate indicating their accomplishments, and their pictures will be published on the Campus Recreation website and bulletin boards.

ELIGIBILITY REQUIREMENTS FOR INTRAMURAL SPORTS

University Status

1. All valid students (Western Illinois University students only) with a student ID car are eligible to participate in the WIU Intramural Sports Program as long as they have paid the Spencer Student Recreation

Center fee. WESL Students must purchase a Spencer Student Recreation Center membership to participate in Intramurals.

2. Employees/Alumni of the University who purchase a membership to the Spencer Student Recreation Center are eligible to compete in Intramural Sports activities unless specifically noted in the literature for that event.
3. Spoon River College students living in Western Illinois University residence halls or off campus are not eligible for Intramural Sports competition, even if the student has purchased a membership to the Spencer Student Recreation Center.
4. A person is ineligible if he/she does not meet all eligibility requirements, or has been suspended from Intramural Sports or the Spencer Student Recreation Center.
5. Individuals may play for one men's or women's team and one co-rec team in a given sport.
6. A player is considered a legal member of the team on which he/she first played. Therefore, if a participant plays for a second team they will be ruled ineligible and that second team shall default that game.
7. All games that a player competes in after becoming an illegal player shall be defaulted.

Professional Athletes

Professional athletes may participate in team Intramural Sports activities in the competitive level of play in a sport which does not correspond to their professional sport. They may not play in individual/dual activities which correspond to the sport in which they hold professional status.

Intercollegiate Athletic Affiliation

All persons who are practicing or competing with or listed on any intercollegiate team after the team has either completed try outs or announced/published its roster are ineligible to participate in intramural sports which correspond to their intercollegiate sport for the entire academic year.

Additionally, all persons who practiced or completed or were listed on any intercollegiate team after the team completed try outs or announced/published its roster the previous academic year will be eligible to participate in

intramural sports which correspond to their previous intercollegiate sport, however they must compete at the highest level offered.

Intercollegiate Athlete Standing	Eligibility Restraints
Practicing, competing or listing on intercollegiate team during current academic year	May not compete in intramural sports which correspond to their intercollegiate sport
Practiced, competed or listed on intercollegiate team the previous academic year	May compete in intramural sports which correspond to their intercollegiate sport but compete at highest level
Practiced, competed or listed on intercollegiate team in a year before the previous academic year	May compete in intramural sports which correspond to their intercollegiate sport, only at highest level

Club Sport Affiliation

A Club Sports Athlete is any individual who has paid dues to a sports club, participated in club competition or are listed on the official club roster. Doubles teams are limited to one club member per team. Additional regulations for Club Sport Athletes are:

1. Recognized sport clubs shall not participate as a team in Intramural Sports activities corresponding to the sport played by the club.
2. The number of club players that may participate on an intramural team of a corresponding sport are restricted to as follows:
 - 1-4 players required= 1 club member allowed on corresponding intramural roster
 - 5-8 players required = 2 club members allowed on corresponding intramural roster
 - 9 + players required = 3 club members allowed on corresponding intramural roster

3. Sport Club members may compete in corresponding intramural activities only at the highest level of competition available.

4. Games played with more than the allotted number or will be defaulted and the team will receive sanctioning

Corresponding Sports

The following is a list sports that correspond to Intramural Sports offered by Campus Recreation. This list is not comprehensive and all decisions regarding corresponding sports are left to the Assistant Director of Intramural Sports.

Corresponding Club Sport	IM Sport	# Club Players Allowed
Basketball	5v5 Basketball	2
	3v3 Basketball	1
	Basketball (1-2 players)	1
Bowling	Bowling (1-4 players)	1
Football	Flag Football	2
	Arena Football	2
	4v4 Football	1
Golf	Golf (1-4 players)	1
Hockey (Floor/Ice/Roller)	Floor /Roller Hockey	2
Soccer	Outdoor Soccer	3
	Indoor Soccer	2
Softball /Baseball	Softball	3
	HR Derby	1
Tennis	Tennis Singles/Doubles	1
	Ultimate Frisbee	2
Ultimate Frisbee	Disc Golf (1-4 players)	1
	Volleyball	2
Volleyball	4v4 Volleyball (Sand)	1
	3v3 Volleyball (Sand)	1

Team Membership

Players are allowed to play on intramural teams with the following stipulations.

