JOIN US ON FACEBOOK

Group Name: SFASU Intramural Sports Participants
• Get event schedules, league registration reminders, and more info
• Post pictures and comments on your games and experience

ALSO ON FACEBOOK

Group Name: SFASU Intramural Department/Campus Recreation Alumni
• When you graduate, join this group to stay in touch and keep up-to-date on where we are now
  • Get the quarterly Campus Rec Insider

ALSO ON FACEBOOK

Group Name: SFA Campus Recreation
• Get all information for Campus Recreation
  • Event information and updates

JOIN US ON IMLEAGUES

www.imleagues.com
• It is 100% free
• All schedules, updates, contact info and more is online
• Get instant info and always be able to access your teams' info
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This manual provides specific information about the Intramural Sports Program. While every attempt has been made to list accurate information, changes are sometimes necessary as the dates for the activities near. Please consult flyers, bulletin boards, www.imleagues.com and our department website for the most current information. Also, check out our home page at http://www.sfasu.edu/campusrec/ or our information sites in the Student Recreation Center and in the HPE Complex.

**Staff**

<table>
<thead>
<tr>
<th>Name</th>
<th>Position</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ken Morton</td>
<td>Director of Campus Recreation</td>
</tr>
<tr>
<td>Brian Mills</td>
<td>Assistant Director– Intramural Sports and Sport Clubs</td>
</tr>
<tr>
<td>Joe Wise</td>
<td>Graduate Assistant – Intramural Sports, Sport Clubs, and Camps</td>
</tr>
<tr>
<td>Travis Lankford</td>
<td>Graduate Assistant – Intramural Sports, Sport Clubs, and Camps</td>
</tr>
<tr>
<td>Ryan Almon</td>
<td>Graduate Assistant – Intramural Sports, Sport Clubs, and Camps</td>
</tr>
</tbody>
</table>

**CAMPUS RECREATION MISSION STATEMENT**

Campus Recreation promotes a wellness focused environment which encourages healthy lifestyle choices, social interaction, and enhances the total student experience through educational experiences, activity participation, student development oriented opportunities, and excellent support services.

**INTRAMURAL SPORTS PROGRAM OVERVIEW**

The Intramural Sports Program operates within the Campus Recreation Department. We pride ourselves on the comprehensive and diverse opportunities provided to the community at Stephen F. Austin. We offer sports ranging from single day tournaments to multi-week league sports. We provide individual/dual sports such as racquetball, table tennis, basketball skills, golf competitions and team sports such as flag football, soccer, and flickerball. The staff overseeing the Intramural Sports Program has an assortment of experiences with different programs, different school sizes, and different officiating backgrounds. This program is run on a nightly basis by student Site Managers as well as officiated by student officials. The opportunity for student development is seen in every aspect of this program and will continue to be one of the most popular and exciting programs at Stephen F. Austin.
Intramural Sports and Sport Club Staff

PROFESSIONAL STAFF
Brian Mills – Assistant Director – Intramural Sports, Sport Clubs and Summer Camps
Office: Student Recreation Center 1113
Phone: (936) 468-1775
Email: millsbrian@sfasu.edu

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Intramural Sports Site Managers
Alex Reed
Jordan Raggio
Jacob King
Warren Upson

Intramural Sports Game Supervisors
Brittany Winkelblech
Heather Schulle
Kaylin Smith
Korey Wilridge
Ra’Shaun Davis-Ward
Ryan Bassett

Stephen Holbrook
Zack Wise
Tom Wisniewski
Lauren Parker
Chase Henderson
Katy Sharp
Jacob Tucker
Lauren Owens
Steven Lopez

Office Hours and Contact Information
Office Hours: Monday – Friday 10:00am-4:30pm
Office Location: Office: Student Recreation Center 1103
Phone: (936) 468-3507
Email: millsbrian@sfasu.edu
Web page: http://www.sfasu.edu/campusrec/
New Policies/Changes starting Fall 2011

IMLeague  www.imleagues.com
All participants will be required to register with IMLeagues.com for all major, minor, and some individual/dual
tournaments (that use league format). This external company will manage the IMS league schedules, scores,
rosters, etc. Registration is free and all the required information needed is your SFA titan email address and
your student ID number.

Registration will still be handled in the Student Recreation Center, but almost all other aspects of IMS will be
handled through IMLeagues.com. This software is considered to be the Facebook for intramural sports.

Captain’s responsibilities with IMLeagues.com:
1. Have all players register and create profiles on the site
2. Create your team name
3. Manually add your players to your sport roster (deadlines will be added on a daily basis for new player
additions)
4. More information to come

Benefits of IMLeagues over traditional IMS system:
1. Easier communication and dissemination of information to captains and players instead of email to
captains.
2. Easier access to rules, policies, questions and feedback. All of the answers you may need or input you
wish to give will be just a click away.
3. Easy and convenient access to your team schedules, results, rosters, opponents, upcoming events,
news, updates, etc.
4. Better overall experience for you as a student. As successful as Facebook has been, this system will
allow participants to be more hands on and involved with participating in IMS. You can see your friends,
check their games and results, see you overall career evolve over the weeks and months, find new
friends, pick up free agents, etc. This system has very similar features to Facebook but is focused 100%
on IMS participation and involvement.

Varsity athlete restrictions on IMS participation
The restriction of varsity athletes has been changed to reflect the NIRSA standards for regional and national
tournament participation. A varsity athlete is still ineligible for participation in IMS events similar to their varsity
sport (varsity football players are restricted from playing flag football, varsity basketball players are restricted
from playing IMS basketball). However, the requirement for varsity athletes to be eligible is now that their name
NOT appear on the most current and accurate roster that is obtainable by IMS administration. The one year
waiting period has been removed.

The Lumberjack Cup
The SOC is now referred to as the Lumberjack Cup.

All-Jacks Team
This concept has been removed from the IMS program.

Lumberjack Cup Recreational Teams
If a team is entered in the Lumberjack Cup standings and compete in the recreational league for the regular
season, they will receive half points for all wins. Losses will remain as stated. For playoffs, all rec teams in the
LC will be placed in the LC bracket and seeded below all competitive teams, regardless of record.

Forfeit Bond removal/Registration Fee Added
The traditional use of a forfeit bond has been removed. All teams will now pay a registration fee of $30/team for
normal IMS major team sports and $50/team for elite leagues. We will no longer return registration fees for IMS
participation in major team sports.

Forfeit Fee
If a team fails to show for a game or fails to have enough players on site by designated forfeit time, a team will
be charged $10 for the forfeit. The payment for the forfeit must be paid prior to the team being reinstated to the
league. Failure to pay the forfeit fee will mean your team will not be eligible for playoffs and you will not be able to register for future sports (captain’s responsibility).

Pre-Season Captain’s Meetings
Pre-season captain’s meetings are no longer mandatory. However, there is a bonus to attending the meeting. Teams who are represented will receive an “A” sportsmanship grade to be added to their overall sportsmanship grade. Teams who fail to have a representative present will earn a “D” sportsmanship grade to be added to their overall sportsmanship. It is highly recommended that teams send a representative to the captain’s meeting.

Tie-Breakers for Playoff Seeding
If two teams have the same record at the end of the regular season, the following tie breakers will be used to determine seeding.
1. Head to head match-up (if the teams played each other in the regular season)
2. Sportsmanship average
3. Point differential of all regular season games
4. Offense of all regular season games
5. Coin flip

HPE ID Policy
For the HPE Complex, a computer system has been installed to allow participants to swipe their ID for access. We will still have shoe tags and require player passes until a better system can be created in the coming months/years. With multiple points of entrance, the shoe tag and player pass policies are the safest and easiest way we can maintain safety and access to the facility.

Individual/Dual events changes
All events for individual/duals sports have been switched to single day formats. Racquetball and fantasy football are league formats. Racquetball singles will be a play-by-date system and schedules and scores will be available on www.IMLeagues.com. Scores can be reported through www.imleagues.com.

