

ETSU

INTRAMURALS

Department of Campus Recreation
Intramural Sports Policy Handbook
Revised August 2023

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ETSU

INTRAMURALS

Purpose of this Handbook

The purpose of this handbook is to establish policies and procedures that govern participation in ETSU's Intramural Sports Program. Please note that it is the responsibility of each team and each participant to know and understand these policies and procedures.

FAILURE TO COMPLY WITH ANY INTRAMURAL SPORTS POLICY MAY RESULT IN DISCIPLINARY ACTION.

The Intramural Sports Office reserves the right to modify these rules in whole or in part at any time as necessary. If you have questions, comments, or suggestions for these rules or the Intramural Sports Program in general, please contact the Sport Programs Office. Your feedback is appreciated.

Introduction

The Department of Campus Recreation offers the University's students and employees a comprehensive individual and team intramural program. Intramurals are structured recreational and competitive sports and activities for individuals in the ETSU community. Competitions and activities are held in league, tournament, one-day, and special event formats. Previous athletic experience is not a prerequisite for intramural participation.

Traditional intramural sports include basketball, flag football, soccer, softball, and volleyball. Newer additions to the intramural schedule have included cornhole, dodgeball, inner tube water polo, pickleball, and other special event tournaments. In addition to the team sports leagues, several individual and special events are held throughout the year. Competition winners receive Intramural Champion t-shirts.

The Intramural program is staffed by a full-time professional, two part-time Graduate Assistants, and student workers who serve in the capacity of student supervisors, officials, and program assistants.

Intramural Sports Directory

Trey Potter, Assistant Director of Sport Programs
Room 211, Basler Center for Physical Activity 423-439-7977
Potterld@etsu.edu

Sport Programs Office
Room 210, Basler Center for Physical Activity 423-439-7978
IMSports@etsu.edu

The Assistant Director of Sport Programs reserves the right to rule on any situation not specifically covered by this policy handbook or other published intramural rules. The Assistant Director also reserves the right to put into immediate effect any policy/rule changes deemed necessary. Those changes will be distributed electronically to affected participants and posted policies/rules will be updated.

Department Contact Information

Department of Campus Recreation | Wayne G. Basler Center for Physical Activity 1244 Jack Vest Drive | P.O. Box 70585 | Johnson City, TN 37614
General Info – 423-439-7980 | 423-439-7970 (fax) | www.etsu.edu/rec

General Information

Assumption of Risk and Release of Liability

East Tennessee State University assumes no responsibility for injuries received during intramural activities. All participants are reminded that intramural participation is completely voluntary. Participants/spectators acknowledge the inherent risks associated with the activity and agree to hold harmless East Tennessee State University, the Department of Campus Recreation, its officers, agents, and employees from any liability, claims, actions, or causes of actions arising out of or related to any injury or illness, including death, that may be sustained by a participant/spectator, or to any loss or damage to property belonging to a participant/spectator, whether caused by negligence or otherwise. Participants/spectators agree to assume any financial costs that may result from or arise from intramural participation. It is strongly suggested that all players have a physical examination and secure adequate medical insurance before participation. The State of Tennessee and ETSU cannot accept liability for injuries sustained by participants/spectators during intramural activities.

Blood Rule

Any player with an open wound and/or blood on their uniform must leave the game. The player may not return until the wound is covered and there is no blood visible on the bandaging. Clothing with blood on it must be removed before returning to the game. The intramural staff will have a first aid kit on hand. This kit is to be used for injuries ONLY. Band-Aids will not be given out unless a participant has a visible cut. Athletic tape WILL NOT be given out for any reason. Should an accident or injury occur, please notify a Campus Recreation staff member immediately.

ID Policy

All participants must present a valid ETSU ID card, with a visible picture, at the beginning of every game.

- A valid ETSU ID for intramural participation is the ID used to scan into the CPA.
- It is University policy that individuals (including spectators) have their ID card at all times and must show their ID to a University official upon request. The fraudulent possession or use of another individual's card may result in the confiscation of the

- card and other campus actions.
- Each sport may have a sport-specific penalty for failure to check in with an ID before participation.

Player Safety

Concussion

Any player who exhibits signs, symptoms, or behaviors consistent with a concussion shall be immediately removed from the game and shall not return to play until cleared by an appropriate healthcare professional (licensed physician). If a player is transported to a hospital or has been seen by a physician for concussion-like symptoms, then documentation must be provided to the Assistant Director stating the player is medically cleared to participate before further intramural participation.

Common symptoms of a concussion include:

- | | | |
|-----------------------------------|---|--|
| • <i>Headache</i> | • <i>Lack of energy, tiredness</i> | • <i>Confused about assignment</i> |
| • <i>Fogginess</i> | • <i>Dizziness, poor balance</i> | • <i>Forgets plays</i> |
| • <i>Difficulty concentrating</i> | • <i>Blurred vision</i> | • <i>Unsure of game, score, or opponent</i> |
| • <i>Easily confused</i> | • <i>Sensitive to light and sounds</i> | • <i>Moves clumsily</i> |
| • <i>Slowed thought process</i> | • <i>Mood change – irritable, anxious, or tearful</i> | • <i>Answers questions slowly</i> |
| • <i>Difficulty with memory</i> | • <i>Appears dazed or stunned</i> | • <i>Loses consciousness</i> |
| • <i>Nausea</i> | | • <i>Shows behavior or personality changes</i> |

Pets

Due to health and safety concerns, pets are not allowed on the Campus Recreation Field Complex fields, on the CPA intramural fields, or within the confines of the intramural fields at any time. This includes both formal intramural competitions/events and informal recreational activities. Service animals are the only pets allowed at any Intramural function, and they must accompany their owner. Note: Emotional Support animals are not protected.

