

# **Campus Recreation Intramural Sports Handbook**

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## **2006 - 2007**

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**An Informational Guide to Rules  
and Regulations  
for Intramural Sports**



[WWW.WEBS.UIDAHO.EDU/CAMPUS\\_RECREATION/INTRAMURALS.HTM](http://WWW.WEBS.UIDAHO.EDU/CAMPUS_RECREATION/INTRAMURALS.HTM)

## **I. ALL PARTICIPANTS**

Intramural Sports programs are designed to help students, faculty, and staff become involved in recreational activities regardless of age, gender, handicap, skill level, or past experience, in order to develop a lifetime interest in recreational leisure time activities.

The University of Idaho Intramural Sports program provides the opportunity for students, faculty, and staff to engage in intramural activities in accordance with the eligibility regulations outlined in this handbook.

Participants may choose from individual, dual or team activities. Male, female and Co-Rec activities are organized at various skill levels.

To be eligible to participate in the intramural program, you must be a current student, faculty, or staff member at the University of Idaho.

### **LEARNING OBJECTIVES OF INTRAMURAL SPORTS:**

PROVIDE A SENSE OF BELONGING TO THE UNIVERSITY OF IDAHO

LEARN NEW SPORTS; SKILLS AND STRATEGIES

INCREASE AWARENESS OF DIVERSE POPULATIONS

IMPROVED LEADERSHIP ABILITIES

LEARN CAREER SKILLS THROUGH OFFICIATING AND SUPERVISOR POSITIONS

IMPROVED PHYSICAL AND EMOTIONAL HEALTH

IMPROVE IMAGE OF SELF AND COMMUNITY

## **II. PERSONAL HEALTH**

Participation in intramural activities is on a voluntary basis and should be within the limitation of one's personal health status. Intramural Sports recommends that all participants have a medical examination prior to participating in the Intramural Sports program. All are strongly urged to become familiar with the University Student Health Center and the assistance offered.

## **III. INJURIES**

All injuries, while participating in Intramural Sports, should be reported to the game officials and/or supervisor. Injuries requiring medical attention can be handled through the Student Health Center's Outpatient Clinic or personal physician. (The injured party assumes liability for any transportation and /or medical charges.)

The University of Idaho outpatient clinic is open from 7:30 am to 5:30 p.m. Monday, Tuesday, Wednesday and Friday and 9:00 am to 5:30 pm Thursdays for routine and emergency care. Emergency care is available at Gritman Memorial Hospital when the outpatient clinic is closed.

*The University of Idaho does not provide insurance coverage for participants. Intramural Sports strongly recommends that all participants purchase individual insurance coverage to safeguard against extreme financial loss.*

### **NOTICE TO ALL STUDENTS WHO PARTICIPATE IN INTRAMURAL SPORTS**

***If you do not have appropriate health insurance coverage and adequate personal finances to pay for medical deductibles and coinsurance or other expenses not covered by your personal health insurance, it***

*is recommended that you enroll in the University of Idaho's SHIP program prior to participating in intramural sports.*

The University requires graduate students who are paying fees for four (4) or more credit hours and undergraduate students (excluding board appointed faculty and staff) who are paying fees for six (6) or more credit hours to complete a waiver petition to **decline coverage** in the new Student Health Insurance Program. *Students who choose to waive participation in the SHIP are accepting full financial responsibility for any medical expenses they incur while enrolled at the University, including medical expenses resulting from the practice or play of intramural sports.*

**SHIP Waiver and Open Enrollment deadlines:**

The waiver deadline for participation in the SHIP is September 8, 2006. If you wish to waive participation in the SHIP, follow these instructions: (1) log on to the University of Idaho Registration system at <http://www.uidaho.edu/registration>; (2) choose "student Information/Registration Menu"; (3) Choose "Registration Menu"; and (4) choose "SHIP Waiver Request Form."

## **IV. HOW TO ENTER AN INTRAMURAL SPORT (INDIVIDUAL, DUAL, OR TEAM ACTIVITIES)**

**For a schedule of activities:**

Contact your Intramural Manager or the Intramural Sports Program located in the Campus Recreation office for information on upcoming Intramural Sports events. The Campus Recreation office located in the Student Recreation Center, is open 8:00 am to 5:00 p.m., Monday through Friday. **You can also look us up at [www.campusrec.uidaho.edu/Intramurals/](http://www.campusrec.uidaho.edu/Intramurals/).**

Check the Intramural Sports bulletin boards for further information and check the intramural schedule of activities for entry deadlines.

