

Intramural Sports: Program Handbook

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PURPOSE

The purpose of the Intramural Sports Program is to provide an opportunity for every student, faculty and staff member to take part in competitive and non-competitive recreational sports activities within the framework of educational endeavors. Faculty and staff are only eligible with a paid membership to the Clayton State University Fitness Center.

The objectives of the Intramural Sports Program are to provide:

- ✓ Opportunities for individual development through various activities
- ✓ Opportunities for social contact and the development of lasting friendships
- ✓ Leadership and fellowship opportunities through participation
- ✓ Recreation for individuals, regardless of their skill ability
- ✓ Opportunities which develop a positive attitude toward lifetime recreation
- ✓ Opportunities for personal growth and development through employment and leadership experiences

The Intramural Sports Program is funded by Student Activity Fees.

CAPTAIN'S RESPONSIBILITIES

The captain is responsible to inform his/her team of the rules governing the specific activities, as well as the time and place they will play their games. Captains will be held responsible for the behavior of teammates and spectators. Prior to game time, the captain is responsible for ensuring that all players have signed in with the Intramural Sports Supervisor (all players should check in 15 minutes prior to their scheduled game time). Following the game, both captains must confirm that the game is recorded correctly with the Intramural Sports Supervisor. Captains are urged to notify all players and fans that alcohol, tobacco and other illegal substances are prohibited on all Intramural Sports playing sites and that no one is allowed to participate while under the influence of said substances.

Captains should also explain the schedule to their teammates. Some sports require captains to sign a team up for rotating time slots (i.e. M01 Mon 5:00/5:50). This means that the regular season contests could occur at EITHER of those times. Captains may not request to only play at one of those times.

Illegal Equipment

Jewelry (rings, watches, necklaces, ankle bracelets, earrings, rubber bands, etc.) and 'casts' are prohibited. Placing tape or band-aids over jewelry will not be allowed. Participants will be required to remove any bandaids, tape or head/sweat bands which, in the opinion of the Intramural Sports staff, may be covering a piece of jewelry. Religious medallions may be worn so long as they are taped to the body or tucked into clothing. Medical alert bracelets must be taped with proper information visible. Proper shoes are required in all sports except sand volleyball. Combat boots, five-fingered shoes (Vibrams), and metal cleats of any kind are strictly prohibited. Knee braces are permitted with approved protective covers (neoprene protective covers).

Coaches

Captains may also choose to utilize a coach for the purpose of providing direction to a team. A coach is defined as a non-player who is appointed by team personnel to represent the team in communicating with the Intramural Sports staff. Coaches in all sports are allowed to call timeouts. Coaches are not allowed to confer with officials about plays or question the judgment of a call. Coaches will be required to sign-in with a team and designate himself or herself as a coach. This will not be considered participation on two teams if, for example, a male is coaching a fraternity team but playing on a men's league team. Coaches will be penalized for inappropriate conduct in the same manner as any other participant, with the coach's actions affecting the team's sportsmanship points and playoff eligibility.

LEAGUES

Open

Any female or male student, faculty, or staff, regardless of their skill level, may participate in this league. Teams playing in this league will have a regular season followed by a single-elimination playoff.

A league

Some of our sports will differentiate between competitive and recreational leagues. The Competitive league (A league) is designed for teams whose primary objective is to win games. Players in this league generally have played high school varsity sports and remain active in that sport, and their Intramural Sports teams may even hold practices. These teams have frequently qualified for and advanced past the first round of the playoffs. Competitive leagues will offer a 5 game regular season (3 for indoor soccer) and a single elimination playoff tournament for all qualifying teams (see playoff eligibility requirements). Individuals participating in this league will not be permitted to play in any other men's league in that sport.