Student Employment Opportunities

The Department of Campus Recreation hires student employees in a variety of jobs. The intramural program is always looking for students interested in working as intramural officials or program assistants/scorekeepers. APS, Federal Work Study, and Regular Student Worker applicants are accepted. Students who are willing to commit to working 10-15 hours per week and have knowledge of sports are encouraged to apply. Previous officiating experience is not required. Applications can be found on the Campus Recreation Website, linked below, or by contacting the Assistant Director.

<https://www.etsu.edu/students/campusrec/studentemployment.php>

Campus Recreation Facilities

Basler Center for Physical Activity (CPA) – 1244 Jack Vest Drive

The Wayne G. Basler Center for Physical Activity, commonly referred to as the CPA, is the home of the Department of Campus Recreation and the location of the majority of indoor intramural games and events. The CPA offers four multi-use basketball/volleyball courts, two racquetball courts, and an indoor pool. Outside of the CPA are three lighted multi-use intramural fields. The CPA intramural fields are referred to as the Front Yard, and Side Yard based on their relative location to the CPA's main entrance. Six recreational tennis courts are located on the west end of the Dave Mullins Tennis Complex, behind Summers-Taylor Soccer Stadium. The Campus Recreation Tennis Courts are open to ETSU students, faculty, and staff with Intramurals and Sport Clubs having priority for the facility.

Campus Recreation Field Complex (Intramural Field Complex) – 1510 Seminole Drive

The Campus Recreation Field Complex opened in September 2013 and is located directly behind the southwest corner of campus at 1510 Seminole Drive. The field complex is a short walk, drive, bike, or shuttle ride from the CPA. The \$3 million facility is the site of the first-ever artificial turf field built for recreational use at ETSU. Field 1 is a multi-use field designed for softball and flag football. Field 2 is a natural grass multi-use field that is designed for softball but can also accommodate flag football, soccer, and other sports.

General Facility Rules & Reminders

- ETSU Campus Rec facilities are open to ETSU students, faculty, and staff
- All players and guests are expected to abide by all University and Department of Campus Recreation policies
 - Tobacco, alcohol, and drugs are prohibited at all ETSU/Campus Recreation facilities
 - All organized activities must be approved through Campus Recreation's facility request procedures
 - No food, gum, or sunflower seeds are allowed inside the fields or dugouts of the Field Complex
 - Additional policies and rules specific to each facility are posted at those locations and on the Campus Recreation website at <https://www.etsu.edu/campusrec/>.

Trash

Each team is responsible for picking up trash after their game. This includes all bottles, bags, wrappers, etc. Any team that leaves the facility before cleaning up may be given a lower sportsmanship rating which could adversely affect a team's play-off eligibility.

Intramural Eligibility

Intramural eligibility rules are designed to protect the rights and privileges of all the participants and ensure fairness of competition by having all participants and teams participate under the same rules and guidelines. The intramural staff will investigate the eligibility of a player when such a question or concern is brought to the Assistant Director for Sport Programs' attention.

Eligible Participants

- Currently enrolled ETSU students
 - Note: Students must have paid their student activity fees before being eligible for Intramural participation.
- Full-time ETSU Faculty & Staff (with CPA membership)
- Part-time ETSU Faculty & Staff who have purchased a CPA membership

Ineligible Participants

- Students who have not paid student activity fees or have withdrawn from ETSU
- Students from other local colleges
- University School Students **NOT** taking dual credit courses
- Faculty or Staff who are no longer employed by ETSU
- Spouse/Domestic Partner and Dependent CPA members
- An eligible participant who misrepresents their identity to an intramural staff by using another individual's ID
- Anyone who has had their intramural privileges revoked/suspended due to violation of intramural policies

Additional Eligibility Policies

- Participants may only play on one single gender, one open, AND one co-rec team during a season. To enforce this policy, once a player hands their ID to the intramural staff to check in to a game they are considered as having played for the team. If the player plays on the second team, the player is considered as an ineligible player and that team will forfeit that game and a forfeit fee will be assessed.
- To be eligible for playoff participation an Intramural participant must be listed on the team roster when rosters lock at the set date for the sport and have checked in to at least **ONE** regular season contest.
- An individual may not participate under an assumed name or use false identification. Violation of this rule may result in suspension from further participation for the individual and possibly the team. This may also result in the forfeiture of Intramural games.
- The intramural staff reserves the right to declare an individual ineligible for competition/participation if their participation is considered unsportsmanlike or dangerous.

Current Student-Athlete Policy

Student-athletes receiving any assistance through athletic scholarships or other aid are eligible for intramural participation **EXCEPT** for the sport or related sport for which they are receiving aid. Such aid is defined as any aid, assistance, or benefit given to a student for their participation as a player in any varsity sport that is not available to the general student population. This includes, but is not limited to, scholarships, varsity lockers, apparel, footwear, equipment, etc. Any athlete who is working out with the varsity team (including walk-ons and red-shirt players) is considered a student-athlete under this policy. Student-athletes who were on their team's roster at the time of the first game, including red-shirted athletes, remain ineligible for that sport or related sport for the following two semesters. For example, if you were considered a college athlete in 2021-2022 you are ineligible for the 2022-2023 school year. It is the team captain's responsibility to understand these rules if questioned about a specific player.

Former College Athlete Policy

A student who has been a member of a varsity team at any college or university is ineligible for intramural activities in that or its related sport for one calendar year unless they are considered a graduate student. An individual is considered to have been a member of the team if their name has appeared on a team's roster, or other publications such as a media guide, website, etc. identifying the individual as being a member of the team. Intramural teams/rosters are only allowed two (2) former college athletes for the sport, or related sport, in which the athlete competed. No differentiation is made between NCAA D-I, D-II, D-III, and NAIA schools.