Facebook Group – SFASU Intramural Sports Participants
You can join the group for SFA IMS participants on Facebook. You will have access to schedule of events and updates we will continue to post on Facebook.
EMPLOYMENT OPPORTUNITIES

There are several employment opportunities within the Intramural Sports Program. Officials, Game Supervisors and Intramural Site Managers positions are available.

Officials are needed for all of the major and minor team sports offered (soccer, flag football, volleyball, basketball, floor hockey, and softball). There is no experience necessary to become an official. You will be taught everything you need to know. In order to become an official, you must complete the training process that includes a classroom session to learn rules and mechanics, a one-to-two day court/field training session, and practice games. After completing these requirements, you will be assigned league games. During the course of the season, all officials will be evaluated and given feedback regarding their performance. All rookie officials begin as uncertified officials unless they are certified through an approved outside association. If a student has outside certification (ASA softball, HS Football, HS Basketball, HS Baseball) they will earn a higher wage for that sport. Officials starting wage is $7.35/hour.

Game Supervisors are responsible for a single court or field during IMS activities. The GS is responsible for: on-field supervision, the staff working their field, all team check-in prior to games, safety of participants and staff throughout the game, first aid, handling disciplinary issues on their field, hourly counts of participants and spectators. No officiating experience is required. Professional Rescuer certification in first aid, CPR and AED is required and classes are offered by the Department. Game supervisors starting wage is $7.45/hour.

ASSUMPTION OF RISK AND SAFETY

The possibility of injury exists in all sports. Stephen F. Austin State University, the Campus Recreation Department and the Intramural Sports Program assume no responsibility for injuries. However, basic first aid will be available. All IMS Site Managers and Game Supervisors are certified first responders and will assist with all injuries. All participants acknowledge an assumption of risk by their voluntary participation in any Intramural Sports activity. All participants are advised to have proper medical coverage prior to participating.

ELIGIBILITY

All SFA undergraduate and graduate students taking a minimum of two lecture class or six (6) hours at Stephen F. Austin as well as all full-time faculty/staff and active Campus Recreation members are eligible to participate in any and all intramural sports activities and events provided they present a valid SFA ID. Active Campus Recreation members are not allowed to participate in specialty leagues or with Greek teams. Alumni of the University are not permitted to participate in Intramural Sports unless they are taking graduate level courses or are full time faculty/staff for the University. For more information, please call (936) 468-3507.

IMLeagues.com

Creating your SFA IMS Profile on IMLeagues

1. Go to www.sfasu.edu/campusrec
2. Click on the Intramural Sports tab on the left side bar
3. Click on the IMLeagues logo and create your participant account for free
   a. You will have to enter:
      1. Legal name as shown on your SFA ID
      2. Your SFA @titan.sfasu.edu or your @sfasu.edu account
      3. Classification (freshman-grad student, fac/staff) and your graduation date
      4. Birthday
      5. Gender
      6. Cell phone or contact phone number (you can receive instant updates on schedules, rainouts, and changes to your games)
      7. Watch advertisement at bottom for security code to complete reg.
   b. All other information is optional, but we highly recommend you put your contact info and cell number so you can receive instant updates
   c. You will receive an email from IMLeagues within five minutes confirming your registration.
      You must confirm your account activation.

How to sign up teams for a major or minor team sport:
1. Your captain will need to come to the registration table in the Student Recreation Center during the registration period to register and pay for the team
   a. After payment is confirmed in the Campus Recreation office, come back to registration table and we will help guide you through creating your team
2. Create/Log-in to your IMLeagues account at the registration table
3. Click the Join Team button at the top of your user homepage
4. Choose your league (Men’s, Men's Comp, Men's Rec, Women's, Co-Rec, Elite)
5. Choose your division (day and time, division number, etc)
6. You can search for your team name under the sport
7. FREE AGENTS
   a. You can create your account and log-in to IMLeagues
   b. You select the free agent tab on the top right corner of your homepage and submit your name as a free agent in whatever sports/division you want

Adding players to your roster for captains:
1. Captains can invite members to their team by clicking the “Invite Members” link on the team page
2. Any invited member must accept the invitation to be added to the roster
3. Captains can search for players who are already registered on IMLeagues-just search and invite
4. If they haven’t yet registered-scroll down to the “Invite by email address” box and input their email address

Join an existing team (3 ways)
Use the Create/Join Team button on the top right corner of your home page
1. Accept a request from a captain to join the team;  
2. Find the team and captain’s name on the division/league page and request to join.  
3. Go to the captain’s player card page, find his team and request to join

Join as a Free Agent
1. You can be listed as a free agent in as many divisions within a league as you’d like. You will be visible to all members of the site and can request to join teams or post information about yourself so teams can request to add you to their team
2. Go to the IMS fields and look for teams who need players – ask to join their team – you can sign in on the fields and the captain can add you the next day or IMS can add you

**Sport Club Participants**
Sport Club participants are restricted only in sports that they are a club member of; i.e. club soccer = IMS soccer, club basketball = IMS basketball, club volleyball = IMS volleyball, etc. No IMS team may have more than two (2) club members on any single roster. Violations will result in forfeiture of the game(s) in which the violation occurred.

**Varsity Athletes and Professional Athletes**
Varsity athletes are not allowed to participate in Intramural Sports in sports or events similar to their varsity sport. There is no longer a one year waiting period or restriction. This is only for an associated sport (i.e. basketball=basketball & skills competition; football=flag football & skills competition, etc.). Current varsity athletes (including red shirt freshmen) are ineligible to participate in Intramural Sports activities that parallel their varsity sport. It is highly recommended that varsity athletes check with their coach prior to participating in any IMS as there is a chance of injury that could jeopardize your health and future in your sport. A varsity athlete is one whose name appears on an accessible roster for IMS administration.

Any person who is currently or has ever played for a professional, semi-professional, or minor league team is ineligible to participate in that sport or event no matter how long they have been removed.

**How many teams can I play for?**
Individuals are allowed to play on only one team in any given division. Once a player’s name is recorded on a scorecard, that player is now a member of that team and MAY NOT play for another team in the same division unless a team transfer request is granted by the IMS Office. If a player is caught playing for multiple teams, he/she will be suspended from all intramural participation for a minimum one game of that sport and the team
that player is caught playing on will forfeit the game(s) in which the illegal player participated in. Players may play on one team in the following divisions:

Men’s Competitive OR Men’s Recreation – only one team in either division
Elite Leagues (Invite Only) – only one team, does not have to be the same team you play for in regular season, still eligible to play on one team in regular IMS
Residence Life Leagues – only one team, still eligible to play on one team in regular IMS
Women Competitive OR Women’s Recreational - only one team in either division
Co-Rec – one team only

**Example 1:** A male player may only play for one men’s flag football team and he may also play on one Co-Rec team. He may **NOT** play for both his fraternity’s flag football team and an independent flag football team with his friends (that is the same division, whereas men’s and Co-Rec flag football are different divisions).

**Example 2:** You may not play for a competitive team and play for a recreational team in the same division.

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**Transferring players from team to team**

Any person wishing to transfer from one team to another must be approved by IMS Administration and must be done prior to the **second Friday of the regular season**. There must be a written statement by the player explaining why this transfer is being requested. A decision will be made by the IMS Administration on whether the transfer will be granted. There will be no transferring of players during single elimination tournaments.

**Specialty Leagues**

We will be offering some specialized leagues for groups on campus. These leagues are independent of the normal IMS season for a sport. All specialty leagues are designed for certain groups on campus and to participate in these leagues you must be a part of a certain group or organization or residence hall. You are limited to one team in each specialty league but you may also play on an open team (normal IMS leagues). Specialty leagues will be offered for flag football and will be played on Sundays.

