

Intramural Handbook

Office of Campus Recreation, UTHSC
Jeremy Gratton, Intramural Coordinator

The success of the Intramural Sports program depends largely on the leadership skills and interest of the team manager. Each team **MUST** have a manager and alternate representative responsible for communicating between players and the Intramural Sports Staff. Experience has proven that successful teams usually have dedicated and efficient team managers. Some of the team manager's duties include, but are not limited to:

1. Register your team in the Campus Recreation Office by the registration deadline. To do so, you must come by the Campus Rec Office or by one of the entry desks at the Fitness Center to pick up an Intramural Sports entry form. To register your team, the form must be filled out completely, which means all of the required manager's information must be completed along with the roster for your team (first and last names printed legibly so the IM office can read them and get them printed on score sheets). ID # is the T20... number at the bottom of your UTHSC ID. It is needed in order to identify each player in our Intramural Scheduling program. Each player's signature is needed as the roster form acts as a waiver and release of liability to the Department of Campus Recreation. The waiver must be read and signed by each player. Any applicable fees must be paid at the time of registration. **Incomplete entry forms will not be accepted.**
2. Attend the scheduled Mandatory Managers Meeting for the selected sport. If the manager cannot attend, a team may send a capable, conscientious, responsible person to serve as the team representative. Information crucial to your team's success will be made available at this time (rule packets, entry forms, and schedules will be distributed). If no one can attend the manager's meeting, then a meeting with the IM Coordinator must be arranged in order to go over the rules and policies for the particular sport.
3. Be familiar with all rules (eligibility and game) and ensure that teammates abide by those rules.
4. Each team is responsible for maintaining good sportsmanship among the coaches, players, and spectators before, during, and after competition.
5. Respond to Intramural Sports Coordinator concerning schedule changes, tournament structure, eligible player inquiries, team conduct, etc.
6. Immediately inform the Intramural Sports Coordinator of any changes of manager's or alternate's information.
7. Clarify questions regarding rules, eligibility, and file any protest with the Intramural Sports Coordinator. The manager or alternate is solely vested with this responsibility.
8. If there are inclement weather conditions, a decision to play or cancel a contest will be made no later than 1 hour before scheduled game time.

Entry Fee

1. There is a one time, non refundable \$20 entry fee for each team at the beginning of every semester. Once the fee is paid a team may participate in any sport offered that semester. Any new team after the first sport of each semester must pay the \$20 team fee.
2. There is no fee for single player tournaments.

Leagues and Divisions

Intramural competition is offered in three divisions:

- **Men's Division** - composed of individual men or men's teams, which may, but are not required to, represent the various student organizations or classes.
- **Women's Division** - composed of individual women or women's teams, which may, but are not required to, represent the various student organizations or classes.
- **Co-Rec Division** - composed of teams consisting of a minimum number of players of each sex.

Eligibility

- All students currently enrolled in any department or college of the University and current faculty and staff members shall be eligible to enjoy all intramural privileges and shall retain that status until they withdraw, graduate, or fail to comply with eligibility rules or other guidelines.
1. Only players whose names are on the roster/score sheet and who can show their valid UTHSC-ID are eligible to play.
 2. Any contest in which an ineligible player was used will be forfeited, in the playoffs the team will be eliminated from the tournament and the last team playing against the disqualified team will advance.
 3. Regular Season and Tournament Eligibility
 - **Regular Season:** Players not on the original Roster form turned in at the Campus Recreation Office will need to get on the roster before the first game is played. No new entrants will be allowed after the first game.
 - **Playoff:** Players not appearing on the Roster before the 1st played regular season game are ineligible to play in the playoffs.
 - **Tournament:** If it is a single elimination tournament a player must appear on the Roster before the quarterfinals.
 4. **One Team Rule**

The first team a participant plays for is the team that person is committed to for that sport. Participants may play on one same sex team and one Co-Rec team.
 5. **Assumed Name**

Anyone who participates under an assumed name or uses someone else's ID is ineligible and may be suspended for the remainder of the season. All games in

which the person participated will be counted as forfeits. If an ineligible player is detected in the playoffs, the team will be eliminated from the tournament and the last team playing against the disqualified team will advance.

6. **Minimum Player Rule**

A team can begin play with fewer players than the official rules specify for that particular sport without forfeiting the contest. Each sport will have a minimum requirement stated in the Game Rules. If you need additional players contact the Intramural Coordinator for the list of free agents available for that particular sport.