All former college athletes, **including** junior college athletes, are required to participate in the top competitive/skill level (if applicable) of the sport in which they competed in college. A written request from the captain and former college player must be submitted to the Assistant Director for Sport Programs for consideration otherwise.

Sport Club Athlete Policy

Members of sport clubs are eligible to participate in intramurals. However, any member of a sport club must participate in the top competitive/skill level (if applicable) for the sport in which they compete at the club level. Teams are allowed two (2) club athletes for the sport, or related sport, in which the athlete is a club member. For team sports in which the number of players to play a game is four (4) or less, the maximum number of club players is one (1).

Examples:

- Basketball Club (5v5) – 2 club members on 1 Intramural basketball team
- Tennis Club (Doubles/2v2) – 1 club member on an Intramural double's tennis team

A person is deemed a Sport Club player if they participate in a club contest, pays club dues, or appears on the club's active roster. Once a person has been deemed a club member, they will be considered a club player about intramural sports for the longer of (a) the remainder of the school year or (b) six (6) consecutive months from the date that they last participate in a club

contest/practice, last appears on the team roster or the date of their most recent signed sport club waiver form. Removal of the person from any club roster does NOT affect their Intramural status as a Sport Club player. Intramural players who join a club team during the Intramural Sports season may be required to discontinue playing for their intramural team in order to keep their intramural team eligible under this rule.

Professional Athlete Policy

Any current or former professional athlete is ineligible to participate in the intramural sport or related sport that they played professionally. An individual loses his or her “Amateur Status” and shall not be eligible for participation in Intramural Sports competition in a particular sport if the individual uses his or her athletic skills (directly or indirectly) for pay/compensation in any form (other than tuition, housing, and other items received from a higher education institution in accordance with that institution’s governing athletic body, i.e., the NCAA) in that particular sport. Students who are allowed to try out with a professional team or organization remain eligible provided that they do not take part in any outside competition (games or scrimmages) as a representative of that professional team/organization. A professional team is any sports organization that has “Professional” included anywhere in the organization’s name. Forms of payment include, but are not limited to: All monetary forms of compensation, personalized merchandise, housing accommodations, etc.

Penalties

The penalty for competing with an ineligible player is forfeiture of all games in which the violation(s) occurred. The team captain is required to meet with the Assistant Director of Sport Programs and could potentially face suspension. In some instances, the entire team may also be expelled from further intramural participation.

Tennessee Code Annotate, Section 49-7-180(d)

If a question arises as to the sex of a student, the institution will verify the sex of the student by reviewing an original birth certificate issued at or near the time of birth. If the student is unable to provide an original birth certificate issued at or near the time of birth, the institution may require additional documentation.

Code of Conduct

Participant and Spectator Code of Conduct

As a university activity, intramural events expect the same conduct and behavior as any other social and recreational activity. Participants and spectators are expected to conduct themselves in a sportsmanlike manner at all times, adhering to all Campus Recreation or University policies. Any spectator exhibiting unsportsmanlike conduct, threatening behavior, or using obscene language will be asked to leave the facility by a staff member. Participants who are ejected from a game have one minute to leave sight and sound of the facility immediately. Failure to comply will result

in forfeiture of the game and campus police being called. Teams are responsible for the conduct and actions of individual members and their spectators.

Responsibilities of Participants

It is the responsibility of each participant to be knowledgeable of all intramural rules and policies. Every participant is reminded that participating in the intramural program is a privilege.

- Each participant is responsible for their own conduct.
- Participants must behave in a sportsmanlike manner. *See Sportsmanship Policy*
- Participants are responsible for knowing their own eligibility status at all times.
- Individuals who violate CPA rules, intramural rules and policies, abuse the equipment or facility, or behave in an unsportsmanlike manner are subject to losing their privileges to participate in the intramural program and the use of the Basler Center for Physical Activity.

Electronics & Social Media

Sportsmanship and conduct expectations of the Intramural Program extend to social networking websites such as Instagram, Twitter, etc. Participants who are found to have posted unsportsmanlike comments/material online are subject to disciplinary action through the Department of Campus Recreation and Office of Judicial Affairs.

Tobacco, Alcohol, Drug Policy

It is against university policy to smoke or use tobacco outside the confines of a personal vehicle. Alcohol and other illegal substances are prohibited on the ETSU Campus, including the CPA and all intramural fields. Alcohol consumption prior to participation or during an intramural event is not only unsafe, but also a violation of University rules and is illegal for individual's underage. No individual is allowed to participate in an intramural event or be in attendance as a spectator while smoking/using tobacco or under the influence of alcohol/illegal drugs. Violation will result in the individual(s) being asked to leave the facility and possible referral to the Office of Judicial Affairs. Failure to leave the facility will result in campus police being called. In some instances, campus police may be immediately notified.

Registering for an Intramural Event

A complete list of intramural activities, entry deadlines, and other important dates is located on the intramural website (www.etsu.edu/IMSports). The ETSU Intramural Program utilizes an online registration/scheduling and league administration system located at **IMLeagues.com**. All intramural participants are required to create an account on **IMLeagues.com**.

How to Create an IMLeagues Account

- Go to www.imleagues.com and click on the “**Create Account**” link.
- Enter your information, **including your school email address** (@etsu.edu), and submit.
 - **You must use your school email address.** The IMLeagues system recognizes your school’s domain and will only allow you to join the ETSU site with the proper email domain.
- You will be sent an account verification email to your **school email account**.
- Log in to **imleagues.com** by clicking the link provided in the verification email.
- After verifying your email address, the East Tennessee State University link should pop up. Click “Join School”.