1. Residence Life Leagues
2. Elite Flag Football League - $50/team – play 6-8 games through September and October

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**TEAM SIZE LIMITS**

Teams in every sport will be limited to a maximum number of players. This is due to teams becoming too large for a single sport, space issues, equipment issues and assisting in team management. The max number of players allowed on a single roster in each sport is as follows:

<table>
<thead>
<tr>
<th>Sport</th>
<th>Men/Women Team</th>
<th>Co-Rec Team</th>
</tr>
</thead>
<tbody>
<tr>
<td>Soccer</td>
<td>15</td>
<td>16</td>
</tr>
<tr>
<td>Flag Football</td>
<td>15</td>
<td>16</td>
</tr>
<tr>
<td>Volleyball</td>
<td>12</td>
<td>12</td>
</tr>
<tr>
<td>Basketball</td>
<td>12</td>
<td>12</td>
</tr>
<tr>
<td>Softball</td>
<td>18</td>
<td>18</td>
</tr>
<tr>
<td>Floor Hockey</td>
<td>10</td>
<td>10</td>
</tr>
</tbody>
</table>

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**FREE AGENT PROGRAM**

The Free Agent Program will help individuals become participants in the Intramural Sports Program by having their information available in the IMS Office during the season. If you have an interest in a particular sport or activity and do not belong to a specific team, come to the Intramural Sports Office while entries are open to sign up for the free agent program. You can also sign up as a free agent on IMLeagues without having to come to the registration table or office. Every effort will be made to make your information available to all captains, but no guarantee is made that you will be picked or placed on a team. If enough free agents sign up, the IMS Office will assist in forming a free agent team for that sport. **We highly encourage you to talk to your Community Assistant if you live in a residence hall and ask about creating a res life team.**
ID POLICY

All participants of intramural sports activities must show a valid SFA ID to be allowed to participate. To participate in major and minor team sports, the SFA ID must be shown to the IMS Game Supervisor so they can record the ID number onto the roster. IF YOU DO NOT HAVE AN ID, YOU WILL BE ALLOWED TO SIGN IN ON THE ROSTER AND PARTICIPATE UNDER PROTEST. This is true for all students and faculty/staff alike.

Playing under protest: If you do not have your valid SFA ID for your first game, you can play under protest. You must show any photo ID to the IMS Game Supervisor and you will be allowed to play. The following day when rosters are logged in, if you do not come up in our system, you will be contacted and suspended and the team you played on will have the result of the game forfeited.

If you are caught using a fake ID or if you have acquired a validation sticker illegally, you will be suspended from IMS activities for a minimum of one academic semester, the ID will be confiscated, you will be ejected from the area, and you and the person on the confiscated ID will be reported to SFASU Police. Intramural Sports is here for current students, faculty and staff to participate in. We encourage former students, alumni, and community members to come and support our participants, but as spectators.

ID Policy for Student Recreation Center and HPE Complex

- **Student Recreation Center**: When you enter the Student Recreation Center, you must swipe your ID at the welcome desk to gain access to the facility. If you do not have your SFA ID, you will NOT BE ALLOWED INTO THE FACILITY. Access to the rock, the pool, the courts, the sand volleyball courts, the outdoor courts will not be allowed without a valid SFA ID.

- **HPE Complex**: The majority of IMS events will be held in the HPE Complex. When you enter the HPE Complex, you must surrender your SFA ID at the equipment cage to get a shoe tag so you can enter and use the facility. For volleyball, basketball, floor hockey and flickerball (as well as any other IMS event being played in the HPE Complex), we will be sweeping student ID’s in the HPE now, but you will still have to turn in your ID for IMS Staff to keep. IDs will be turned in at the IMS check-in window and your ID will be kept with the rest of your team’s IDs during your game. IMS participants may check out equipment, jerseys, balls, etc. from the IMS Equipment window similar to checking out equipment from the main check-in window.

- **HPE Player Pass**: Any major team sport held in HPE will be an experience for all IMS participants. All participants must enter the HPE and go to the equipment desk where IMS will have a separate window for check in. At the IMS window, participants will give their SFA ID to the staff member. The staff member working will give that player a small slip of paper known as an HPE Player Pass. That pass will be filled in by the participant with their name and ID number. The IMS Staff member will stamp the slip after it is filled out. The HPE Player Pass will be given to the IMS scorer at your court and there the information will be added to your roster. This will ensure that we get all needed info and that all players are added to the roster properly.

EQUIPMENT

The Intramural Sports Program will provide most equipment for the major sports offered (soccer balls, volleyballs, basketballs, softballs) and most of the individual/dual and special events. Personal equipment used during intramural play must meet the requirements of the rules governing the sport. The participant may be required to provide their own equipment for some of the individual/dual sports such as golf balls or footballs. However, the Student Recreation Center and HPE Complex Equipment Desk does issue most of the needed equipment to students with a valid SFA ID card. Captains are responsible for educating their team on the equipment restrictions for team sports. These regulations are found in each sport’s rule packet given to every captain at the captain’s meetings.

JEWELRY

Jewelry IS NOT ALLOWED in any sport with the exception of medical alert bracelets. Medical alert bracelets must be taped to the body so that it is not exposed. This is a safety issue and will be enforced at every game. NO EXCEPTIONS will be made for decorative or religious jewelry that is intended to be permanent or not removable for any reason. ALL earrings, necklaces, rings (including wedding rings), watches, eye rings, lip rings, nose rings, studs, hoops, rods, etc. must be removed prior to any intramural participation. This includes rubber bands and live strong bracelets.
HOW TO SIGN UP FOR INTRAMURAL ACTIVITIES
All entries for team sports, individual and dual sports and special events are handled in the Intramural Sports Office in the HPE Complex or in the Student recreation Center. To register a team, please follow the steps listed below:

One- or Three-day Tournament Registration
1. Registration periods for most individual/dual sports start the Monday morning the week of the event and ends usually 10 MINUTES prior to the start of the event. Registration varies on some events. PLEASE CHECK FLYERS AND ONLINE FOR ACTUAL DEADLINES AND START TIMES. Most events will have a start time of 4:00pm, but some events will differ depending on facility availability.
2. Registration will be accepted in the IMS Office in the Student Recreation Center or on-site starting 30 minutes prior to an event.
   a) Students must check in at the front desk of the HPE Complex and acquire a shoe tag prior to participating in IMS events held in the HPE Complex.
   b) Students must have a valid ID to enter any Campus Recreation facility.
3. For **ALL** one-day tournaments you must register 10 MINUTES prior to the event or you will not be allowed to participate. A registration form must be submitted with all information for the participant (name, phone, and email address.) Payment for specific sports will be accepted at the event site when you arrive for the activity if applicable (Bowling, putt-putt, golf, etc).
4. Registration for three-day tournaments will be accepted on Monday, Tuesday or Wednesday only. Thursday is the championship day where the final eight (8) competitors will compete for the championship.
   a) On Tuesday and Wednesday, the bracket will be played to the final four (4) Male competitors and final four (4) female competitors. Those participants will come back on Thursday to compete for the championship.
   b) Participants who are eliminated on Tuesday may compete again on Wednesday if they choose.
   c) **Three Day Tournament Championship Day**: If a participant has advanced to the championship day for a three-day tournament but is unable to participant on that day (Thursdays), that player will be allowed to select a replacement player from his/her team who participated in the event but was eliminated. Selecting a person who did not participate on Tuesday or Wednesday will NOT be allowed.
5. **Skills Competitions** – on skills competitions, registration for the event will be taken throughout the event. As there are multiple events to compete in, participants may come and go as they please and compete in events of their choosing. The cut-off time will generally be 30 minutes prior to the end of the overall event (times posted on flyers and on-line).
6. A single representative can register as many participants as needed (i.e. fraternity IM Chair can register the members who are coming.)
7. Some sports offered may be listed as “Open” meaning both men and women can be on the same team, however no number is designated and therefore, it is not a Co-Rec event.
8. There is a penalty for a no show or forfeiting an individual/dual or minor team sport if you are in the Lumberjack Cup race. **Only register the people you know are coming.**