B league

Some of our sports will differentiate between competitive and recreational leagues. The Recreational league is designed for teams whose primary objective is to enjoy Intramural Sports and to have fun; winning is secondary. Most players on these teams have not played at the varsity level and may be slightly active in the sport. Most teams that have never played together before or are first-time participants are better suited to play in the recreational league. Teams will play a seven-game regular season with no playoffs. This is designed for teams to be given more games and to be able to enjoy those games without the pressure of winning in order to advance. No winner will be named in this league nor receive champion t-shirts. Individuals participating in this league will not be permitted to play in any other men's league in that sport.

Intramural sports are normally scheduled during the following times:

Monday - Thursday 6:00p.m. – 10:00p.m.

* These times are subject to change. Intramural Sports reserves the right, due to facility or time constraints, to reduce the number of teams involved in post-season play, or change the format of the tournament.

ELIGIBILITY

Currently enrolled Clayton State students and currently employed faculty or staff are eligible to participate in intramural events. A spouse of a currently employed faculty or staff member may also participate. All participants must have a valid Laker ID# and present their card at the intramural activity in which they participate.

In the fall and spring semesters, the following individuals are eligible to participate in Intramural Sports activities:

1. Currently enrolled, activity-fee paying students
2. *University Faculty
3. *University Employees

*Must purchase a Fitness Center membership or single-entry guest pass to participate

Playing with Multiple Teams

Once an individual has checked in for a team with the Intramural Sports Supervisor, he/she may not play for another team in that league for the remainder of the season (exception - see roster changes). A player found to be playing on two teams in the same sport will be suspended from all intramural sports play. This participant will receive instructions via email on becoming reinstated. If a player has played on two teams without properly going through the drop procedure (see roster changes), the second team that the individual plays for will default all games in which that person played.

Olympic & Professional Athletes

Current/former Olympic and professional athletes are not eligible to participate in their related sport. An athlete will be deemed a "professional" if at any point they were given financial compensation for

participating on a team in a professional or semi-professional league. Examples include, but are not limited to: NFL, NFL Europe, AFL, CFL, MLB, NHL, NBA, WNBA, MLS, Pro Beach Volleyball circuit or PGA/Nationwide Tour. Olympic athletes are considered individuals who competed for their country in the Olympics or World Championships, but not the Olympic trials. In order to protest the eligibility of a said "Professional/Olympic" athlete, the protesting team must provide the name of the individual in question and a copy of the Professional/Olympic team roster.

Collegiate & Sport Club Athletes

Present scholarship athletes and walk-ons are not eligible in their related sport until the following academic year after they have quit the team or their eligibility has expired. These players will be considered ineligible if they are participating/practicing with the team during their NCAA sanctioned semester. For the purpose of determining Intramural Sports eligibility in their related sport, "current sport club members" are defined as individuals who have participated in any team practice or traveled to any sport club event to participate with said club. "Current sport club members" will retain their sport club status for 12 consecutive months after their last participation in a sport club practice or traveling event.

For the purpose of determining Intramural Sports eligibility in their related sport, "former collegiate varsity athlete" is defined as individuals who participated with a collegiate varsity team in said related sport within three (3) academic years. Walk-ons and scholarship athletes are considered as "former collegiate varsity athletes" starting the academic year after they are no longer involved with the varsity team. Current practice team players, former collegiate varsity athletes and current sport club members may participate in their related sport. In sports with less than four players on the field/court, a team may have only one (1) of the above players (regardless of gender) on their entire roster. In all other sports, teams may have a maximum of 2 (total of the above regardless of gender) players per team roster.

For example, a former NCAA varsity softball player that played softball in the 2009-2010 academic year would be considered a "former collegiate varsity athlete" until the fall 2013.