How to Sign Up for an Intramural Sport

- Log in to your **IMLeagues.com** account.
- Click on the “East Tennessee State University” link.
- The current sports are displayed toward the bottom of the screen. Click on the sport you wish to join.
- Choose the league you wish to play (i.e., Men’s Competitive, Men’s Recreational, Women, etc.).
- You can join the sport one of three ways:
 - **Create a team** (for team captains)
 - Captains must accept team members’ requests before they are on the team’s roster.
 - Division space is limited and is on a first come, first served basis. Teams must have the minimum number of players on their roster **before** their placement in the division is confirmed.
 - Teams without the minimum number of players by the entry deadline will be **removed** from the league.
 - Teams who are allowed to gain additional players to participate in the league without the minimum required players by communication with the Sport Programs Office, and who attend a Captain’s Meeting will be assessed a forfeit fee if they try to remove themselves from the league or cannot field the minimum to participate.
 - **Join a team** by:
 - Finding the team and captain name on division page and requesting to join.
 - Going to the captain’s player card page, viewing his team, and requesting to join.
 - Accepting a request from the captain to join his team.
 - **Join as a Free Agent.** Team captains can search for free agents and extend invitations to join their team.

Roster Minimum/Maximum Requirements

Teams must have the minimum number of players prior to the registration deadline. Those numbers are as follows:

Sport(s)	Min.	Max.
Softball (10v10), Kickball (10v10)	10	16
Flag Football (CR-8v8), Soccer (8v8)	8	14
Flag Football (M/W-7v7)	7	12
Volleyball, Dodgeball, Inner Tube Water Polo	6	12
Basketball, Futsal	5	12
Sand Volleyball	4	10
3-on-3 Basketball	3	4

Note: Intramural Champion t-shirts will only be handed out to those who are listed on the roster

In order for a player to receive an Intramural Champion t-shirt, they must have participated in at least 1 game during that season (combined regular season and playoffs). Players not present at the championship game will be allowed to come to the office to pick up shirts. Coaches who are not on the roster will not receive a championship t-shirt.

On-Site Registration

Some single day and individual events may have on-site, or walk-up, registration. Watch for announcements, primarily through Campus Recreation social media, regarding on-site registration. These events **will not** follow the IMLeagues registration procedure.

Team Names

The intramural staff reserves the right to change any team name that is vulgar, offensive, or in poor taste. The intramural staff also reserves the right to re-name any teams that have duplicate names.

Teams Sports

Responsibilities of Team Captains

Captains and Assistant Captains must be playing members of their team. In their roles, Captains and Assistant Captains acknowledge and agree to assume certain responsibilities, including but not limited to:

- Serving as a liaison between their team and the Department of Campus Recreation. It is important that the captain periodically check the IMLeagues website for updates and schedule changes. The captain and assistant captain should be sure to have their working phone number listed on their IMLeagues profile.
- Only the captain shall discuss game issues with Campus Recreation/Intramural staff.
 - The captain is the only player who may question the ruling of an official. Questions as they relate to an official's judgment will not be allowed.
 - The intramural staff does not recognize the use of coaches. Coaches are considered spectators. They may not be on the field/court, call time outs, or address the officials/supervisors during the game.
- Knowledge and understanding of all rules and policies associated with the activity/sport.
 - All rules and policies will be discussed at the captains' meeting.
- Verifying the eligibility of all players listed on the roster.
- Informing all players and spectators of the rules, policies, and sportsmanship code of Campus Recreation.
- Notify all team members and spectators that tobacco, alcohol, and other illegal substances are prohibited at all ETSU facilities and that no one is allowed to be at a game while under the influence of alcohol and/or illegal drugs.
- Team captains and assistant captains are ultimately responsible for the conduct of their team, including spectators.
 - Team captains and assistant captains are subject to disciplinary action, including suspension, if they show no effort to control their team, do not actively discourage unsportsmanlike conduct, or if their team is found to have participated with an ineligible player(s).

Captains Meetings

A meeting for all team captains will be scheduled before the team's season begins. This meeting is **MANDATORY** – All teams **must** be represented. If a team captain or assistant captain is unable to attend the meeting, they should send a representative from their team's roster. All representatives must be prepared to show their ETSU ID at the meeting.

Revising Rosters

Teams may add or remove players from their roster until the end of the first week of the regular season. When adding players, the player must be added **and accepted** by the captain **before 3:00 p.m.** to be eligible to play the same day. If a player is added to a roster after the 3:00 deadline, that player may play provided the captain provides an **updated** print-off of the team's roster or is able to show the intramural staff the online roster via a smartphone or other device. (GAs or Intramural Supervisors will not manually add you to the roster)

A player may only be removed from a roster if the player has not checked into a game. Once players have checked in, they are considered as having played in that game. Players who have played for one team may not be added to another. Players who would like to request an exception to this must email IMSports@etsu.edu with their reasoning. These requests will be handled on a case-by-case basis.

In order to be eligible for playoffs a participant must have checked in to at least one regular season game.

Competitive/Recreational Skill Levels – Regular Season

In an attempt to keep leagues and divisions competitive and fun for all participants, and as participation numbers allow, different competitive/skill levels will be offered within each league. Teams and players are encouraged to choose the league that best applies to their competitive and skill level.

- **Competitive Level** – As its name suggests this level is designed for the more competitive, organized, and structured teams. This level is for the teams that come to the games looking to win. These teams may hold practices and have set plays. Players who played at the high school level are encouraged to sign up for the competitive level, and those who have played above the high school level are required to play at the competitive level.
 - **Division I and Division II (Comp D-I, Comp D-II) (BASKETBALL ONLY)** – In some sports, the competitive level will be subdivided into Division I and Division II. Comp D-I is intended for the most advanced and skilled teams while Comp D-II is intended for organized and competitive teams that may lack the experience or skill to play at the top level.
- **Recreational Level** – Designed to place an emphasis on recreation and participation instead of competition. This level is for the teams who would like to win, but are primarily just looking to come out and have a good time.