Major/Minor Team Sports and Play-By-Date Sports (3 on 3 basketball, sand volleyball, etc.)
1. **Instant Scheduling** will be used for all major team sports. With this scheduling, all leagues will be set prior to the registration period. All accommodations will be made to provide an equal opportunity for all teams on all nights (I.E.: men’s, women’s, and co-rec leagues will be scheduled so that teams have options of nights and times). Leagues will also be broken into Competitive and Recreational divisions to differentiate between our competitive and recreational oriented teams.
2. To register your team in instant scheduling, the earlier you sign up, the better chance you have of getting the spot that best fits your team’s needs. You will place your name in the league you want and your schedule is already produced for you. Example: If you want to sign up in league 1 for Co-Rec because they play on Monday's at 7:00 or 8:00, you will fill in your team name into a team slot. That team slot will correspond to the scheduled teams (i.e. Team 1 would be the first team slot in the standings).
3. **IMLeagues.com registration process:**
   a. For all major team sports and some minor team sports, captains will come to the rec center and register in person. You will come to the registration table and complete a registration form.
      i. A registration form must be completed with Team Name, Captain, Co-Captain, emails for both, phone numbers for both, and a forfeit bond for the team. You must provide the name of a captain with a phone number and **VALID EMAIL ADDRESS**.
   b. You will then go the CRec Administration Office and pay your $30 registration fee.

**IMLeagues.com registration process:**
1. **Instant Scheduling** will be used for all major team sports. With this scheduling, all leagues will be set prior to the registration period. All accommodations will be made to provide an equal opportunity for all teams on all nights (I.E.: men’s, women’s, and co-rec leagues will be scheduled so that teams have options of nights and times). Leagues will also be broken into Competitive and Recreational divisions to differentiate between our competitive and recreational oriented teams.
2. To register your team in instant scheduling, the earlier you sign up, the better chance you have of getting the spot that best fits your team’s needs. You will place your name in the league you want and your schedule is already produced for you. Example: If you want to sign up in league 1 for Co-Rec because they play on Monday's at 7:00 or 8:00, you will fill in your team name into a team slot. That team slot will correspond to the scheduled teams (i.e. Team 1 would be the first team slot in the standings).
3. **IMLeagues.com registration process:**
   a. For all major team sports and some minor team sports, captains will come to the rec center and register in person. You will come to the registration table and complete a registration form.
      i. A registration form must be completed with Team Name, Captain, Co-Captain, emails for both, phone numbers for both, and a forfeit bond for the team. You must provide the name of a captain with a phone number and **VALID EMAIL ADDRESS**.
   b. You will then go the CRec Administration Office and pay your $30 registration fee.
c. You will then come back to the registration table and you will now be able to create a profile on IMLeagues if you have not done so and then create your team. Our staff will be there to help you through the process.

d. You will select your league, division based on nights and times offered. Once you are in the league, you may change your placement anytime as long as there are vacant spots available.

e. You will receive instructions to give to your team so they can register and be added to your roster. You as the captain now have the ability to maintain your roster anytime.

4. $30 Registration fee: We will no longer have a forfeit bond for major team sports. All teams will now pay a registration fee of $30/team, due prior to registering a team. All normal IMS leagues will cost $30/team. All elite league teams will cost $50/team. Minor team sports costs vary.

5. Pre-Season Captain’s Meeting – This meeting is not mandatory. If your team chooses to attend, you will receive an automatic “A” sportsmanship grade to your overall sportsmanship average. If you choose not to attend, you will receive a “D” sportsmanship grade to your overall sportsmanship grade. It is acceptable for one person to act as a representative for multiple teams. During this meeting, policies and procedures along with rules for the sport will be discussed. These captain’s meetings are geared to inform the captain’s of the teams with as much information as possible while answering any questions they may have.

6. Playoff Captain’s Meetings – All teams will advance to a single elimination playoff bracket upon the conclusion of the season. This playoff meeting is MANDATORY and any team not represented at that meeting will be removed from the playoff bracket. At this meeting, a copy of each team’s roster will be presented along with playoff clarifications. If there are any problems with player eligibility, they must be handled at this meeting or the player in question is ILLEGAL AND INELIGIBLE FOR PLAYOFF PARTICIPATION. No exceptions will be made for eligibility questions after this meeting.

Major Team Sport Waiting Lists
Because of our scheduling procedures, teams that fail to register during the registration period may be placed on a waiting list. Teams from the waiting list will have the opportunity to join leagues if teams fail to pay league dues, fail to show up for scheduled games, or be added to leagues that are created after the season starts if applicable. With the new registration structure, there are a limited number of leagues that will be offered, so registering your team early is advised. After the registration process has begun for a sport, adjustments to leagues and league times can be made if possible and at the discretion of the IMS Administration.

LUMBERJACK CUP
All intramural events/games earn teams points toward the overall Lumberjack Cup, which will be awarded at the end of the year. Any recognized student organization on campus or group of participants may participate in this year long event. We will track points throughout the year. You must register for the event by September 30, 2011 to be involved.

Creating Your Team for Lumberjack Cup (LJC)
To register your team in the LJC, come to the IMS Office and register your team name. Your roster will not be needed. Your roster will be created as your team shows up to play intramural contests. Participants must compete in at least one (1) team game to be eligible to compete with your team for the playoffs. As new participants show up to play with your team, as they sign in on the score sheet they will be added the next day into the database. However, a single person may only participate on one team competing in the LUMBERJACK CUP. Once they sign up for your team, they are on your master roster for the year unless they request a transfer.

Example 1. Johnny is playing for the Cobra Kai’s. Johnny cannot participate with any other team competing in the LUMBERJACK CUP for that season. Johnny can quit the Cobra Kai’s and start playing with an independent team not participating in the LUMBERJACK CUP.

Example 2. Collin wants to play with his LUMBERJACK CUP team for flag football and basketball, but he wants to play with his friends for soccer and softball. As long as he is not participating for another LUMBERJACK CUP team, he can play each sport with the team of his choosing as long as they are not both LUMBERJACK CUP teams.
The deadline for entering a team in the LJC is September 30, 2011. No new teams will be added after this date.

Maintaining Your Team
1. We want students, faculty, and staff to participate as much as possible, so we have eased the process of participating. For any given contest, at least half of the participants must be on your roster (exception being the first few games of the year as you build your roster). At least half of your game roster must be members of the master roster (typed on the score sheet, exception is the first game of the season). If half of your game roster is not already members of your master roster (typed on the score sheet) you will not receive achievement points for the win/loss/tie. For Individual and Dual sports, the participant must be on your roster prior to the event.

   Example 1. Billy has not played with Feed the Monkey all semester. Billy shows up to play flag football. He arrives, shows his valid SFA ID, plays flag football with Feed the Monkey. Billy is now on the master roster for that team. He can now participate in all IMS activities for Feed the Monkey, including all major and minor team sports as well as individual and dual events.

   Example 2. Sarah wants to compete in an individual and dual event but doesn’t like team sports. She can be added to the master roster by written request from the captain of the team. Megan (the team captain) can email or bring by a letter requesting that Sarah be put on the master roster so she can compete in individual and dual sports without ever participating in a team sport. Megan must give the IMS Office the participants full name, SFASU ID and a contact email address. If Sarah decides to play team sports, she will have to produce her valid SFA student ID because she will still not be on the team rosters. This must be done prior to the event registration closing.

2. The team that wins the LJC at the end of the year will receive customized t-shirts reflecting their accomplishment. Players who competed in at least two major team sports and a minimum of six individual/dual/minor team sports will be eligible to receive a championship t-shirt.

Entry Points
Your team will earn these points by registering for an event.