Questions concerning sport club player eligibility should be directed to keeganashbee@clayton.edu

The sport club, scholarship and Olympic eligibility rule applies to the following sports:

Club Soccer Teams Indoor & Outdoor Soccer, 3v3 Soccer Tournament
Club Volleyball Teams Indoor and Sand Volleyball
Club Baseball & Softball Teams Softball
Club Basketball & All Basketball

IMPROPER USE OF IDENTIFICATION

If an Intramural Sports Supervisor determines that an individual is attempting to check-in with false identification in order to participate in an Intramural Sports contest, the ID will be confiscated and that individual will not be allowed to play. The individual will be ejected and asked to show proper identification. If the individual refuses or fails to show proper identification or cooperate fully with the supervisor on site, the team captain may also be ejected from the contest. If a captain is ejected due to a participant not providing proper identification, the captain will have the right to remove that player from his/her roster for the remainder of the semester. If the Intramural Sports Supervisor determines that the team captain was aware of the individual's use of improper identification, then that team may default their game and be subject to removal from the league. Any individual caught trying to check-in with an ID that is not their own has jeopardized themselves and the owner of the ID to disciplinary action by the university.

RIGHTFUL OWNER

An individual may pick up his/her ID at the Intramural Sports office inside the Student Activity Center beginning at 9 a.m. the business day following said confiscation. The owner must speak to the Intramural Sports Assistant Director to retrieve the ID as well as provide proper identification to verify his/her identity. ID's not retrieved by the rightful owner will be returned to the LAKER ID Card office or University Police Department within 24 hours.

ROSTER CHANGES

The Intramural Sports program does not allow participants to play on multiple teams within the same league. Once a player has signed up for a team through IMleagues.com they may only change teams if her/she has not competed in a game. Once a player competes in 1 game for a specific team, they are not allowed to change rosters. Exceptions can only be made in extreme cases and on a one-on-one basis with the Intramural Sports Assistant Director.

Roster Additions

Players who have not played on any Intramural Sports team in a league, who are also eligible to play in that league, may be added to a team roster at any time granted the team has room on their roster. To be added to a roster, participants must create an account at IMleagues.com. Through this site participants may add themselves to a team's roster electronically. Instructions for adding players to team rosters are provided on the Intramural Sports website. Additionally, new participants may bring their LAKER ID Card to the game site, sign in with the Intramural Sports Supervisor and agree to the participant waiver. Those participants choosing to sign-in at the game site for the first time must log into IMLeagues.com and complete the waiver prior to future participation.

Injury Reserve

A player may be removed from a roster if he/she is injured and cannot participate in Intramural Sports contests for the remainder of the semester. To be removed from the roster, the player must email the league coordinator and inform them of their inability to participate for the rest of the semester. This cannot be done at the gamesite. The injured player will not be allowed to play ANY Intramural Sports events until the following semester of play. Once a player follows the proper injury drop procedure, he/she may be replaced on the team's roster with one eligible player that has not played on any team in that team's league (Men's, Women's, Co-Rec, etc.). This policy specifically applies to players who are classified as current sport club or former collegiate varsity players.

DEFAULT vs. FORFEIT

Default Charge

A default is a game that is not played and is recorded as a loss but is not considered a forfeit. A team may receive a onetime default if they are unable to attend a game. The team captain must email the league coordinator/tournament director in charge of the sport 24 hours in advance with their name, team name, league of play and intent to default. Once the default has been granted by the league coordinator/tournament director the request cannot be overturned. Teams are not permitted to default at the game site. Weekend/1-day tournaments may utilize alternative default policies; those policies, if different, will be explained within the rules of that specific event/tournament.

➤ If a default has occurred, the teams involved may still use the site to practice until 15 minutes prior to the next contest; however, Intramural Sports staff are not permitted to officiate any practice, scrimmage or contest the teams choose to participate in during that time.

Forfeit Charge

An individual or team registering for a league or tournament enters into an agreement with Intramural Sports. Intramural Sports administers the events and provides staffing for said events. Participants must fulfill their obligation by being prepared to play at their scheduled game time, ensuring all teammates are properly checked in and complying with all rules of play. To avoid risking a forfeit, teams should arrive to the game site at least 15 minutes prior to game time.

➤ If a forfeit has occurred, the teams involved may still use the site to practice until 15 minutes prior to the next contest; however, Intramural Sports staff are not permitted to officiate any practice, scrimmage or contest the teams participate in during that time.