1. A player participating in an activity with a team may not transfer to another team during the same sports season.
2. No player can play on more than one team in the same league and same sport
3. Players may play on both a men's or women's team and a co-rec. team.
4. If a player is found to be on two teams within the same division in the same sport, at minimum a default and up to disqualification will be given to the team which does not have the individual's signature on their roster, or both teams will at minimum a default and up to disqualification if his/her signature is on both rosters.

Assumed Name

An assumed name situation occurs when a player does not use his or her own name when participating in IM activities. Any player competing under an assumed name will be ineligible for IM participation for one calendar year beginning at the time the discrepancy is first noticed. Team managers using a player under an assumed name are responsible and the same sanction may apply.

Ineligible Player

The team captain will be responsible for ensuring the eligibility of all members on his/her team. The use of an ineligible player in any Intramural Sports contest will result in at minimum a default and up to disqualification of the game by the team using the ineligible player.

Once a player has been declared ineligible they remain ineligible for the duration for the sport unless otherwise declared eligible by the Assistant Director of Intramurals.

EVENT REGISTRATION PROCEDURES

Event registration is the act of signing up to participate in an Intramural Sports event. At present, nearly all events have no fee for registering for competition. Some events require participants to pay fees such as green fees for golf.

Signing up a team

Teams [register for intramural sports online](#). Online registrations must be submitted by 11:59pm on the last day of registration indicated for that particular event. Names and ID numbers of teammates are needed to sign up a team, however, participants may be added after the roster is submitted. For questions on how to sign up a team please call the Campus Recreation Office at (309) 298-1228 between 8:00am-4:30pm Monday-Friday.

Team Names

When registering for team leagues and tournaments the captain may select a team name for their team's designation. Please be creative, we encourage unique names with the following stipulations.

1. No vulgar, profane or derogatory language may be used in the team name
2. No references to drugs, alcohol, tobacco, or violence may be used in the team name
3. No sexual references or innuendos may be used in the team name
4. No confusing terms such as BYE or canceled, etc may be used in the team name

If a team submits an inappropriate team name it will be changed in the Campus Recreation Office and the team captain will be notified of the change. Also, teams will not be allowed to compete while wearing team apparel with inappropriate names or pictures.

Entry Deadline

Team entries must be submitted online by 11:59pm by the entry deadline day. Entries received after this deadline will be placed on a waiting list subject to availability and are subject to a non-refundable \$5 late entry fee. Teams will be placed in conferences, divisions, and leagues based on availability. The entry deadline is listed on all event posters, and all Intramural Calendars.

Free Agents

For individuals in search of a team to play on, as well as managers who need extra players, a list is located online at <http://www.campusrec.wiu.edu/intramurals/freeagents/>. Individual players are welcome to attend the manager's meetings in order to attempt to join a team.

Captains' Meetings

Attendance of a Captains' meeting is mandatory for all activities as indicated on the Intramural Schedule. A team representative must be present at this meeting. Failure to attend this meeting will result in fee of \$10 which must be paid within 48 hours to the Campus Recreation Office. Captains will also be responsible for reading and understanding all Intramural Sports policies for that particular event.

Captains' Meetings

For some sports there are captain's meetings for playoffs. Playoff captain's meetings **must be attended** or teams will not be scheduled for the playoffs.

Role of Team Captain

Captains of each team serve multiple functions.

1. The captain will be the individual our office contacts in the event of a schedule change
2. Captains are responsible for their team's actions; therefore, in the event their team forfeits, they are responsible to pay a forfeit fee. Additionally captains are required to maintain control of their team's behavior while participating in Intramural events.

3. The captain must pass information about the event on to their teammates. Information at the captains' meeting is meant to assist teams in their participation goals.

In order to aid this process, we ask that the captain have an answering service on their phone and check it frequently.



DISTRIBUTION OF INTRAMURAL SCHEDULES

League schedules will be posted on the Intramural web-page. These schedules shall be completed and ready for posting online no later than 2:00pm on the Friday following the captain's meeting.

Schedule Phone Policy

No schedule information shall be given over the phone, unless our office calls to inform you that your game has been moved or canceled due to unforeseen circumstances.

Website

The Campus Recreation website, www.campusrec.wiu.edu, displays updated schedule information, photos, and statistics.

Rules Governing Creation of League and Tournament Schedules

A minimum of six (6) teams are required for a league to compete. If fewer than six teams register for a given league, these teams may be moved to another league at the discretion of the Assistant Director of Intramurals and approval of the team representative.