- Major Sports (signed up in specialty league) 25 pts per team (max of 1 team)
- Minor Sports 10 pts per team (max of 2 teams/LJC organization)
- Individual/Dual 1 pts per individual/pair-max of 10 points, 10 ind./pairs
- Failure to attend pre-season Capt. Meeting Loss of entry points

If you join in the rec league, you will get half points for all wins

Achievement Points
These are the points you earn throughout the season. Because not all teams will compete against each other in a given season, this will allow all teams to earn points. Teams will be competing against all teams registered in their league/bracket during the regular season. The teams will be split for the playoffs to the LUMBERJACK CUP bracket or the open bracket. LUMBERJACK CUP teams will be split between Greek organizations and non-Greek organizations. The two LUMBERJACK CUP champions will play each other. LUMBERJACK CUP teams will be seeded according to the seeding rules on page 17.

Major Team Sports –LJC Bracket

<table>
<thead>
<tr>
<th></th>
<th>Regular Season</th>
<th>Post-Season Tournament</th>
<th>Finishing Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Win</td>
<td>7 pts</td>
<td>Win = 10 pts</td>
<td>1st place = 40 pts</td>
</tr>
<tr>
<td>Loss</td>
<td>2 pts</td>
<td>Loss = 2 pts</td>
<td>2nd place = 25 pts</td>
</tr>
<tr>
<td>Tie</td>
<td>1 pt</td>
<td>Tie = won’t happen</td>
<td>Final 4 Round = 15 pts</td>
</tr>
<tr>
<td>Forfeit</td>
<td>-5 pts</td>
<td>Forfeit = -10 pts</td>
<td>Elite 8 Round = 8 pts</td>
</tr>
</tbody>
</table>

How you finish in your bracket

Final 4 Round = 15 pts
Elite 8 Round = 8 pts
<table>
<thead>
<tr>
<th>Sportsmanship Grade Average</th>
<th>4.0 = 50 pts</th>
<th>3.9 – 3.2 = 25 pts</th>
<th>3.1 – 2.6 = 15 pts</th>
<th>2.5 or Below = 0pt</th>
</tr>
</thead>
</table>

**Minor Team Sports**

**Regular Season Or Bracket Play**

<table>
<thead>
<tr>
<th>Win = 5 pts</th>
<th>Loss = 1 pts</th>
<th>Tie = won’t happen</th>
<th>Forfeit = -5 pts</th>
</tr>
</thead>
</table>

**Post-Season Tournament**

<table>
<thead>
<tr>
<th>Win = 7 pts</th>
<th>Loss = 1 pts</th>
<th>Tie = won’t happen</th>
<th>Forfeit = -10 pts</th>
</tr>
</thead>
</table>

**Finishing Points**

*How you finish in your bracket*

<table>
<thead>
<tr>
<th>1&lt;sup&gt;st&lt;/sup&gt; place = 25 pts</th>
<th>2&lt;sup&gt;nd&lt;/sup&gt; place = 15 pts</th>
<th>Final 4 Round = 8 pts</th>
<th>Elite 8 Round = 5 pts</th>
</tr>
</thead>
</table>

**Ind./Dual Events/Activities**

**Bracket Play**

<table>
<thead>
<tr>
<th>Win = 2 pts</th>
<th>Loss = 0 pts</th>
<th>Tie = won’t happen</th>
<th>Forfeit = -2 pts</th>
</tr>
</thead>
</table>

**Finishing Points**

*How you finish in your bracket*

<table>
<thead>
<tr>
<th>1&lt;sup&gt;st&lt;/sup&gt; place = 15 pts</th>
<th>2&lt;sup&gt;nd&lt;/sup&gt; place = 7 pts</th>
<th>Final 4 = 3 pts</th>
<th>Elite 8 = 1 pts</th>
</tr>
</thead>
</table>

**Removing/Disbanding a Team in the LJC**

1. If a registered LJC team does not participate at a high enough level in all IMS events, they will be removed from the LJC competition. Teams are required to participate in 80% of major team sports, 50% of minor team sports, and 25% of individual/dual events. Your team will have no chance of competing if your team does not participate in all events. Teams will be removed at the end of the fall semester if they have not met these requirements.

**INDIVIDUAL AND DUAL SPORTS SCHEDULING**

For individual and dual sports, all registrations must be submitted to the Intramural Sports Office or onsite 10 minutes prior to the event. Ten minutes prior to the start of the event, players will draw their numbers that will correspond to the numbers on the brackets. Any players not present 10 minutes prior to the start of the event will be added to the remaining empty spots on the bracket. If a player is not present at the time their match is announced, they will have a two (2) minute grace period to arrive and begin. If the player(s) have not arrived two (2) minutes after their match has been announced, they will forfeit the match. **Switching places in the bracket will not be allowed for any reason.**

**SCHEDULES**

Schedules for major team sports will be kept in a binder at the Express Desk in the Student Recreation Center. These schedules are updated as often as needed from the Intramural Sports staff. The schedules in the binder are the most accurate schedules and if there are any conflicts, please notify the Intramural Sports Office and alert the staff to the problem. All major and minor team sport schedules will be available on [www.imleagues.com](http://www.imleagues.com). Minor team sports schedules will be similar to major team sports schedules or drafted at the event site in the form of brackets. Individual and Dual Sports will be prepared 10 minutes prior to the event time and posted at the venue.
RESCHEDULES, DEFAULTS AND FORFEITS

Reschedules
Any team that knows in advance that they will be unable to play a regularly scheduled contest is given the opportunity to reschedule that contest. In order to properly reschedule a contest, the team captain or a team member must complete the reschedule form that can be picked up and completed in the Intramural Sports Office. This form must be submitted **48 HOURS** in advance of the scheduled contest (Monday games must be submitted by Thursday of the prior week). The rescheduling of a game is dependent on field/court availability, staff availability, and status of the season. The form will be submitted to the Intramural Sports Office and the IMS Staff will contact both captains to discuss the reschedule. Both captains must agree to reschedule the game to a set day and time before it will be officially moved. Reschedules can be rejected by the Intramural Sports Office for any reason.

Defaults
Any team knowing in advance that they will be unable to play a regularly scheduled contest is given the opportunity to default a contest (not play a game). In order to properly default a contest, the team captain or representative must complete a default form and submit it to the Intramural Sports Office by 3p the day of the scheduled game. Weekend/Monday requests must be made by 12:00 noon on the preceding Friday. A team that legally defaults a game will receive a loss in the league standings but will not receive a forfeit and your team will not be charged a forfeit fee of $10. The winning team by default will receive an A and the defaulting team will receive a B.

Forfeits
Your team will be charged $10 for a forfeit. Your team will be suspended until the payment is received. A team will forfeit a contest when: (A) a team is not ready to play after the grace period for that sport has expired; (B) a team is found to be using an ineligible player; (c) a team does not have the minimum number of players to start a contest outlined in the rules for that sport. Any team that forfeits a game will lose its forfeit bond for that sport. Forfeiture of two contests will constitute the team being dropped for the remainder of that sport. If a team forfeits a game, the score will be recorded as follows:

- Soccer – 2 – 0
- Flag Football – 9-0 men’s and women’s, 12-0 co-rec
- Volleyball – 25-0, 25-0, 15-0
- Basketball – 10-0
- Softball – 5-0
- All teams that are present will receive an “A” sportsmanship grade. Forfeiting a game will result in your team receiving a “C” sportsmanship grade for that contest.

INCLEMENT WEATHER INFORMATION
Participants may have games cancelled due to inclement weather. If this happens, individuals may call the main Campus Recreation Department office at 936-468-3507 or the Intramural Sports Office at (936) 468-3507 after 3:00pm (for day games) and 4:00pm (for night games) on the day of the contest. A decision whether or not games are being played will have been made by that time. The web site will be updated as much as possible to reflect the weather situations, but please call the office to check. Your teams WILL NOT BE contacted about weather cancellations.