Forfeit Policy

Forfeit: A team does not have the minimum number required to play at game time (Exception: the opposing team grants a 10 minute grace period). A forfeit of this nature will count as a loss and result in an automatic 3 for Sportsmanship. Teams will be allowed 2 forfeits per season (after 1

forfeit a team is no longer eligible for playoffs). A team will be removed from the league once the second forfeit is received.

Teams must be signed in and ready to play at the time of the scheduled contest to avoid penalties. Therefore, it is suggested that teams arrive at least 15 minutes before game time to allow for parking, signing in, and warming up.

If neither team is present and ready to play, a double forfeit will be issued. If one team has at least the minimum number to play, they will have the option of taking the win or allowing up to a 10 minute grace period for the other team to arrive. The play clock will begin at game time. After 10 minutes, a forfeit will be declared if both teams are not ready to play. The following penalties will be assessed for failure to start the game on time.

The final score listed below will be awarded if the game results in a forfeit at the end of 10 minutes. The other 2 columns are awarded to the "ready" team if second team arrives within the designated time frame and play commences.

Sport	Within 5 minutes of game time	5-10 minutes after game time	Final Forfeit Score
Basketball	6pts; start with ball	Additional 5pts	11-0
Dodgeball	Start with 1 extra ball; Choice of sides	Start with 2 extra balls; Choice of side	3-0 (match score)
Flag Football	6pt touchdown and 1 pt conversion; ball at midfield*	Additional 6pt touchdown and 1 pt conversion	14-0
Kickball	3 run; declared home team	Another 3 runs	6-0
Soccer	1 goal; choose ball/direction	Additional goal	2-0
Volleyball/Table Tennis	6pts; start with serve	Additional 5pts	2-0 (match score) +15pt difference

*Also get choice of options in 2nd half

Note: If a team takes the win by forfeit, without allowing the grace period, the final score will be recorded as listed above and 4 for sportsmanship.

CANCELLATIONS/RESCHEDULING/GAME DELAY POLICIES

During inclement weather, the Intramural Sports Referee, scorekeeper, Intramural Sports administrative staff or Department of Recreational and Wellness professional staff at the site can cancel games. Intramural Sports will make every reasonable effort to inform teams of cancellations, such as utilizing e-mail, the Web site or the Intramural Sports weather hotline (678-466-5540). In some cases we will call team captains, although this is not always possible. Do not assume the game

will be canceled, as weather is very unpredictable. Canceled games during the regular season will not be rescheduled (unless unusual weather circumstances occur frequently during the semester). Playoff games that are canceled will be rescheduled as soon as possible.

Small Team Sports

In sports/activities where teams have 4 or fewer players playing at a given time, a team forfeits when they fail to have the minimum number of required players legally signed in and properly attired to play a scheduled game at game time for each sport.

Teams must have numbers as follows:

4-on-4 Indoor Soccer 3 Players

Sand Volleyball 3 Players

3-on-3 Basketball 2 players

* All other activities require the number that would normally begin the contest.

Other Team Sports

In sports/activities where teams have more than four players playing at a given time, a team forfeits when they fail to have one less than the minimum number of players legally signed in and properly attired to play at game time. When a team is one player short of the minimum (Co-Rec must adhere to gender requirements), the contest will begin as scheduled. The team will have seven minutes from scheduled game time to field a team with the minimum number of players of required players at game time (must meet Co-Rec requirements) is as follows:

Softball 7 Players

7-on-7 Flag Football 4 players (5 for Co-Rec)

Outdoor Soccer 4 players (5 for Co-Rec)

Ultimate Frisbee 4 players

5-on-5 Basketball 3 players

Indoor Volleyball 4 players

If a team is able to begin their game in the above scenario, a team must have the following number of players within seven minutes of scheduled game time to continue the contest and avoid a forfeit:

Softball 8 Players

7-on-7 Flag Football 5 players (6 for Co-Rec)

Outdoor Soccer 5 players (6 for Co-Rec)

Indoor Soccer 5 players

Ultimate Frisbee 4 players

5-on-5 Basketball 4 players

Indoor Volleyball 4 players

In cases of events that are not listed in the above sections, forfeit rules will be discussed within the rules of said event or via e-mail from the league coordinator or tournament director. In all cases, a team will automatically be removed from the league if it fails to show up for a second time.