INTRAMURAL SPORTS PARTICIPATION

ID Policy

All participants must bring a valid WIU student or faculty/staff ID card to each and every activity. The primary purpose of this policy is to determine identity before every Intramural event. Intramural staff, graduate assistants, supervisors, officials, and equipment personnel may request an ID card at any time. An ID card is required to check out equipment needed for play. Students and Faculty/Staff with ID cards that do not have a distinguishable photo will not be allowed to participate in any intramural event.

Game Time and Forfeits

It is imperative that games begin as scheduled. There is **NO** grace period between scheduled start times and forfeit time. If a team does not have the minimum number of players signed-in and ready to play at the team's scheduled field **at game time**, a forfeit will be called. If neither team has met these requirements, a double forfeit will be called. A forfeit fee of **\$20** for tournaments and **\$30** for leagues will be assessed and must be paid **within 48 hours** to the Campus Recreation Office.

Roster Additions

Following the entry deadline, additions to a team's roster may be completed in the Campus Recreation Office 206 or on the field with valid ID card. Any additions to a team's roster are made under the following parameters:

1. During league play, players may be added until the last regular season game has been completed. No players may be added during a post-season tournament.
2. In single or double elimination tournaments, players may be added to a team's roster prior to the team's second scheduled contest. This does not apply to post-season tournament play.

THOU SHALT PRESENT THY ID CARD TO
PARTICIPATE IN INTRAMURAL EVENTS

SPORTING BEHAVIOR SYSTEM

Intramural Sports place great emphasis on sportsmanship and fair play. Competitive play is encouraged, but never at the expense of respect between players or adherence to the rules, and the basic joy of play.

This system is designed to help players become more aware of the attitudes and actions they foster in competition towards opponents, officials, and teammates. It is hoped this feedback from the officials and the Intramural staff will promote behavior that makes playing truly fun and healthy for everyone involved. Participating in an unsportsmanlike manner may result in suspension of participation privileges.

Sporting Behavior Rating System

A sporting behavior rating system is used to evaluate each team's sporting behavior during each contest. After each contest, officials and one on-site staff person rate teams on their sportsmanship. These figures are averaged to determine a team's overall score for the night and are included in a special box on score sheets.

Each team is rated scale of 0.0 to 4.0. The closer a team's average is to 4.0; the closer the team is playing with a true understanding of what the spirit of competition is all about. If a team does not average a 2.5 in the regular season, it will not be eligible for playoffs. If at anytime after the first two games of a season a team's average is below 2.0, they are subject to immediate disqualification from that sport. After two ratings of 0.0, a team automatically is dropped from that sport. Once in postseason play, teams which receive a sporting behavior rating of below 2.0 will be dropped from the tournament. That team's opponent will advance if the team meets the sporting behavior requirements. Poor sporting behavior can also lead to probation, suspension, and permanent loss of Intramural Sports playing privileges for the individual and/or team.

Sporting Behavior Rating Scale

4 – Excellent Conduct and Sportsmanship- Players cooperate fully with the officials and other team members. The captain calmly converses with officials about rule interpretations and calls. The captain also has full control of his/her teammates, bench, and spectators. Teams that win by forfeit will receive a "4". Teams that receive 1 verbal warning for use of profanity cannot receive higher than a "3" rating.

3 – Good Conduct and Sportsmanship- Team members verbally complain about some decisions made by the officials and/or show minor dissension, which may or may not merit a yellow card (soccer, volleyball, softball), unsportsmanlike flag (flag football), or technical foul (basketball). Teams that receive 1 yellow card (soccer, volleyball, softball), unsportsmanlike flag (flag football), or technical foul (basketball) cannot receive higher than a "3" rating.

2 – Average Conduct and Sportsmanship- Team shows verbal dissent towards officials and/or the opposing team, which may or may not merit a yellow card (soccer, volleyball, softball), unsportsmanlike flag (flag football), or technical foul (basketball). Captain exhibits minor control over his/her teammates, bench, and spectators, but is in control with himself/herself. Teams receiving multiple yellow cards (soccer, volleyball, softball), unsportsmanlike flags (flag football), or technical fouls (basketball) cannot receive higher than a "2" rating.