Inclement Weather Postponements
If we cancel one set of games, we will more then likely cancel an entire night to keep confusion to a minimum. If an IMS event is cancelled due to inclement weather, the rescheduled days and times of the games will be determined by the Intramural Sports Office at the earliest convenience. Input from teams will be used if provided in advance of the new schedule being sent to the league. As much notice as possible will be given to the teams regarding new games. **Be prepared for quick turn arounds on rescheduled games rescheduled due to weather.**

Inclement Weather Delays/Game ended early
If an intramural contest is delayed due to weather or any other reason, the following procedure will be used:
1. If the game has reached a certain point it will be either delayed or called as a final. The IMS Office will attempt to reschedule games and finish them, but depending on field/court availability/time of the season, games can be called.
   a. Soccer - Halftime
   b. Flag Football – Halftime
   c. Softball – 3rd inning completed

2. If a game is delayed, all information in the game will be recorded by IMS Staff at the site and submitted to the IM Office.
3. The game will be rescheduled and completed from the point where it left off.
4. Players that were not present at the original game are LEGAL to participate.
   d. Exception: Playoff game – if they are not on the master roster, they may not be added.
5. Officials – it is not a guarantee that the game will resume with the same officials as the original game, but every effort will be made to keep as many as possible.

**Tournament Delays and Play-By-Date System**

If a tournament is delayed due to weather, time constraints, court/field availability, etc., a play-by-date system will be used. If participants can agree on a day and time to finish, then the tournament will be postponed and completed at a later date. If participants cannot agree on a day and time, then each participant remaining in the bracket will be given a schedule with set dates that they must report scores by.

**Example:** If horseshoes goes late and we do not have lights to finish the tournament then the players remaining will be emailed a schedule with their opponent and the opponent’s contact information along with a date that they must play by and report a score to the Intramural Sports Office. If the players do not report scores, than they will have forfeited their rights to the game and the points will be split evenly among remaining players.

**PROTESTS**

All protests, except player eligibility, must be made by the team captain at the time of the incident to the Site Manager. Questions pertaining to the interpretation of rules on the part of officials must be resolved by the Site Manager in charge of that field/court at the time of the interpretation occurs and prior to the next live ball. (Some sports alter this slightly, so each protest policy is explained in the sport rules.)

**Procedure for protesting a misinterpretation of the rules if:**

1) The team/participant feels an official has made a misinterpretation of a rule; the team captain shall calmly request a “time out” and inform the official that he/she wishes to have a ruling on the misinterpretation by the Site Manager in charge.
   a. If a team does not have a time out to call for a protest, they can still protest by alerting the official to the protest of the call.
   b. If corrections are necessary, then the corrections will be made.
   c. If the protest is denied, a delay of game penalty/technical foul (depending on the sport) will be administered.

2) No protest will be upheld which involves the judgment of an official(s). The judgment of an official is final. This judgment extends to the Site Manager.

3) If corrections are necessary, the Site Manager shall rule immediately and the team/participant shall not be charged with the time out; however, if the official’s interpretation was correct then the team/participant will be charged with a time out.

4) An error in interpretation by the Site Manager will be subject to a written protest that must be filed by 12:00 noon the next business day. The team must alert the Site Manager that they wish to protest the final ruling. The remainder of the game will be played under protest. The Site Manager will record all pertinent game information on the protest form and the form must be submitted to the IMS Office by 12:00 noon the next business day. If the ruling of the Site Manager is in error, a decision will be made by the IMS Office as to how to handle the protest and the game.

5) Any forms not submitted by 12:00 noon the following day will not be heard or discussed.

6) Constant protesting of calls will not be allowed and if teams are judged to be making a “mockery of the game,” the team may be disqualified.
Procedure for protesting eligibility:
1) If you do not have your valid SFA ID for your first game, you can play under protest. You MUST show ANY photo ID to the Game Supervisor and you will be allowed to play.
2) If you believe a player from an opposing team is ineligible by rule from an intramural event, you may submit a contest protest form at anytime before; during or immediately following the contest. If you leave the facility or venue, you may not protest the eligibility of that player.
   a. Obtain the form from the Site Manager on duty.
   b. Complete the form and return to the Site Manager.
   c. The Assistant Director – Intramural Sports or Graduate Assistant – Intramural Sports will inquire into the matter and determine the eligibility of the player and contact you regarding the decision.
3) If a player is found to be illegal, the team using that player will forfeit the contest regardless of the outcome and the score will be recorded as a forfeit (the team will not be charged the $10.00 forfeit fee).

ALCOHOL
Stephen F. Austin PROHIBITS possession or consumption of alcoholic beverages on University property. This includes the Intramural Sports Field Complex, Student Recreation Center, HPE Complex, or any other venue utilized for Intramural Sports. If a team, either its participants or spectators, is found to possess or consume alcoholic beverages at a sponsored event or if they come to participate under the influence of alcohol or drugs, that team may be forfeited from the event and suspended from all Intramural Sports activities. If the team, either participants or spectators, fail to comply with the request of the Intramural Sports staff, SFASU Police will be called to handle the situation. For further information on the Stephen F. Austin alcohol policy, please refer to the Student Handbook for the complete policy.

SPORTSMANSHIP
Team names and uniforms
The Intramural Sports Program reserves the right to change any team name that is deemed inappropriate or offensive. Teams that choose to wear uniforms must keep designs or logos displayed on their uniforms in good taste. Uniforms displaying inappropriate or suggestive material will be reprimanded by the Intramural Sports Office.

Who is responsible for participant behavior?
First and foremost every individual is responsible for their own behavior. Every intramural participant is expected to behave in a manner that is respectful to other participants and staff and display conduct that is not demeaning or harmful to another person. If a person is involved in a sportsmanship related incident, that person will be responsible for clearing up the situation. If the person chooses not to take care of the situation in a timely manner, the captain of the team and/or the entire team can be held responsible for the individual’s conduct.

- The IMS Office will request a meeting with participants who have been reported to violate the policies and spirit of this program. If a request is made by the IMS Office with an individual, the team captain will also be asked to attend so the matter can be resolved properly.

Sportsmanship ratings
All teams will receive a sportsmanship grade for each intramural contest they play. Teams must maintain a “2.5” average to advance to playoffs. Any teams that do not meet this requirement will not be allowed to participate in playoffs. You may come by the Intramural Sports Office the next business day to check on sportsmanship grades. Any unsportsmanlike conduct penalty or technical foul will result in a team automatically dropping to the next lowest grade. Example: A basketball player slams the ball in disgust because of a call by the official. The official calls a technical foul. That teams letter grade drops from an “A” to a “B” automatically and that team cannot receive anything higher than a “B” grade for that game.

At the completion of each game the game officials and the Intramural Staff present will evaluate your team and assign a Sportsmanship Grade. The Grading Scale will be: A, B, C, D, and F. Outstanding sportsmanship will earn a team an “A” grade for that contest. Poor sportsmanship will result in a grade of “C”, “D” or “F” depending on the level of sportsmanship.

NOTE: All teams will start the game with a Sportsmanship Rating of “B.”
“A” - Outstanding Sportsmanship & Conduct: All players cooperate fully with staff, officials and the opposing team throughout the course of competition. The captain respectfully converses with staff and officials when needed and has full control of his/her team. No sportsmanship related disciplinary action is taken against any team member (4 points).

“B” - Good Sportsmanship and Conduct: Team members are in control throughout the contest. Sportsmanship and actions of team members are at acceptable levels. Team does not show any aggressive dissent towards staff or opposing team. Teams that receives one (1) sportsmanship-related violation will earn no higher than a “B” rating for that contest (3 points).

“C” – Average Sportsmanship & Conduct: Verbal dissent towards officials, staff and/or opponents that may or may not result in a sportsmanlike related penalty. Teams that receives two (2) sportsmanship-related violations will earn no higher than a “C” rating for that contest (2 points).

“D” – Below Average Sportsmanship & Conduct: Team members continually exhibit dissent towards officials, staff and/or opponents (“trash-talking”) either on or off the playing field/court and/or sidelines. The team captain shows little control over the actions of his/her teammates or him/herself. Teams that receive multiple sportsmanship-related violations would earn no higher than a “D” rating for that contest. The captain will be contacted by the IMS Office to set a disciplinary meeting to discuss the events of the game/activity. Possible disciplinary actions can be set forth by the IMS Office including, but not limited to: probation, suspension of a player, suspension of a team, termination of a team (0 points, probation).