Inclement weather policy

The Intramural Sports Lightning Policy is based on the Department's storm detecting system. Games will be postponed if the system detects cloud to ground lightning within a six mile radius. All participants must leave the playing area and seek shelter until the supervisors deem the area safe for play. Games will resume once the area has been cleared according to the Weather detection system (30 minutes after the last lightning strike within six miles).

T-SHIRT POLICY/UNIFORM GUIDELINE

All IM participants are expected to adhere to department policy and have shirts with sleeves. Currently, the Department of Recreation and Wellness will provide team pennies during all IM games/matches, however, teams are more than welcome to create their own team uniforms with identifying numbers. Matching colored team shirts will be required in all variations of basketball, soccer, ultimate frisbee, flag football, and certain special events. The sport of soccer requires each goalie to have a different color shirt than his/her teammates and opponents. One or two-digit numbers are required in basketball on the front or back of the shirt and must be at least 3 inches tall.

PROTESTS

Only protests based on questions of player eligibility and rule interpretation, when the misinterpretation affects the outcome of the game, will be accepted. Protests which challenge the accuracy of a judgment call made by the officials or Intramural Sports Supervisors will not be accepted. The team captain must make any protest involving rule interpretation to the Intramural Sports Supervisor at the time of which the incident in question occurs. Once a situation has passed, however, it is no longer subject to change or protest. Any team protesting eligibility must provide the player(s) in question's full name. During the regular season, any team found to be using an ineligible player will default all games which that individual played and be subject to removal from the league. All regular season protests must be filed before the final record deadline, which is 4:30 p.m. of the day following the end of the regular season. In the playoffs, if an eligibility protest is found valid, the protesting team advances, but the previous rounds remain the same. During the playoffs, any team protesting the eligibility of a player must do so by noon of the next business day to allow the Intramural Sports Staff adequate time to determine the validity of the protest. If their next playoff game is that same day, the protest must be turned in immediately following the protested game. Teams may be randomly screened for ineligible players by the Intramural Sports staff without a protest being filed. In cases where a team chooses to protest eligibility at any point after a championship contest has begun, and the protest is upheld, the specific league will not declare a champion, no championship game will be rescheduled and no t-shirts will be awarded.

APPEALS

Decisions on participant suspensions made by the Intramural Sports administrative staff may be appealed to the Assistant Director of Recreation and Wellness in Intramural Sports within one business day of the suspension. Appeals will take 1-2 weeks to be heard. During the appeals process the individual(s) involved will not be allowed to participate until a final decision has been determined. In cases involving a suspension of longer than 30 days, appeals may not be filed until one-half of the suspension has been served.

Appeals on participant suspensions will only be heard for the following reasons:

1. Additional information provided not available at time of suspension meeting.
 2. Suspension length not consistent with guidelines.
- Appeals concerning forfeit charges are explained in the "Forfeit Charge" section of the Participant's Guide.

PARTICIPANT CONDUCT

Clearly, sports are important to the participants but that importance should not become so overriding that participants lose sight of civilized behavior. The playing field is not a venue for physical or verbal abuse and will not be tolerated. Each team is responsible for the actions of each of its members and fans before, during, and after any game or activity. Failure of a team to cooperate with officials or to control and restrain any individual members is cause for expulsion. In the event an individual and/or spectator conducts himself/herself in an unsportsmanlike manner during intramural competition, the officials of the game have the complete authority to take action as they deem necessary in order to keep the game under control. Depending on the severity of the incident, which would be left up to the officials' judgment, the official may take the following action: give warnings, eject from the game and the area, and/or suspend the game. All disciplinary problems, with the exception of warnings, will be reported to the Intramural Sports staff for further action. Any Recreation and Wellness professional staff member or student staff member has the right to ask a participant or spectator to leave a facility if his/her behavior is unruly.