**To obtain an entry form: Entry forms are located in the Campus Recreation Office SRC atrium and on the campus rec web site.**

Obtain the names and signatures of the persons who will play on your team, then check the eligibility of your team members by first consulting the eligibility rules in this handbook and then verify them with each player. Return completed entry form to the Campus Recreation office before 5:00 p.m. on the designated date. **Team captain must bring his/her current student ID card.**

**For team sports: Teams must attend the captain's meeting to obtain a schedule, discuss rules, and answer any questions, and this allows teams to be eligible for playoffs.**

**FREE AGENTS:** If you are unable to find a team on which to play, Intramural Sports offers a Free Agent sign-up sheet. Individuals desiring to participate in a specific sport may leave their name and phone number with Campus Recreation. Teams interested in acquiring Free Agents must take part in the Free Agent Supplemental Draft (held immediately following the captain's meeting). Teams will draw numbers to decide drafting order. Living units may pick up free agents through the draft, and those individuals are eligible to play on the "A" team. **(Limit one Free Agent per Living Unit "A" team.)**

## **V. CAPTAIN'S RESPONSIBILITIES**

The primary duties and responsibilities of team captains are to organize teams and individuals prior to specific sport sign-up deadline. Additional duties of the captains include:

**Captains must be sure that their team is represented at the captains meeting. Failure to comply with this regulation shall render the team ineligible for participation in any post-season (playoff) games regardless of their record.**

Keep members of your organization informed of all intramural activities while promoting participation.

Represent your team or organization at the appropriate Intramural Manager's meetings.

Notify your team or respective participants as to the time and place of scheduled activities.

Be familiar with all intramural eligibility rules so that your organization can adhere to these rules and regulations. Player eligibility is the manager's responsibility. Rules and regulations regarding player's eligibility are found in this handbook; however, questions regarding player eligibility should be directed to the Intramural Sports professional staff.

The captain is the spokesperson for the team when addressing Intramural Supervisors and Officials.

The score sheet must be signed at the end of each contest. (Signature indicates completion of contest, but does not nullify possibility of protest.)

## VI. Eligibility

To play for a fraternity or sorority, a student must be a bon-a-fide member of that fraternity or sorority, or must be a current pledge of that organization. Social Pledges are not considered bon-a-fide members.

**Intramural Sports reserves the right to check whether the participant is a bon-a-fide member. If SAS does not list the individual as a member that person is not a member of the living group.**

**Living Units must supply a list of members to the Intramural Sports Director at the beginning of each semester before the first sport begins. These members will be the only members eligible to participate for the points team for that semester. Eligibility will also be checked through SAS. Rosters must be turned in before the first sport begins (Football in the Fall, Basketball in the Spring) or the living unit will be ineligible for points of any kind for the entire semester.**

To participate on a resident hall team, a student must be living in the hall **or** be a past resident of the hall.

Faculty and staff of the University of Idaho are encouraged to participate. If a faculty or staff member wins a single or dual tournament, he or she is not eligible to participate in that same tournament the following year. For all doubles events, a faculty or staff member must team up with a student in order to be eligible to play.

All competition will be Women's teams vs. Women's teams and Men's teams vs. Men's teams unless competition is specified as a Co-Rec contest.

Alumni and Spouses may participate in Intramural Sports for a \$25 per semester activity fee.

**Note:** For co-recreational activities spouses of students, faculty, or staff may participate with their husband or wife.

**If a living group or organization has more than one team entered in any given activity then a player may play for only one of these teams. For Competitive "A" and Recreational "B" levels of competition, a player must remain with the A or B team he or she has chosen for the entire season.**

If an eligible player changes living group status during an activity, the player must continue to compete with the former living group for the remainder of that activity. A player may not begin competing for a new living group or organization until his/her participation in the previous activity has been completed. Any member of a university athletic team or any person working out with a university athletic team is ineligible to participate in the same intramural activity **for the academic year in which they played on the team**, or in a related activity. (For example cross country is related to track; football is related to flag football).

**Any player playing under an assumed name shall be banned from all intramural competition for one year, effective from the date of the incident. The team will receive forfeits for games in which the**

**ineligible player participated. The player will be suspended for a minimum of one (1) calendar year. Teams involved will be dropped from the tournament in that sport.**

A student who has competed as, or has been designated as a professional athlete within the past seven (7) years will be ineligible for all related sports.

A team roster may have only one former varsity athlete who has participated in that sport within the last two years. There are no restrictions on the number of former collegiate athletes on the roster if they had played previous to the two year time frame. **Coaches are treated the same as above for their respective sport. Teams are allowed to have one former varsity athlete, who has participated in the last two years and one coach on the same team.**

**Sport Club members competing in the same Intramural Sport – Volleyball Club member playing Intramural Volleyball, Ultimate Frisbee, etc, are limited to two players on Competitive teams and one player on Recreational rosters.**

All team members must be listed on the sign-up sheet before the game begins. No new names may be added after the game has started.

Intramural Sports does not assume the responsibility for checking the eligibility of participants, but any eligibility cases brought to attention will be dealt with according to established rules and regulations.