“F” – Poor Sportsmanship & Conduct: The team is completely uncooperative, out of control or shows no respect for staff and/or opponents. The team captain shows no control over the actions of his/her teammates or him/herself. Any team that receives multiple sportmanlike related penalties will earn no higher than an “F” rating for that contest, and may face team suspension or disqualification from the remainder of the season. The captain will be contacted by the IMS Office to set a disciplinary meeting to discuss the events of the game/activity. Possible disciplinary actions can be set forth by the IMS Office including, but not limited to: probation, suspension of a player, suspension of a team, termination of a team (-1 points, suspension/probation).

NOTE: Any team that is assessed a sportsmanship-related penalty during a game cannot receive a Sportsmanship Grade higher than “B” for that contest. If a team receiving a D or F sportsmanship grade for a contest, the captain and co-captain MUST set a time to meet with the Assistant Director-Intramurals prior to their next game or the team will be suspended.

Team Captain Responsibility
The team captain will be held responsible for the actions of their team and their spectators. The team captain will be used as a mediator for his/her team throughout the season and throughout all intramural contests. The team representative MUST attend all required meetings for their sport (Pre-season captain’s meeting and play-off meeting). We ask that the captain take control of players and spectators that are acting out and assist the Intramural Sports staff as much as possible in those cases. The captain can be reprimanded along with unruly players or spectators if the situation calls for such actions to be taken.

Unsportsmanlike Conduct
Any player ejected from a contest will be removed from the complex or building immediately (out of site and sound) and is indefinitely suspended. That player must schedule a meeting with the Assistant Director – Intramural Sports. Ejection from a contest will result in a minimum one game suspension that may be extended pending the outcome of the disciplinary meeting. Any player ejected from two contests will be suspended for a minimum of the remainder of the sport, pending a meeting with the Assistant Director - Intramurals. Anyone involved in physical abuse of an official or a player will be suspended from the Intramural Sports Program for a minimum of one (1) academic year.

Individual Sportsmanship – Cumulative
- “1” unsportsmanlike penalty/technical = Minimum warning/suspension
- “2” unsportsmanlike penalty/technical = Minimum one game suspension
- “3” unsportsmanlike penalty/technical = Minimum done for season
“4” unsportsmanlike penalty/technical = Minimum one year suspension

Unsportsmanlike conduct penalties do transfer from sport to sport and semester to semester.

Mandatory Disciplinary Meetings
To be considered for reinstatement to Intramural Sports activities after an ejection, all individuals, teams, or organizations must schedule a meeting with the Assistant Director – Intramural Sports. That meeting must take place within one (1) week of the ejection. The meeting must be scheduled, do not just show up to discuss the issue unannounced. If no meeting takes place within that one-week period, the player, team, or organization will face indefinite suspension from all intramural activities for one (1) academic semester. If a player is ejected, the captain is advised to attend the meeting also along with any witnesses the player would like to bring forth to testify in their defense. A decision will be made within 48 hours of the meeting and the player, team, and organization will be notified verbally of the final decision.

- All decisions made by the Assistant Director - Intramural Sports or Graduate Assistants can be appealed to the Campus Recreation Discipline Committee.
- The Campus Recreation Department Appeals Committee will hear the appeal if they feel there are grounds to appeal the decision.
- The Appeals Committee is made up of five student members (taken from different program areas of Campus Recreation) and a professional chair.

Summons/Notification of Disciplinary Meeting
All ejected participants will be notified through email alerting them to the ejection policy of the program. Once a meeting has been scheduled and held, the outcomes of the meeting will again be emailed to alert the participant of the actions being taken by the IMS Office.

Physical Abuse of Intramural Participants, Officials or Staff
If an intramural participant initiates or retaliates in a physical way (striking or attempting to strike, push, or shove another opponent, official or staff member), that person will be subject to the Intramural Sports “Death Penalty” which is a lifetime ban from all Intramural Sports programming. That person is also subject to a possible one (1) year ban from Campus Recreation programs and facilities. This includes retaliating to being struck or attempting to be struck by an opponent.

Verbal Abuse or Threats of Intramural Participants, Officials or Staff
If an intramural participant threatens orprovokes an opponent, official or staff member by verbally threatening or taunting an opponent, that person will be subject to the Intramural Sports “Death Penalty” which is a lifetime ban from all Intramural Sports programming. That person is also subject to a possible one (1) year ban from Campus Recreation programs and facilities.

Use of Facilities (B-1): Taken from SFASU University Policies by Board of Regents

Penalty and Hearing
1. Suspension – If a user or sponsor violates the provisions of this policy, or the laws regulating the use of state property, the appropriate University official with the approval of the Vice President to whom he/she reports may suspend the use of University facilities, or certain University facilities, by the user or sponsor for a specified period of time not to exceed one (1) year...
2. Notice of Suspension – When a University official suspends a user or sponsor from the use of University facilities, the official shall notify in writing, the user or sponsor, and the vice president who has the responsibility for space assignment, of the suspension. The written notice shall contain all the following information:
   a. That the user or sponsor may not use the University facilities, or certain designated University facilities, for a specified period of time, not to exceed one (1) year from the receipt of the notice;
   b. The name and title of the University official imposing the suspension, along with an address where the University official may be contacted during regular work hours;
   c. A brief statement of the acts or omissions resulting in the suspension; and
   d. Notification that the suspended user or sponsor is entitled to a hearing on the suspension.
3. Request for a Hearing
a. A suspended user or sponsor may submit a written request for a hearing on the suspension to the appropriate University official within fourteen (14) days of the receipt by the user or sponsor of the notice of suspension. The University official shall grant a hearing not later than seven (7) days from the date of the request and shall immediately mail written notice of the time, place, and date of the hearing to the person.

b. The hearing shall be held before a discipline committee reviewing the suspension in question.

**Profanity Policy**

**A strict “No Cursing” Policy will continue throughout the 2011-2012 year.**

To better enhance the program as well as continue the educational mission of the University, the Intramural Sports Program will not tolerate blatant use of profanity during intramural participation. Any participant heard using profanity during competition will receive an unsportsmanlike conduct penalty. There is zero tolerance for violation of this rule. Continued violation of this policy by any player, team, spectator or organization will lead to departmental reprimands including, but not limited to, suspension of the right to participate in any intramural activities for any length of time.

**Spectator Policy**

Campus Recreation wants spectators to know they are part of the game. Please keep in mind however that it is still just a game. Spectators should have fun and encourage their own team, rather than discouraging their opponent or harassing the officials. Spectators must remain in their designated areas and may not enter the playing fields or courts. Spectators violating these guidelines or exhibiting unsportsmanlike conduct will be asked to leave the playing facility and their “team” may be assessed additional penalties. **Some sports may not allow spectators due to safety issues and spacing concerns.**

**Ejection from Last Team Game of the Season**

Any player that is ejected during or after the last game of a season in a sport may be subject to possible suspension from all Intramural Sports activities during and including the next major team sport. Any player ejected from that last game must still meet with the Assistant Director - Intramural Sports.

**Continuous Unsportsmanlike Conduct by Players, Teams, or Organizations**

Any team that accumulates multiple unsportsmanlike fouls in a single game (determined by each sport and listed in the rules) could be suspended from ALL Intramural Sports activities indefinitely. Any player, team, or organization that is repeatedly observed or reported to display unsportsmanlike behavior before, during, or after intramural activities could face possible suspension from future games, sports, or for entire academic semesters.

**Procedure for Appeal**

Sanctions given by the IMS Administration may be appealed to the Campus Recreation Discipline Committee within two weeks of the action.