Fighting constitutes a flagrant act and can occur when the ball is dead or live. Fighting includes, but is not limited to combative acts such as:

- a. An attempt to strike, punch or kick by using a fist, hands, arms, legs or feet regardless of whether contact is made.
- b. An attempt to instigate a fight by committing an unsporting act that causes a person to retaliate by fighting (See NFHS Rulebooks).

Ejected participants and disruptive fans must remove themselves from the area (out of sight and sound) immediately. Failure to comply within one minute will result in a team's default. If a team is behind and fails to comply, its next game will also be defaulted. Any participant ejected from a game faces a minimum one game suspension from the program and is not allowed at the program site for that game. The ejected participant has two days to call or e-mail and make an appointment with the Assistant Director for Recreation and Wellness in Intramural Sports to discuss the incident. The participant will remain on suspension until this appointment is completed. An ejected participant's failure to attend a scheduled meeting will result in a more severe suspension.

An individual striking, attempting to strike or threatening another participant or official will be suspended indefinitely. Officials are employees of Clayton State University. Abusing an official, verbally or physically, will result in serious consequences. A participant who commits two (2) unsportsmanlike penalties/fouls in a game will be ejected from the game and be ineligible to play in the team's next game. However, if an unsportsmanlike penalty is deemed flagrant, the participant can be ejected for one unsportsmanlike foul/penalty. Three in a season will result in that participant being suspended for a minimum of the remainder of the season.

A participant who is ejected from the game and returns to abuse the officials or other staff members will be suspended for at least the remainder of the season. Any incident judged to be of serious concern will be referred to Public Safety and/or the Office of Community Standards. Any team that forfeits a game due to unsportsmanlike conduct faces a minimum one semester suspension from the Intramural Sports program. The captain of this team has two days to make an appointment with the Assistant Director of Recreation to discuss the incident. If a representative of this team has not completed this appointment, the team is automatically suspended from participation during the next semester.

EJECTIONS

The Intramural Sports Program reserves the right to eject any individual, team or spectator who interrupts the flow of a game in any manner. Players do not have to accumulate the required number of infractions to be ejected. Players may be ejected before, during or after any contest and ejections can be made by any official on the contest or any Intramural Sports Supervisors or professional/administrative staff. The jurisdiction of the Intramural Sports staff begins when the participant/spectator enters the visual confines of the field/court and ends when the involved persons leave the facility in which the contest is being held and the visual confines of the playing area. Any ejected player(s) must leave the playing area and facility immediately. If the player refuses to leave within a reasonable time, the game will be defaulted. Captains must assist Intramural Sports staff with retrieving the ejected participant's identification. Ejected players are ineligible to participate in all Intramural Sports activities until they meet with the Assistant Director of Recreation and Wellness in Intramural Sports and any subsequent suspension has been served. The player must e-mail or call the Assistant Director of Recreation and Wellness in Intramural Sports and schedule an appointment to seek reinstatement. For more information concerning general lengths of game suspensions, please consult our suspension guidelines. Repeated unsportsmanlike issues will be monitored by the Intramural Sports staff and participants demonstrating a pattern of unsportsmanlike behavior are subject to suspension from all Intramural Sports activities.

INJURIES

Participation in Intramural Sports activities is completely voluntary. These activities intrinsically involve risks of physical injury greater than those encountered in daily life, and by taking part in sports and other activities, participants acknowledge and assume risks inherent therein. Intramural Sports does not carry accident or injury insurance to cover participants in sports activities. Therefore, all students are strongly urged to purchase health insurance before participating in any activity.