7. **Semi/Professional**

A person who has competed professionally in a sport or signed a professional contract will be ineligible for five (5) years from the date of the last professional participation in that sport or related (like) sport.

Jewelry Policy

All jewelry must be removed before playing any Intramural Sport. Jewelry includes, but is not limited to, rings (finger(s), nose, tongue, eyebrow, ear, etc.), rope bands, ankle and wrist bracelets, and watches. If a participant does not want to remove the jewelry then they will not be allowed to participate in the activity.

Postponements and Rescheduling

1. Games will not be postponed because of social engagements, organization meetings, etc. If a player or team knows of potential conflicts, notify the Coordinator of Intramural Sports, 448-1811, in advance so conflicts can be minimized. Rescheduling chances increase significantly if a team notifies the Coordinator as soon as they learn of a possible conflict. Nothing will be done for a team that waits until the day before, or the day of the game, to reschedule the game.
2. Whenever possible, the Coordinator of Intramurals will reschedule games canceled because of the weather.
3. Teams wishing to reschedule must:
 - a. Contact the Coordinator of Intramural Sports, 448-1811, to obtain approval and a list of available rescheduling times.
 - b. Contact the opposing manager and, if the opposing team is willing, a mutually convenient date/time should be agreed upon. Both managers must contact the Coordinator with the new date/time. If both managers do not contact the Coordinator, the game will NOT be rescheduled.

Please Note: The opposing manager does not have to agree to reschedule the contest. If a new date/time cannot be agreed upon, the game will not be played and the team wishing to reschedule will receive a default (not a forfeit).

Grace Period

A team or player has a 10 minute Grace Period from the scheduled start time of the game.

In order to claim a forfeit, the opposing team must have present and ready to play with the number of players required to start a game.

The Intramural Staff reserves the right to shorten the length of the game due to a team arriving late.

Forfeits:

A forfeit is an unplayed game resulting when a team fails to show up for a scheduled contest, or doesn't have the minimum number of players to start the contest. Exception - anyone that notifies the Coordinator of Intramurals at least 8 hours in advance of the scheduled contest will be given a default rather than a forfeit.

Any team forfeiting will receive a Sportsmanship Rating of 1 for that game

Any team forfeiting twice will be dropped from the league

Forfeit Fee:

Teams that forfeit (by definition above) must pay a \$10 fee to re-enter the league. The team will not be allowed to participate in the playoffs if the fee is not paid for by the start of the playoffs.

Protests

It is the strong belief of this department that contests should be won or lost on the field of play, not through the technicalities of rules. If the protest cannot be resolved at the playing site the Coordinator will resolve all disputes.

1. **Judgment Decisions:** Official's judgment calls may not be protested by players or managers. Attempted protest(s) lodged on judgment may be penalized by the governing rules in that sport (e.g. loss of time out, delay of game penalty, etc.).
2. **Player Eligibility:** A protest may be made at any time. Any team or individual protesting the eligibility of a player must furnish proof that the player is ineligible. In case of an obvious violation of eligibility rules, a protest may be granted. To ensure honest sport competition, protests of alleged eligibility violations should be made prior to the start of play to games rather than waiting to determine the outcome of the contest.

3. **Procedure for Protesting:** A protest concerning rule interpretations must be lodged with the official and supervisor at the time of the incident. The officials will stop play and gather with the team managers and IM supervisor for the correct ruling. The supervisor will act as the arbitrator and make a decision. In circumstances where an individual feels a protest should be filed, he/she must notify the supervisor that a protest is being registered and the Protest Form must be completed and submitted in writing to the Intramural Coordinator by 12:00pm (Noon) of the day following the contest in which the protest was made. Protests lodged after this time will not be considered.

Sportsmanship

The following is a guideline for the application of the Sportsmanship rating system to be applied by officials of the UTHSC IM program. A five-point scale will be used, with a rating of 5 to be used as exemplary sportsmanship and 1 to be used as unacceptable sportsmanship. Exemplary is defined as having every team member, coach, and spectator for a particular team showing respect for each call made by the officials. In addition, the team members may not engage the other team in any unsportsmanlike manner. Arguments, abrasive language, and abuse of equipment are violations of perfect sportsmanship. The officials will give a rating immediately following the game for both teams and will inform the respective managers of their team's rating. The decision of the intramural staff on the field will be final.

The guidelines for the numerical system are as follows:

5 - Perfect sportsmanship. Extremely hard to achieve.