1 – Below Average Conduct and Sportsmanship- Team consistently comments to the officials and/or the opposing team from the field and/or sidelines. The team captain exhibits little or no control over teammates, bench, spectators, and/or himself/herself. A team which receives one red card (soccer, volleyball, softball) or an ejection (flag football, basketball) cannot receive higher than a "1" rating.

0 – Poor Conduct and Sportsmanship- Team is completely uncooperative. Captain has no control over teammates, bench, spectators, and/or himself/herself. Any team causing a game to be forfeited, other than by not showing, or receives multiple ejections will receive a “0” rating.



Appeal of a Team Sporting Behavior Rating

A season ending rating can be appealed by the captain. A written appeal must be filed within 48 hours of the rating. During the appeal process, the burden of proof shifts from Campus Recreation to the captain. The process is a review of the record of the incident(s) and reasons for the season ending behavior. Teams will remain dropped from any further competition during the appeal process. Acceptable reasons for an appeal are; new information concerning the contest becomes available, and/or the sanction is too severe for the offense.

Team Conduct Resulting in a Default

In addition to the sportsmanship rating system, the following team behavior will result in a game being immediately stopped and defaulted, regardless of score or time remaining.

1. Two (2) separate individuals receiving red cards or ejections.
2. Any player(s) and/or spectator(s) other than the designated game captain, leaving the team area/bench to join a situation in the game. *A person's intentions are irrelevant.*
3. Failure of a captain or team to provide required information to the Campus Recreation Intramural staff or failure of ejected participant(s) and/or spectator(s) to leave the vicinity within the allotted three (3) minutes or returning to the vicinity during or after the game. A player cannot return for the second game when back to back games are scheduled

Sporting Behavior Rating for Forfeit/No Show Games

A team that wins by a forfeit will receive a 4.0 rating. If a team that forfeits a contest where at least one team member is present will receive a rating of 2.0, while a team that no shows will receive a 0.0 rating.

Player Ejections

When students behave in an unacceptable manner, they will be ejected from the program site. When ejected, a student must leave the facility within three (3) minutes. The three minutes are given to collect belongings and to receive information about the Intramural Governing Board which will meet to issue sanctions to the individual pending a review. In addition to the possible probation and suspension, team participation points are lost upon each ejection (see Participation Points).

RULES OF CONDUCT AND SUSPENSIONS

Rules of Personal Conduct

Any person who commits, attempts to commit, incites, or aids others in committing any of the following acts of misconduct shall be subject to disciplinary procedures of the Intramural Student Governing Board. If a player is ejected from a game, he/she is suspended indefinitely from all intramural competition and use of the Donald S. Spencer Student Recreation Center.

NOTE: Team captains, managers, coaches, and/or spectators are responsible for their own personal conduct and are therefore subject to the same disciplinary actions as team players.

1. If a player or spectator makes physical contact in a threatening manner toward an employee of Campus Recreation an indefinite suspension, a minimum of one year, will result. This suspension is effective immediately and he/she will be on probationary status upon reinstatement. In case of harassment, participants will receive an indefinite suspension, a minimum of three weeks from intramural play.
2. If a player strikes or attempts to strike another player it will result in an indefinite suspension and probationary status upon reinstatement. If a player initiates or retaliates with physical contact it will result in a minimum suspension of three months from intramural play. In the case of self-defense, a player will receive a minimum of two weeks from intramural play.
3. If any player and/or spectators leave benches/viewing areas to participate in any altercation it will result in an indefinite suspension, a minimum of two weeks effective immediately. Reinstatement will be upon probationary status. Team captain must meet with the Intramural Student Governing Board.
4. Any individual playing on more than one team (exception: participants may play on one male or female team and one co-rec team) will be suspended for a minimum of the remainder of that sport.
5. Fraudulent acts shall be defined as misrepresentation of a score, playing while ineligible or under suspension, or allowing any individual to use your ID for intramural competition. If any player commits any fraudulent act a minimum suspension from all sports for three months will result.
6. Verbal abuse or threatening by participants in the form of profanity, racially disparaging remarks, baiting, or any other inappropriate language to a participant, including a teammate, spectator or University employee before, during, or after a contest will result in a minimum two week suspension from intramural play.
7. Failure to cooperate by providing information requested by a Campus Recreation or University employee will result in immediate suspension from the present contest and the next scheduled event.
8. Willful damage/destruction of facilities/equipment will result in immediate suspension from all intramural contests for a minimum of two weeks.