Fraternity & Sorority System

Teams associated with a fraternity or sorority will be able to accumulate Greek Cup points for their student organization. All participants listed on the roster must be current members of the organization in order for points to be awarded.

These organizations can sign up an unlimited number of teams for a Team League Sport:

- Every team an organization signs up in the points league as “competitive” Fraternity and Sorority leagues can have the potential to score points (rosters will be checked with Fraternity and Sorority Life)
 - The highest point-scoring team for each organization will have their points count for the organization, but each additional team signed up in the “competitive league” will be worth 5 bonus points
- Only the “competitive” league teams for the organization will earn (+/-) points.
- Organizations may sign up additional teams in the “Recreation” division.
 - Recreation division teams have no effect on Cup points (+/-), rosters will not be checked for open division teams. Recreation division Fraternity and Sorority teams can play with any student/faculty/staff person, meaning they do not have to be a member of the organization. This is encouraged to be used as a recruitment tool to get new members!

Any roster challenges must be submitted to the Assistant Director of Sport Programs.

Alumni or “Inactive” status members cannot participate on their organization's “Competitive” league team that could potentially earn Greek Cup points. New members that have been listed as chapter members by the Office of Fraternity & Sorority Life may participate as soon as they are listed on the organization's recognized roster.

Categories of Events:

- Team/League Sports: The organization name must be used in the “team name”
- Tournaments: The organization name must be used in the “team name”
 - Unlimited teams per organization earns (+/-) points for the tournament
- Single Day Events: The organization name must be used in the “team name”
 - Unlimited teams per organization earns (+/-) points for the tournament

Team Names

For any event in which the team wishes to possibly earn Fraternity and Sorority Cup Points, their team’s name must include the organization. Examples include Alpha Delta Pi, SAE B, and Omega Psi Phi Old Gold.

Point System for Greek Cup

ETSU Greek Cup		League Sport	Tournaments/Playoffs	Single Day Events
Regular Season	Scrimmage Participation	10		
	Team Registration	5		
	1st Place	50		
	2nd Place	25		
	Sportsmanship Above 3.75	25		
Playoffs & Tournaments	Participation		10	5
	1st Place	50	40	20
	2nd Place	25	20	10
Deductions	Forfeit	-40	-10	-5
	Ejected Participant	-50	-40	-20
	Sportsmanship Below 2.5	-20	-10	-5

Yearly Bonuses	IM Employee in Organization	20
	Perfect Attendance	100
	Perfect Sportsmanship	100
	Every Sport Participant	100

Intramural Scheduling

Scheduling is determined by a variety of factors including the number of teams involved, the availability of facilities and the event's time frame. Depending on the type of activity, schedule formats may either be:

- Round robin format (pool play) followed by a single elimination tournament, or
- Single or Double elimination tournament
- Regular leagues usually consist of a 3-5 game regular season followed by a single elimination playoff bracket.

Intramural leagues are scheduled Sunday through Thursday. Games may begin as early as 4:30 or 5:00 p.m. (depending on the league). League schedules will be posted on the IMLeagues.com website. Any schedule changes or updates will be done through IMLeagues. It is the team's responsibility to check their IMLeagues team page.

Some one events may be held on a Friday and start earlier (2:30 or 3) than traditional sports.

The IMLeagues app is available for download on smart phone devices.

Game Check-in

Teams are expected to be ready to check in with the scorekeeper or supervisor 10 minutes prior to their scheduled game time and captains are expected to be ready to meet with the game officials. Teams should be ready to play immediately following this meeting.

Teams/players will be granted a grace period if it is stated within the sport rules. The game/match may begin at any time until the grace period has expired with time on the clock and points awarded as outlined in sport specific rules. If after the grace period the match or game has not begun it will be forfeited to the opponent. If neither team/player is prepared to play a forfeit or double forfeit will be declared.

****Exception:** If no one is there for a team at game time, it will be an immediate forfeit**

The “Grace Period” length will be determined by the on-site sports Supervisor and will never be longer than 10 minutes. In order to receive a grace period a team must have at least one member present. The following rules apply to grace periods:

- The opposing team must grant an opponent a grace period unless otherwise specified by Sport Program staff.
- One team must have enough players present to begin play in order for the grace period to be considered.
- After the grace period has concluded the team that is below the legal roster limit will be charged with a forfeit and an accompanying fee.
- As soon as the late players are present the game will begin.
 - Any other players that arrive cannot enter until a traditional stoppage of play.

Canceling/Postponing Games

Due to unavoidable circumstances (inclement weather, power outages, etc.), it may become necessary to cancel or postpone intramural games. Games may also be canceled due to poor and/or unsafe field conditions. When possible, the decision to cancel games due to inclement weather will be made at least two (2) hours prior to the start of the first game of the day. However, as is the case with most weather-related situations, a game-time decision may have to be made. When games are canceled due to inclement weather and/or poor field conditions, the intramural fields will be closed and informal play or team practices will not be allowed.

- Once games are canceled or postponed, an email/text announcement will be sent through IMLeagues.com.
- During winter weather-related situations, the intramural schedule of games will follow the University’s schedule for evening classes – If the University cancels evening classes, then intramural games will not be played. If the University decides to hold evening classes, then intramural games will be played as scheduled.
- Due to inclement weather or other unforeseeable circumstances, games in progress may also be suspended or terminated. This decision will be made by the Assistant Director of

Sport Programs, Intramural Graduate Assistant, or the supervisor-in-charge. If time and facilities allow, suspended games will be restarted at a later date. If a suspended game is not able to be rescheduled, each team will be given a tie. Games that are terminated will be considered final based on the score at the time of termination or the last completed inning.