4 - Good sportsmanship. This is characterized by respect for officials' calls, with occasional, respectful questioning. Team exhibits sportsmanship, during play, toward other team, and the manager maintains control over players and spectators.

3 - Acceptable sportsmanship. Manager shows basic control over team and arguments with officials are kept to minimum. Spectators are not overbearing while team does not engage other team in fights or extended hostile play. A team **cannot** receive an ejection by a player, manager, or spectator and gain a rating of 3 (three) or higher.

2 - Unacceptable sportsmanship. A team automatically receives this rating when one of its members, managers, or spectators receives an ejection. This rating is gained when a team shows no respect for the officials, no sportsmanship to the other team and consistently initiates conflict before, during or after the game.

1 - Bad sportsmanship occurs when multiple players, managers, or spectators are ejected from the contest. When this occurs the offending team automatically defaults the game and the other team wins. Fighting will automatically result in a default by both teams and a rating of 1 (one) will be received by both. Furthermore, a team will be required to be reinstated by the Intramural Director before their next scheduled game when this rating is received.

* Any member leaving their assigned bench area will be ejected from that contest and may receive a suspension and/or expulsion from the sport or the Intramural program.

These are the guidelines for this rating system the officials on the field/court reserve the judgment to assign ratings as outlined here. Additionally, the Intramural Director or any UTHSC campus recreation department professional staff reserves the right to adjust the rating as witnessed by that staff member.

University of Tennessee students are subject to a Code of Conduct. Harassment (verbal or otherwise) including sexual, racial, ethnic or religious harassment that causes injury, distress, emotional, or physical discomfort, is one of the offenses which may result in disciplinary action. The Office of Campus Recreation and the Intramural Sports program will vigorously enforce all sections of the code to insure that participants feel welcome and enjoy benefits of a recreational activity.

Spectator Policy

Spectators are welcome at all games and activities. However, team managers are responsible for their spectator's behavior. Fans are expected to follow the same sportsmanship guidelines as the players. Team managers are responsible for educating their spectators on these guidelines. Our goal and responsibility is to provide and create a healthy atmosphere for all participants, officials, scorekeepers, supervisors, and spectators. We ask for your cooperation as spectators to help develop a positive atmosphere. It is the responsibility of each spectator to do everything possible to ensure that the game atmosphere is friendly and good-natured.

Spectators and fans may not at any time come onto the field or court of play during a contest. Any that do will cause the game to be forfeited...no forfeited games will be rescheduled.

Spirit of Competition

Modern team sport activities find their origin in the basic human need for play. Winning and losing are mere outcomes of this play spirit. Abusive language, poor attitude, and manipulation of the rules to further winning are not "just part of the game" and will not be allowed. What is part of the game are the simple satisfaction of playing and the interdependence of teamwork, improving fitness, and enhancing friendships. Without your opponent, you have no game, no contest, and absolutely no fun. You are indebted to them as they are to you. In a fundamental way, then, competing against an opponent is based on cooperation. Upholding high standards of integrity and fair play acknowledges this idea of cooperative competition. An intentional violation of the rules, no matter how small, is considered cheating and a direct offense against these principles. The goal of the Intramural Sports Program is to promote lifetime skills through the venue of sports that offers meaning beyond that of a win or loss, the memory of which fades quickly. All players are expected to play within the context of the University of Tennessee Spirit of Competition.

Championship Awards

The Intramural Sports program provides awards in all activities for the winners of the various divisions. In team events, individuals listed on the team roster and who are present will receive an Intramural Championship T-shirt.

1. Teams participating in a team sport will be given up to 12 awards (T-shirts) based on the number of team members.
2. Any number needed beyond 12 must be paid for by the team. Contact the Coordinator to purchase additional t-shirts and for more information.

Assumption of Risk

All participants are strongly urged to have a yearly medical examination and to carry medical insurance coverage. While we strive to provide safe and well-supervised activities and facilities, there is an inherent risk for physical injury or death in all sports activities.

The Intramural Sports Office believes that participation in recreational sports is a positive, healthy experience that provides enjoyment to our participants. To foster health benefits and maximize enjoyment for participants and student staff, consuming alcoholic beverages and/or illegal drugs before participating, during participation, or on site after participation is a violation of University policy. Individuals or teams who violate this policy will not be eligible to participate.

Equipment

The Intramural Program will furnish standard equipment for all activities with the exception of personal items (racquetballs, softball gloves, shin guards, etc.).

Questions or Comments:

Any and all questions relating to the Intramural Sports program at the University of Tennessee Health Science Center can be directed to:

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