Policy on Alcohol, tobacco, and Drugs

The purpose of Campus Recreation is to provide participants with healthy lifestyle activities. Therefore, all alcohol, tobacco, and illegal drugs are not allowed at any intramural event. Individuals possessing alcohol, tobacco, or illegal drugs or under their influence will be asked to leave immediately. Additionally, the Office of Public Safety will be notified of violations of law and university policy and officers will be enlisted to escort violators from the facility.

Suspension Due to Repeated Forfeiture

An organization or individual may be suspended from intramural competition for repeated incidents of forfeiture. Organizations that register participants for competition are responsible for any forfeit by those individuals and repeated offenses of forfeiture may result in the loss of Student Recreation Center privileges, including intramural eligibility for a minimum of one sports season for the individual, team and/or organization and loss of facility use privileges at the Spencer Student Recreation Center.

STUDENT HEALTH INSURANCE

In order to participate in Intramural contest participants must be currently insured either by Western Illinois University through student insurance or by their own comparable private insurance. If student is found without insurance they will be ineligible to participate in intramural contest until they are insured. Captains are responsible to make sure each participant is eligible to participate in each intramural contest.

POSTPONEMENTS AND CANCELLATIONS

Postponements and cancellations of scheduled Intramural Sports contests occasionally result from inclement weather, loss of facility space due to changes in University schedules and other unforeseen circumstances. Whenever possible, Intramural Sports will reschedule contests that have been postponed. Certain factors, however, such as relatively short playing seasons, limited facility space, and time restrictions often prevent contests from being rescheduled. These contests are therefore canceled and will not be rescheduled.

Field Conditions

Intramural staff will determine if field conditions are playable by 2:00 p.m. This decision is based not only on the current weather conditions, but also existing field conditions. Consequently, an event may be postponed or canceled due to wet conditions, even in nice weather if the fields are still unplayable.

Notification of Postponement or Cancellation

It is the policy of Intramural Sports to make decisions regarding postponements and cancellations by 2:00 p.m. on the day of the scheduled contest. Games may be postponed on site if inclement weather or other conditions occur. When the decision has been made to postpone or cancel a contest before the contest occurs, Campus Recreation will contact via telephone the captains of those teams that are scheduled to play. The team captain must have an answering machine or voicemail.

Notification of Rescheduled Contests

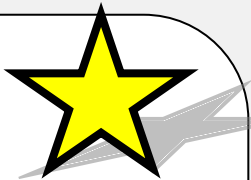
Games may or may not be rescheduled depending on game circumstances, facility availability and other factors. If a game is to be rescheduled, notification of rescheduling will be made by telephone to the team captain as soon as possible.

PROTESTS AND APPEALS

An organization or individual may protest the eligibility of a specific opponent or opponents or rule application. Additionally, Governing Board sanctions appeals may be submitted for review. Specific names and/or numbers must be submitted in writing to the Campus Recreation Office, SRC 206. Eligibility protest may be made at anytime.

1. Any individual that violates eligibility rules shall be suspended from intramural competition for a minimum of one (1) calendar year.
2. Any team that uses an ineligible player shall default that contest and any other games in which he/she may have played and maybe removed from further competition in that event.
3. Appeals concerning misinterpretation of playing rules will be resolved **at the time they occur**. The Intramural Sports staff member in charge will be called over to rule on the disagreement.
4. If a team is still feels the ruling is incorrect, they must make it known to the Supervisor that they want to protest the game. At that time, the details of the game at the time of protest will be recorded so that an appropriate judgment can be made.
5. All decisions by the Intramural Sports staff concerning protests may be appealed to the Assistant Director of Campus Recreation. This appeal must be made in writing and turned in **within 48 hours**.

GOOD REASON CLAUSE



CAMPUS RECREATION STAFF (PROFESSIONAL, GRADUATE ASSISTANT, SUPERVISOR OR OFFICIAL) MAY FOR GOOD REASON, **INDEFINITELY SUSPEND AN INDIVIDUAL, A TEAM OR AN ORGANIZATION FROM INTRAMURAL COMPETITION AT ANY TIME, FOR ANY INCIDENT.**

THE ASSISTANT DIRECTOR OF INTRAMURALS WILL DECIDE IF FURTHER ACTIONS OR SANCTIONS ARE REQUIRED.