- Since Campus Recreation utilizes a combination of natural and artificial playing surfaces, there may be times that games scheduled for natural grass fields are canceled when games scheduled for artificial turf fields are still played. In these cases, **the intramural staff reserves the right to alter the schedule (switch fields) to allow priority games to be played**, as determined by the Assistant Director of Sport Programs.
- The safety of participants and staff will always be the primary consideration when canceling or suspending games.

Rescheduling

Games that are not affected by weather or other unforeseeable conditions/circumstances **will not** be rescheduled. Teams should not contact the intramural office requesting a game to be rescheduled.

- Every effort will be made to reschedule postponed and/or suspended games. Rescheduling is not guaranteed for league play and will depend on the availability of facilities and time remaining before playoffs.
- Reasonable accommodations for the teams affected will be made during this process, but teams should understand that time and facility availability will limit the options for reschedules. Most of the time, rescheduled games will not correspond with the teams' original game days/times.
- Some leagues may have options for reschedules based on field availability.

Playoff Structure, Selection, and Seeding

At the conclusion of the regular season, all teams will advance to a single elimination playoff bracket tournament. The only exception is if your team finished the regular season with below a 3.0 sportsmanship rating. Playoff games can be any day, any time and generally will not correspond with a team's regular season schedule.

- Teams wishing not to be placed in postseason brackets should contact the Assistant Director of Sport Programs prior to the end of the regular season. This will avoid a forfeit or default once the bracket has been published.

Tournament seeding will be based upon a variety of factors including record, winning percentage, point differential and sportsmanship. However, the league coordinator for each sport reserves the right to seed the teams as needed in order to create the best brackets and playing experience possible. The league coordinator reserves the right to move teams up and down in A and B brackets and recreational and competitive leagues.

Forfeits & Default Policy

Forfeit Fees

Teams assessed a forfeit will be charged a forfeit fee. The amount of the fee varies from sport to sport and is based on factors such as length of game, amount of staff required for the game, etc. A second forfeit by a team will result in the team being removed from the league **and an additional** forfeit fee being assessed. This includes forfeits resulting from, but not limited to:

- Not having enough players to start a game – Game time is forfeit time.
 - Grace period is warranted for various tournaments/leagues
- Not having enough players to continue a game due to players being ejected/disqualified
- Being assessed a forfeit (disqualified) by the officials or game supervisor for unsportsmanlike conduct, excessive physical play, fighting, etc.

Forfeit Fee Tiers

\$40.00 – Basketball, Flag Football, Soccer, Softball, Sand Volleyball, Futsal, Volleyball

\$25.00 – Kickball, Ultimate Frisbee, Dodgeball, Individual/Dual Sports, Water Polo; Second forfeit on the same day for team sports. Weekend tournament forfeit

Fee Payment Instructions

Forfeit fees must be paid within 1 week or by 12 PM the day of the team's next game.

- Ex. If a participant's team forfeits a game on Tuesday, and that person has another game on Thursday, they will be ineligible to play on Thursday until that fee is paid.

If a team does not pay the forfeit fee prior to their deadline, the team's remaining schedule will be canceled and the team will be removed from the league.

Paying a forfeit fee does not forgive other fees (s) owed.

Forfeit fees are collected at the front desk of the CPA. Teams assessed a forfeit fee must come to the CPA and make payment before they can play in their name game/event.

Teams with an outstanding fee at the time playoff brackets are drawn will not be placed in a tournament bracket. Teams are still responsible for any fees resulting from forfeits during the playoffs. All players on the team will be ineligible to participate in any intramural activity until all fees are paid.

The team captain is ultimately responsible to the Intramural Program for any fees owed. The captain may have a hold placed on their IMLeagues account and not be allowed to register for any further intramural event until the fee is paid. If a team still has outstanding fees after the last week

of classes, the team captain may have a hold placed on their grades, transcripts, and registration until all fees are paid.

Defaults

A default is an un-played game that results in a loss for the defaulting team, but does not require the payment of a forfeit fee. A default does not affect a team's playoff status. Defaults may be granted in two situations:

1. A team may request a default if circumstances prevent them from fielding the minimum number of players to start a game. The captain or assistant captain must come to the Intramural office in person or notify the Intramural office by email from the team captain's school email account. The default must be requested prior to the default deadline:
 - **Game Day Mon-Thurs:** 12:00 p.m. the day of the game
 - **Game Day Sunday:** 12:00 p.m. Friday
2. A team no longer has the minimum number of players and is unable to continue a game due to player injury.

Teams are allowed one (1) default per season. Two (2) defaults will result in a forfeit for the team and the forfeit fee being assessed. An additional default may be granted for the playoffs without penalty provided the team captain meets the deadline requirements set forth above.

Teams that have a forfeit and a default on their regular season record shall not be eligible for a playoff tournament.

Protest Procedure

From time to time there may be grounds for a team to protest a game, match or official's ruling. The following procedures should be followed at such times.

- **Teams may not protest the judgment call of an official.** Only protests concerning player eligibility or misinterpretation of a playing rule will be considered.
- **Player eligibility** – Player eligibility can be protested throughout the season or tournament. Those intending to protest the eligibility of a player are encouraged to state their intent to the supervisor prior to the start of a game or match. Protests after a game shall be directed to the Assistant Director for Sport Programs or Graduate Assistant(s).
- **Rule Interpretation** – If a team wishes to protest the interpretation of a rule, the captain must register a verbal protest with the head official prior to the next play. The head official will notify the supervisor who will record all information pertinent to the game. When possible, the protest will be ruled on immediately before any further playing action occurs. NOTE: If there is no verbal protest prior to the next play, the team loses its right to protest.