Return to Play

Any participant that sustains an injury where the Recreation & Wellness staff feels a physician's referral is necessary, including concussions, assumes the responsibility to obtain the physician's medical clearance prior to returning to participation. An Injury Report Form will outline the staff member's assessment and acute injury care and will be given to the injured participant to provide to a physician for background on the injury. The Assistant Director will document any referral they make

on the Injury Report Form and it will be the responsibility of the participant to ensure they follow all recommendations. Any player who requires a physician's referral will be personally responsible for ensuring all return to play criteria set out by the physician (or other certified medical professional) are met before resuming participation in any of the Recreation and Wellness programs or facilities. Any non-threatening injury should be followed up by a personal physician or a visit to University Health Services as soon as possible

Athletic Trainers

Intramural Sports does not provide athletic trainers to evaluate injuries, prep participants and provide immediate first aid at most intramural games. Should an injury occur, the student or professional staff will provide basic first aid care to the best of their ability and then refer participants for additional medical attention as necessary. The University Health Services Department can be reached at (678) 466-4940 and students are encouraged to take advantage of their services.

PLAYING RULES/MERCY RULES

The rules in all sports are based on national association rules with modifications, when appropriate, to make the activity safe and enjoyable for the players while attempting to maintain the identity of the game. Intramural Sports reserves the right to modify playing rules at any time to meet the best interests of the league. The rules of each sport are available for download on the Recreation and Wellness Web site. Intramural Sports Supervisors have the authority to rule on items not specifically covered in the rules in cases which the contest officials cannot come to a decision. The supervisor or Intramural Sports staff may also assess conduct penalties which the game officials do not call in order to ensure proper safety and sportsmanship, and may default, end games prior to normal conclusion, if deemed necessary.

A game becomes official after half of its normal length has been completed.

Many of our leagues have a point differential at which a contest is ended at no penalty, default or forfeit, to either team. This point will not take place until at least half of the game has been completed. A game will be concluded when the mercy rule is reached regardless if both the winning and losing team wish to continue play.

The "mercy rules" for each sport are as follows:

Flag Football

50 point lead at or after halftime, or per NIRSA rules at the 2-minute warning.

4-on-4 Football

50 point lead at or after halftime, or per NIRSA rules at the 2-minute warning.

5-on-5 and 3-on-3 Basketball

35 point lead at or after halftime, or 20 points at the 2-minute mark.

Softball

12 run lead after 3.5 innings; both teams must bat in said innings if visiting team is ahead.

Indoor/Outdoor Soccer

10 goal lead at or after halftime, or 5 goal lead (7 for Co-Rec) with 5 minutes remaining.

➤ Sports not listed follow their own specific format and do not have a "Mercy Rule."

OFFICIAL'S FEEDBACK

During each contest Intramural Sports officials are monitored and evaluated by Intramural Sports supervisors and staff. These evaluations are used as a basis for improving job performance. Participants wishing to provide feedback about the official's performance should contact the Assistant Director of Recreation and Wellness in Intramural Sports by e-mail at keeganashbee@clayton.edu. These comments should be with the intent to help improve the quality of the officiating in our program and in no way have an effect on the official's employment status or future regular season assignments.

SPORTSMANSHIP

The Intramural Sports program expects all participants and spectators to conduct themselves in a sportsmanlike manner. Following each game, officials and/or supervisors evaluate team behavior and issue sportsmanship points to all teams. In the regular season, captains may view their sportsmanship score online and questions about particular scores should be directed to the sport's league coordinator. In order to be eligible for the playoffs, a team must have a minimum average sportsmanship rating of four. During playoffs, a score of at least four will guarantee advancement for the winning team. Captains should not leave the playing area without checking with the Intramural Sports supervisor to verify that they did not receive a rating below a four. A winning team with a sportsmanship rating less than four must contact and meet with the Assistant Director of Recreation and Wellness in Intramural Sports no later than noon the day of the next contest to determine if the team should advance. Teams playing multiple games on the same night must meet with the Assistant Director of Recreation and Wellness in Intramural Sports prior to their next contest if a rating below four is received.