1. Incident occurs
2. Program meeting with parties involved to discuss issue and come to a resolution
   a. If participants fail to appear, decision is made and participants are notified.
3. Resolution is deemed unjust or unethical based on previous decisions or policy regarding a situation is not followed
   a. All incidents do not have to be followed exactly the same way because all situations are different
   b. There is a difference between the intent of a policy and the letter of the policy
4. Student submits a written request for a disciplinary meeting with dates and times of availability
   a. Written request gives a summary of the actions leading to the sanction, the sanction itself, and the reasons why the sanction is being appealed.
5. The Campus Recreation Discipline Committee will review the request and determine if there is a need to hold a disciplinary meeting to discuss the issue(s) any further.
   a. The Campus Recreation Discipline Committee can refuse to hear an appeal if they deem it is inappropriate or unnecessary.
6. Disciplinary meeting takes place with Campus Recreation Discipline Committee and a final verdict is rendered.
   a. The committee is made up of five (5) Campus Recreation student employees at the manager level or higher.
   b. Kenny Norris, Assistant Director-Facilities, or Brian Mills, Assistant Director for Intramural Sports, Sport Clubs and Summer Camps will chair the Campus Recreation Discipline Committee during appeals hearings. The chair will serve as a non-biased, non-partisan member and will serve only to ensure the proceedings are handled correctly.
7. Any further protests of decision will be directed to Ken Morton, Director of Campus Recreation.

PLAYOFFS

ALL TEAMS MEETING THE SPORTSMANSHIP REQUIREMENTS FOR PLAYOFFS WILL ADVANCE TO THE SINGLE ELIMINATION TOURNAMENT. Failure to be represented at the playoff captain’s meeting will result in your team being removed from the playoff bracket.

- Teams must maintain a minimum “2.5” average to advance into the playoffs.
- If a team receives a “C” in game one of the playoffs, they must get an “A” or a “B” in game two to continue in the bracket.
- If a team receives a “D” or “F” sportsmanship grade, they are removed from the bracket regardless if they win or lose their game.

Eligibility for Playoffs

All players that participated in at least one (1) game for a team during the regular season are eligible to play in the playoffs for that team. Player’s names must be typed onto the score sheet or on the adjoining roster form to be eligible to participate. If a players name does not appear on either, they are INELIGIBLE AND WILL NOT BE ALLOWED TO PARTICIPATE. Captains will receive a copy of their master roster (created from scoresheets throughout the season) and they must check their roster against the people who played for them. The IMS Office could miss a player, so it is up to the captain to make sure all players are listed. No names will be added to the rosters after the playoff captain’s meeting for each sport. There will be no exceptions for this policy. It is highly recommended that a member of each team is sent to verify rosters, do not send a representative that was not a member of the team to the playoff captain’s meeting.

ID Policy for Playoffs

All players must bring a valid SFA ID or other photo ID to the contest and present it to the Game Supervisor to be allowed to participate. There is no playing under protest in the playoffs.

Brackets and Seeding

All brackets will be created by the IMS Office prior to the playoff captain’s meeting. Brackets will be based on seeding of all teams in a league (the #1 vs. # last, #2 vs. # second to last, and so forth.) These brackets will be passed out at the playoff captain’s meetings. Teams can request certain nights and times if they know conflicts will arise and the IMS Office will try to honor those requests as closely as possible but no guarantees will be made. Scheduled playoff games will not be rescheduled unless a team will be unable to field a team due to ACADEMIC CONFLICTS ONLY.

Seeding Criteria

1. Winning percentage
   a. Head to head match-up (if applicable during regular season)
2. Sportmanship Average
3. Point Differential (offensive points scored minus defensive points allowed)
4. Offensive points scored
5. Coin Flip/Names from a hat

NOTE: some seeds may be moved to keep them from playing teams from their own division during the regular season (this is done at IMS Administration discretion)

Sportsmanship Policy for Playoff Games/Special Event Tournament

Unsportsmanlike conduct during playoff games/special event tournaments will not be tolerated. If any player is ejected for any sportsmanship related violations during a playoff games/special event tournaments, that player
is ejected and suspended for the remainder of that sports playoff games/special event tournament. If that player is ejected and his team loses, he/she will be subject to suspension for the next team sport they wish to play in (SEE EJECTION FROM LAST GAME OF SEASON FOR MORE INFORMATION). If a 2nd player from that same team is ejected for sportsmanship related violations any time during those playoffs or special event tournament, that team will forfeit the game and be removed from play, regardless of score. Teams must maintain a minimum “2.5” average to advance into the playoff games/special event tournaments.

AWARDS

Overall champions in each sport will be awarded an Intramural Sports champion t-shirt. The maximum number of shirts given out for team competition will be as follows: Soccer (15); Flag Football (16); Volleyball (12); Track Meet (16); Basketball (12); Softball (18); Sand Volleyball (8); 3 on 3 Basketball (6), 4 on 4 Flag Football (8), Sports Trivia Bowl (5), Floor Hockey (10). Winners of Individual/Dual events will be given an Intramural Sports Champion t-shirt.

Team photos will be taken for historical records. Names of each participant will be recorded and these photos will be displayed on the Campus Recreation website and also available through Facebook on the IMS Participants group.

INTRAMURAL SPORTS COMPLEX POLICIES AND PROCEDURES

All Intramural Sports events located at the Intramural Sports Complex will have the following rules and policies and procedures in place.

1) NO SMOKING OR TOBACCO PRODUCTS ARE ALLOWED ON THE FIELDS. If people are caught smoking, they will be asked to go to the street. If they are observed a second time they will be asked to leave the complex for the remainder of the night’s events.

2) NO ALCOHOL IS ALLOWED ON THE FIELDS. SFA PROHIBITS possession or consumption of alcoholic beverages on University property. This includes the Intramural Sports Complex, HPE Complex, or any other venue utilized for Intramural Sports. If a team, either its participants or spectators, is found to possess or consume alcoholic beverages at a sponsored event, that team may be forfeited from the event and suspended from all Intramural activities. If the team, either participants or spectators, fail to comply with the request of the Intramural Sports Site Manager, SFASU Police will be called to handle the situation. For further information on the SFASU alcohol policy, please refer to the Student Handbook for the complete policy.

3) Pets are not allowed at the Intramural Sports Field Complex. You will be asked to leave if you have a dog in your possession.

4) Trash – please pick up after yourself and your team/spectators. We are very lucky to have this complex and if YOU do not take care of it, then we will not have it anymore. There are trash cans located throughout the complex.

5) Campus Recreation, Intramural Sports and SFA are not liable for any personal belonging brought to any facility or venue. It is highly recommended that students do not bring any items of value to our facilities. Space is available for storage, but patrons must provide their own lock for lockers.

Student Recreation Center and HPE Complex Policies and Procedures

All Intramural Sports activities and events that take place in the HPE Complex (HPE) are subject to the policies and procedures set forth by the Campus Recreation Policies and Procedures manual.

These are just a few of the policies that will most likely affect you and your participation in Intramural Sports at the HPE:

1) All participants must read and follow all posted signs in the Student Recreation Center and HPE Complex.
2) Closed toed shoes must be worn to enter any activity area at all times.
3) A valid SFA ID is required to enter the building. You will swipe your ID at the Student Recreation Center and keep it on your person at all times.
   a) You must have a shoe tag to enter any recreation area of the HPE Complex. You will be asked to go to the equipment checkout and check in and get a shoe tag before being allowed to participate in any IMS event in the HPE. When you enter the HPE, you must surrender your SFA ID to get a shoe tag so you
can enter and use the facility. For volleyball, basketball, and flickerball (as well as any other IMS event being played in the HPE Complex), a sheet will be given to your captain to complete with ID numbers and then submitted to the IMS Site Manager prior to your game. ID’s will be checked by the IMS Site Manager throughout the game as needed.

b) Equipment rentals are available at the equipment check out desk and for many of the IM events equipment rental will be free.

4) Campus Recreation, Intramural Sports and SFA are not liable for any personal belonging brought to any facility or venue. It is highly recommended that students do not bring any items of value to our facilities. Space is available for storage, but patrons must provide their own lock for lockers.