- If the ruling of the official is upheld, the team will be charged a time-out and play will resume immediately. If a team loses a protest and does not have any time-outs remaining, they will be assessed a technical foul (or equivalent) for delay of game.
- If the team's protest is upheld, the team will not be charged with the time-out.
- **The Assistant Director of Sport Programs will rule on all protests.** If the Assistant Director is unavailable, the supervisor-in-charge may rule on any protest of rule interpretation. If the team disagrees with the ruling of the supervisor, a written appeal may be made to the Assistant Director by noon the following day.

Sportsmanship Rating

Sportsmanship, civility, and conduct of participants and students are an essential focus of the Department of Campus Recreation. While the game atmosphere is often competitive, ensuring participant safety, providing a fun, social atmosphere, and promoting sportsmanlike behavior among participants and team followers are of primary concern. The game atmosphere should remain good-natured at all times and participants shall maintain good sportsmanship throughout their participation in all facets of the Intramural Program.

Teams are reminded that sportsmanship involves more than just shaking hands at the end of the game. Sportsmanship encompasses how teams and individual participants carry themselves on the field/court and sidelines throughout the course of the game – how teams interact with each other, with the officials, and with the game staff. A true measure of one's character is how one responds to adversity. In sports, there is always a winner and a loser. Officials make judgment calls in good faith and those decisions must be abided by. While all officials strive to get every call right, inevitably calls will be missed – whether in perception or actuality. Many sources of frustration for participants result from a lack of knowledge of the rules. Each team captain and participant should take personal responsibility of becoming educated on intramural policies and sports rules.

Teams, players, captains, and/or spectators found in violation of the Sportsmanship Policy are subject to disciplinary action by the Department of Campus Recreation and possibly the Office of Judicial Affairs. Individuals and teams do not need to be ejected from an intramural game to receive disciplinary sanctions.

Sportsmanship Code

All participants, by signing up for intramural activities, agree to the following Sportsmanship Code:

- Participants agree to treat all persons involved in or associated with their intramural games (including the Department of Campus Recreation and its staff) with dignity and respect. Participants expect to be treated in the same manner.
- Participants agree to not use profanity, make disrespectful gestures or comments, or fight.

- Participants agree to let their captain calmly and respectfully discuss any questions or problems concerning the game being played, keeping in mind that the official is the final authority on the playing field or court.
- Participants will compete in a fair manner and within the intent and integrity of the rules.
- Participants agree to actively discourage unsportsmanlike conduct by any other participant(s) and/or spectator(s).
- Participants agree to follow all guidelines and policies established by the Intramural program, the Department of Campus Recreation, and the Division of Student Life and Enrollment.

Unsportsmanlike Conduct Penalties

When a player is assessed a penalty for unsportsmanlike conduct, that player is required to leave the game immediately. The player may return at the next substitution opportunity (as permitted by rule). However, the team may elect to use a time-out in order to avoid this substitution. This does not apply to penalties called for administrative violations, even though they may be assessed as unsportsmanlike/technical fouls.

Sportsmanship Ratings

Teams will be given sportsmanship ratings after every game. Game officials and/or supervisors will assign a rating to each team based on their sportsmanship and conduct. Teams must maintain an average rating of 3.0 to qualify for the play-offs, regardless of a team's win-loss record.

Team Rating		Sportsmanship and Conduct
Excellent	5	The team presents outstanding character during competition and interacts with staff, officials and opponents in a sportsmanlike manner. The team
Very Good	4	The team fully cooperates with officials/staff and presents a good attitude. The team receives no warnings, technical fouls, unsportsmanlike
Acceptable	3	Team engages in few arguments with officials and staff. Team is awarded a maximum of one technical foul, unsportsmanlike
Unsatisfactory / Poor Team Forfeits	2	Team consistently engages in arguments with officials and/or retains a bad attitude towards opponents. Team is given multiple warnings and/or penalized during the game for unsportsmanlike conduct.
Unacceptable	1	Team maintains no respect for officials and/or opponents and has complete disregard for the safety and well-being of participants/staff. The captain has no control of the team. The team receives multiple
Team Disqualified	0	Team is completely uncooperative and out of control before, during or after the game. Team captain exhibits poor control over self, the team and/or spectators. Multiple ejections or blatant unsportsmanlike conduct that endangered participants, officials or staff. Team fails to

Regular Season Sportsmanship

- Teams that receive a rating of 1.0 or lower for any game during the regular season must meet with the Assistant Director for Sport Programs to be eligible to play in their next contest. If a team receives a second 1.0 or below rating in the same sport, they will be subject to immediate dismissal from the league
- Teams that receive a “0” rating are subject to immediate dismissal from the league.
- Teams winning by default or forfeit receive a rating of “4.0”.
- Teams losing by default receive a rating of “3.0”. Teams who forfeit receive a rating of “2.0”.

Playoff/Tournament Sportsmanship

- A team must maintain its “3.0” average or better Sportsmanship Rating during the playoffs. The average will include regular season and playoff games. When a team has had a game canceled due to weather or other unforeseen situations and a satisfactory sportsmanship grade would have qualified the team for the playoffs, the captain may submit a written appeal to the Assistant Director of Sport Programs requesting their team be permitted to participate in the playoffs. Appeals will be reviewed on a case-by-case basis.
- A winning team that receives a sportsmanship rating of “1.0” to “2.9” in a play-off game is subject to dismissal from further tournament play and should be prepared to appeal to the Assistant Director of Sport Programs on the next business day to remain in the tournament. If the team is allowed to advance, it must receive a Sportsmanship Rating of “3.0” or higher in all remaining playoff games.
- A team that receives a Sportsmanship Rating of below “2.0” in their final playoff game is subject to further disciplinary action as a team in subsequent sports, as individuals, or to the team captain.
- Any team that is disqualified from a play-off game is subject to further disciplinary action as a team in subsequent sports, as individuals when appropriate, or to the team captain.
- Anyone ejected during their final game of the season, may be subject to further disciplinary sanctions such as suspension from future sports, suspension from CPA, etc.