The breakdown of sportsmanship ratings are as follows:

5

Respect shown to the game and staff by participants, coaches and spectators at all times. Participants speak to staff members appropriately in all situations. Games defaulted by noon the day of the game.

4

Participants display disagreement/frustration with decisions of staff/officials. Questioning of judgment/rules interpretation not presented in a respectful manner. Minor incidents of unsportsmanlike behavior towards opponents, spectators or staff. Examples include, but are not limited to, trash talk, cursing in any manner, publicly questioning an official's abilities, mocking the skill level of an opponent. Forfeited game.

3

Repeated question of judgment/officiating abilities. Unsportsmanlike call in volleyball; flag football; yellow card in soccer; technical foul in basketball; team/player warning in softball; Ejection(s) prior to the contest for illegal use of an ID.

2

Multiple unsportsmanlike calls and/or technicals (not on the same participant), yellow cards or spectator's harassment of the officials/opposing team.

1

Any ejection other than ejection prior to the contest for illegal use of an ID.

0

Fighting or contest ended due to extenuating conduct circumstances: Includes threatening an employee. If involved in a fight your team could be removed from the league for the remainder of the season.

* Sportsmanship ratings are affected by team, participant and spectator conduct before, during and after a contest. A team must have a 3.6 average in order to be eligible to compete in the postseason tournament. A team must have at least a 3.0 rating for each game in the tournament in order to advance to the next round. Ejections, verbal abuse toward the Intramural Sports staff, altercations with an opposing team member or team, and/or any other unsportsmanlike acts are grounds for an automatic rating lower than a 3.0. If this occurs during the postseason the game will be immediately stopped and the offending team will forfeit. The rating will be determined by the officials and supervisors at the contest game site. Professional discretion will be used when necessary.

PLAYOFF SELECTION

All teams who play in the appropriate leagues, meet the appropriate winning and sportsmanship criteria (see Sportsmanship), and forfeit zero or one contest during the regular season will automatically be eligible for the playoffs. All regular season game results and sportsmanship ratings become final at 5:00pm, the day following the end of the regular season. It is the captain's responsibility to ensure that all information is correct prior to that deadline.

Teams that fail to meet the sportsmanship requirement may appeal to the Assistant Director of Recreation and Wellness in Intramural Sports to seek inclusion into the playoffs. This must be done no later than 5:00 p.m. the day after the end of the regular season and must be done via e-mail. The e-mail should include team information, league, reasons for appeal and times available to meet in-person with the Assistant Director. Teams will be ranked by their winning percentage with the tiebreaker being accumulated sportsmanship points. Further ties will be broken randomly by the league coordinator.

Individual Sports

Individual sports, such as tennis, may have different qualifications for playoffs due to reduced time to finish a playoff system. Standard playoff format is to finish .500 or better and have proper sportsmanship to qualify. If a league is utilizing a different playoff format, it will be explained by the Assistant Director of Recreation and Wellness in Intramural Sports prior to the playoffs.

AWARDS

The Champions in each league will receive champion T-shirts (a minimum of three teams are needed to comprise a league). While efforts are made to ensure champions receive the proper sized T-shirt, we cannot guarantee accommodation of all champion's sizes. Random shirt sizes will be given to the team captain to distribute to players not present at the championship.

EMPLOYMENT

Intramural Sports hires and trains numerous student officials and scorekeepers each year. Officials are needed for all Intramural team sports. No experience is necessary! We will train you in the sport(s) you wish to work. We are seeking officials for flag football, outdoor and indoor soccer, basketball, volleyball and softball. Hired scorekeepers will work flag football, softball and 5-on-5 basketball. With flexible weekly scheduling, our jobs are some of the best student employment opportunities on campus, however, all students must maintain a minimum 2.0 GPA to be considered for employment. For more information, visit us in the Student Activity Center or e-mail keeganashbee@clayton.edu