FORFEIT FEE POLICIES AND PROCEDURES

Stipulations of the forfeit policy begin with the submission of a team entry. Once a team has correctly completed and submitted in a Team Entry to Intramural Sports, the team is granted all the rights and responsibilities of program participants. As part of these responsibilities, the team assumes financial responsibility for any and all forfeits incurred during the given activity.

Once a Team Entry has been accepted by Campus Recreation, the team is expected to show for each contest on time and with the minimum number of players needed to begin the contest. If a team cannot show for a given activity, the captain of the team is expected to file an advance default with the Campus Recreation Office 206. To complete an advance default, call 298-1228 and inform the Campus Recreation Office of the team's intent to default **no later than noon the day of the contest**. When this is done, a loss is recorded for the team and no fee is assessed. A team can complete an advance default once in each Intramural Sports activity.

If a team fails to show for a scheduled Intramural Sports activity or file an advance default with the Campus Recreation Office, that team shall be assessed a **\$20 (\$30 for Team Leagues) forfeit fee**, payable to Campus Recreation. Failure to pay this fee to the Campus Recreation Office within 48 hours of the scheduled game will result in a forfeit of the game and the team shall be disqualified from the league. If a team has difficulty paying the forfeit fee, arrangements must be made with the Intramural Sports Office (room 206 in the SRC) prior to the team's next scheduled activity. Campus Recreation emails a copy of the league schedule for each team representative who attended the captains' meeting. It is the responsibility of the team representative to inform teammates of playing times. **Team captains shall not be called regarding scheduling information unless a game must be changed by a member of the Intramural Sports Staff due to unusual circumstances or inclement weather.**

Campus Recreation shall call a team when that team's opponent has called the Campus Recreation Office and completed an advance default form (indicating their intent to forfeit). Failure to pay a fine by the end of the season will result in the fine carrying over to the next sport and you will not be eligible to play until the fine is paid.

Teams forfeiting will receive a 2.0 for sportsmanship if at least one team member is present at the game. If no team members are present the team forfeiting will receive a 0.0 for sportsmanship. The team winning as a result of forfeit will receive a 4.0 for sportsmanship.

CONFERENCES, LEVELS OF COMPETITION, AND DIVISIONS

Intramural Sports events are designed to provide students with quality recreational sports opportunities. Students come from a variety of backgrounds and possess a wide variety of athletic ability and competitive need. A successful recreational program provides opportunities that address these various levels of need and ability. Therefore, Intramural Sports has designed conferences, divisions and leagues that cater to the needs and abilities of a wide variety of students.

Types of Participation

Residence Hall

Teams are formed by participants who represent a floor in a residence hall, or graduate housing. The purpose of this is to build a sense of floor pride and unity. They will compete in Residence Hall leagues and tournaments.

Greek

Teams are formed by members of Greek organizations belonging to the Interfraternity Council, the Pan-Hellenic Council, International Pan-Hellenic Council, and the National Pan-Hellenic Council. They will compete in Greek leagues and tournaments.

Independent

Teams are formed by participants who are not eligible for the Residence Hall or Greek Conferences. They will compete in Independent leagues and tournaments. Combined types will be independent.

Leagues of Competition

Competitive League of Play

The Competitive level of play is designed for the participant with a moderate to high level of athletic ability or for those students who prefer to recreate in a competitive environment. These leagues emphasize teamwork, mastery of sports skills, and sportsmanship. Teams and team members are evaluated on sporting behavior and sporting behavior is one criteria used for determining playoff eligibility. Current and former varsity athletes and current sport club members are required to play in this level.

Intermediate League of Play

The Intermediate level of play is designed for the participant who wants a competitive environment but might not have the high level of athletic skill or ability a varsity athlete or sport club member might possess. It is open to all students except current and former varsity and current sport club athletes (unless this is the highest level of available competition).

Recreational League of Play

Ideal for beginners, these leagues emphasize the enjoyment of competition through cooperation with teammates and opponents, experimentation with sport and a low level of competition. However, this level will not be available to teams participating in the Greek Conference.

Divisions

Men's, Women's, and Co-Rec Divisions are offered in all team events sponsored by Intramural Sports. Students may participate in **either** a Men's or Women's League **and** a Co-Rec League (for a total of 2 teams). The Men's or Women's League **and** the Co-Rec division may be in the competitive, intermediate or recreational level of play. If an event has Open as a division, all participants/teams will be grouped into one level of play.

INTRAMURAL PARTICIPATION POINT SYSTEM

Intramural Sports uses a participation point system to recognize organizational and team participation during the semester and year.