It is the responsibility of the captain to know their team’s sportsmanship average at all times.

Discipline

Participants and spectators who choose to exhibit unsportsmanlike behavior before, during, or after a contest, directed toward an opponent, or official or intramural staff member may be ejected. An official, game supervisor, or intramural staff member may administer the ejection. Examples of unsportsmanlike conduct that will result in ejection include but are not limited to,

the use of profanity, vulgar and abusive language, disrespect towards any official or intramural staff member, unnecessary roughness, excessive technical fouls, flagrant actions toward an opponent, flagrant actions toward an official, and fighting or inciting a fight.

Ejections

Any person/participant who is ejected from a game as a result of unsportsmanlike conduct is required to leave the confines of the playing area in a timely manner. This is usually measured by one minute; however, the game supervisor may allow slightly more time if they feel it is appropriate or necessary. Ejected players must leave sight and sound of the facility. Failure to do this will result in a forfeit for their team and Campus Police being called.

Suspensions

Any player, coach, or spectator who is ejected from an Intramural Sports contest as a result of unsportsmanlike conduct will be automatically suspended from all further intramural activities until officially reinstated. Ejected individuals and team captains are required to meet with the Assistant Director of Sport Programs to discuss the incident prior to reinstatement. Additionally, a player who accumulates three unsportsmanlike penalties during the course of a semester (regardless of sport) will also be automatically suspended from all further intramural activities and must meet with the Assistant Director to discuss the player's behavior.

Whenever a meeting with the Assistant Director is required, it is the responsibility of the team captain or player to contact the Assistant Director to schedule this meeting.

After meeting with the Assistant Director, ejected players will be required to serve a mandatory minimum one-game suspension. Depending on the severity of the incident, this suspension may be lengthened and include loss of recreational privileges at the CPA and other Campus Recreation-sponsored activities and possible referral to the Office of Judicial Affairs.

Suspensions can extend to, and include, a lifetime ban from the Basler Center for Physical Activity and all Campus Recreation activities. Other disciplinary measures may also be taken.

Reinstatement & Probation

After meeting with the Assistant Director, and serving the mandatory suspension the player will be reinstated. A reinstated player will automatically be placed on probation through Campus Recreation. Players who are on probation will have all future suspensions doubled in length. A third suspension will then be quadrupled in length, and so on and so forth. Additional disciplinary actions may be taken if deemed appropriate, including a longer intramural suspension, loss of CPA privileges and/or referral to the Office of Judicial Affairs.

Severe Offenses

All incidents included under, but not limited to, this “Severe Offenses” section may be referred to the Office of Judicial Affairs and the Department of Public Safety with charges (student judicial and/or criminal) being sought in some instances. The ETSU Department of Public Safety is a full law enforcement agency with the ability to file criminal charges and the authority to arrest.

Fighting

Fighting or threatening to fight will result in the automatic ejection of players involved. Players involved in a fight will be indefinitely suspended from all Intramural and Campus Recreation activities. Those players will be required to meet with the Assistant Director of Sport Programs and Director of Campus Recreation. The Assistant Director and Director will determine the length and extent of the suspension, however, a minimum one-year suspension from intramural activities and loss of CPA recreational privileges could be implemented.

- Players leaving the bench to become involved in a fight will be treated as outlined above.
- Players who leave the bench area during a fight attempting to be “peace-makers” will be automatically ejected and subject to the ejection and reinstatement procedures.
- Teams involved in a fight will forfeit their game and are subject to removal from the league and further action.

Intent to Injure

Any player who is determined by the game officials or game supervisor to have deliberately attempted to injure another player will be immediately ejected and receive an indefinite suspension from all Intramural and Campus Recreation activities. The player will be required to meet with the Assistant Director of Sport Programs and the Director of Campus Recreation. The Assistant Director and Director will determine the length and extent of the suspension.

Offenses towards Officials/Staff

Intramural officials, like the majority of intramural participants, are students. Any abuse – physical, verbal, or threatening – of intramural officials and staff will not be tolerated.

- Verbal abuse of an official/staff member will result in an unsportsmanlike penalty or technical foul on the offending player. Depending on the nature/severity, the player may be immediately ejected.
- Any player who makes physical contact (i.e., pushing, striking, spitting on, etc.) will be immediately ejected and receive an indefinite suspension from all Intramural and Campus Recreation activities.

- The player will be required to meet with the Assistant Director of Sport Programs and Director of Campus Recreation. The Assistant Director and Director will determine the length and extent of the suspension.
- A **minimum one-year suspension** from all Intramural and Campus Recreation activities, including access to the CPA, will be assessed in the case of verbally threatening or making deliberate physical contact with an intramural official or staff member.
- A **lifetime suspension** from all Intramural and Campus Recreation activities, including access to the CPA, will be assessed in the case of assaulting or making excessive physical contact with an intramural official or staff member. Additionally, criminal and student judicial charges will be sought.

Falsification of Identification/Identity Theft

It is University policy that an individual (including spectators) be in possession of their ID card at all times and must show their ID to a University official upon request. The fraudulent possession or use of another individual's card may result in the confiscation of the card and other campus actions. Any individual who participates or attempts to participate using another individual's ID card will result in suspension from further participation for the individual(s) and possibly the team. The incident will also be submitted to the Office of Judicial Affairs for review.

Willful Facility/Equipment Damage

Any player, coach, or spectator who willfully/deliberately damages facilities and/or equipment will be ejected. The individual will be billed for the cost of all damages. The individual(s) will receive a hold on all grades, transcripts and registration until the bill is paid. In addition to financial responsibility for the damages, the individual(s) will be subject to further disciplinary action through Campus Recreation, the Office of Judicial Affairs and/or Public Safety.