Participation Points

Participation points will be awarded to teams in the Competitive League of play only. Participation points will be awarded to organizations that have students competing in individual intramural sports activities such as tennis, racquetball, table tennis, etc, but must register them under the same team name to which the points are to apply.

There will be three sets of point systems this year: Residence Hall, Greek, and All-University. Points are accumulated throughout the school year for recognition. Points are also accumulated throughout the year for the All-University Cup (any hall/organization/independent team can win), the Greek Supremacy Cup (using a Greek specific participation point system), and the Residence Hall Championship (using the same formula as the All-University Cup).

Participation Point Eligibility

Residence hall, Greek chapter, or independent group affiliations must be declared on the Team Entry Form at the time of entry. Any team not declaring an affiliation or failing to meet the division criteria is considered an independent team. Teams with organizational affiliation are limited to members or associate members in good standing. Team members are subject to established Intramural Sports associate members in good standing. Team members are subject to established Intramural Sports Guidelines. Residence hall staffs are eligible to compete in Intramural Sports activities with their team.

All-University & Resident Hall Participation Point System

Individuals may earn participation points for their organization by participating in any of the activities listed on the Intramural Sports Event Schedule. Organizations earn points by entering teams or individuals in an event, participating in that event, and for finishing in the top 4 places. Points shall be deducted for player ejections and team forfeits. Teams are awarded championship trophies each year for winning their respective divisions.

Greek Supremacy Cup Participation Point System

Entry, participation and place points will be awarded for each activity. At the beginning of each semester, eligible organizations will receive a list of events that are Premier, Regular, or Individual status level contests.

The point system for All-Campus Cup, Greek Cup, and Residence Hall Cup are as follows.

Level 1-Major Sports

Flag Football, Volleyball, Soccer, Indoor Soccer, Basketball, Softball

- 50 points for completing regular season and playoffs
- 25 points for winning Intramural Championship

Level 2- Minor Sports

All remaining team sports/activities not in level 1

- 25 points for completing regular season and playoffs, or tournament
- 15 points for winning Intramural Championship

Level 3- Individual/Dual Sports

All Individual or dual sports /activities

- 15 points for completing regular season and playoffs, or tournament
- 10 points for winning Intramural Championship

Participation Point Eligibility

- to receive participation points your team(s) need to average a 2.5 sportsmanship rating and attend Captain's Meeting and Playoff Captains Meeting (if required).
- Any Defaults result in a loss of 50% of participation points for the related sport
- Any Forfeits result in a loss of ALL participation points for the related sport.
- Only two teams/individuals per organization are eligible to receive participation points for a particular activity.



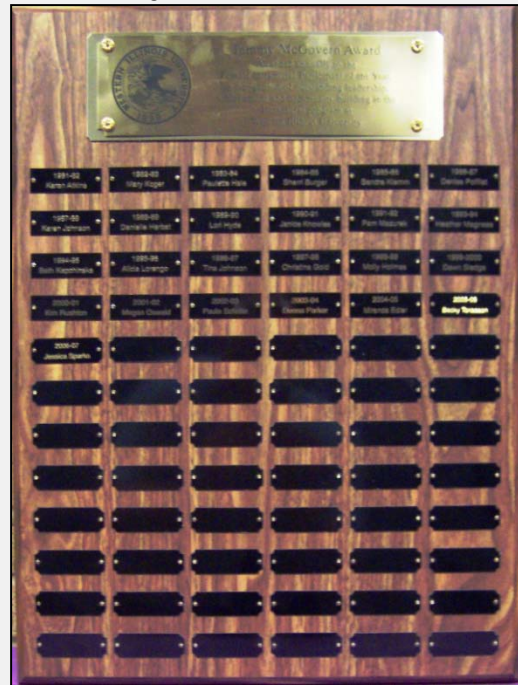
No participation points will be awarded in the Intermediate (B) or Rec. division (R). Points earned in the Co-Rec division will be given to both the fraternity and sorority that participated in the activity. These points will be added to the organizations overall point total. The total points accumulated for the year will determine Intramural Sports Greek Supremacy. The organization with the most points will be declared winners of the Greek Supremacy Cup.

INTRAMURAL AWARDS

John Nickerson Award



Tammy McGovern Award



Greek Supremacy Cup



All-University Cup



Residence Hall Cup