Team captains are responsible for checking the eligibility of their own players as well as their opponents. Each participant is responsible for the verification of his/her own eligibility.

**Individuals must be listed on the roster before the last scheduled game to be eligible for playoffs.**

Roster additions or subtractions must be done by the person who is being added or subtracted, with their valid University of Idaho Vandal card, in the Campus Recreation office. Please know the team name before coming in and adding to a roster.

All questions concerning eligibility should be directed to the Intramural Sports Director.

#### **SUSPENSIONS AND RULES OF CONDUCT**

Any person, student, faculty, or staff who attempts to commit, incite or aid others in committing any of the following acts of misconduct shall be subject to Intramural disciplinary procedures by the Intramural Sports office. Severe cases of misconduct will be referred to the Dean of Students Office for possible university action. (The Intramural Executive Board will act as an appeal board in Intramural disciplinary cases.)

**An individual removed or ejected from an Intramural contest is automatically suspended for the next scheduled game. An individual may submit a letter requesting reinstatement to the Intramural Sports Director if they feel the one game suspension is unwarranted.**

#### **SPORTSMANSHIP RATING SYSTEM**

Sportsmanship ratings are given to teams/individuals after each contest by intramural/supervisors. These ratings reflect behavior before, during, and after the contest.

In order for a team to qualify for the post-season playoff games a team must have .500 or above winning percentage and a "C+" (2.5) average sportsmanship rating during regular season round robin league play. **Teams will start the contest with a "C" average. Teams must earn an "A" or "B" sportsmanship rating.**

Sportsmanship ratings will be based on the following criteria:

**"A"** - Excellent Conduct and Sportsmanship: Players cooperate with officials and other team members. The captain calmly converses with officials about interpretations and calls. The captain also has full control of his/her teammates (4 points).

**"B"** - Good Conduct and Sportsmanship: Team members verbally complain about some decisions made by

the officials and/or show minor dissension which may or may not merit a technical foul or unsportsmanlike conduct penalty. Teams that receive one technical foul or unsportsmanlike conduct penalty will receive no higher than a “B” rating (3 points).

“C” - Average Conduct and Sportsmanship: Team shows verbal dissent towards officials and/or show minor dissension's which may or may not merit a technical foul or unsportsmanlike conduct penalty. Captain exhibits minor control over his/her teammates, but is in control of him/her. Teams receiving multiple (more than one) technical fouls or unsportsmanlike conduct penalties will receive no higher than a “C” rating (2 points).

“D” - Below Average Conduct and Sportsmanship: Teams constantly comment to the officials and/or opposing team from the field and/or sidelines. The team captain exhibits little or no control over teammates or himself/herself. A team which receives one ejection will receive no higher than a “D” rating (1 point).

“E” - Poor Conduct and Sportsmanship: Team is completely uncooperative. Captain has no control over teammates, and/or himself/herself. Any team causing a game to be forfeited, other than by not showing, or receives multiple (more than 1) ejection's shall receive an “E” rating. (0 points).

**Examples of conduct deserving an “E” rating are as follows:**

The team has been warned about unnecessary roughness and/or jeopardizes the safety of participants. This includes action by any player with the intent of physically harming another player or official.

A player, or a spectator *clearly* associated with the team, shows disrespect to the official, i.e.: abusive language, obscenities loud enough to be heard, gestures, or actions; threatening language; or actions which endanger the safety/health of the official or supervisor.

Spectators/fans *clearly* associated with the team which fails to conduct themselves in an orderly fashion or engage in disorderly conduct which violates university regulations or jeopardizes the officials’ control of the game. The team shows disregard for the rules or policies of the Intramural Sports Program.

The team shows disregard for the rules or policies of the Intramural Sports Program.

**Penalties for “E” sportsmanship ratings are severe and considered to be justified for behavior that is unacceptable:**

Any team that receives an “E” rating will automatically be suspended for the next scheduled game and the suspended game will be counted as a loss.

**Any team/individual that receives an “E” rating during the playoff game, will result in the elimination of the team from further playoff games.**

If a team receives an “E” rating during the championship game, the team **WILL NOT** be awarded the championship.

Any team receiving an “E” rating during playoff games will be subject to an alternative form of disciplinary action from Intramural Sports.

Any individual on a team receiving an “E” rating must meet with the Intramural Director.

The Intramural Sports Director will rule on further penalties to be described as a result of unsportsmanlike conduct. If any individual is ejected from an intramural activity for unsportsmanlike conduct, they will be disqualified from that game plus the next scheduled game.

**Special contest situations:**

Concerning contests which are not rescheduled due to weather or other unforeseen circumstances, both teams will receive an “A” rating.

A team winning a contest by forfeit or default will receive an “A” rating.

A team losing a contest by forfeit will receive a “C” rating.

### **Sportsmanship Ratings during Playoff Games:**

Teams are required to have a "C+" (2.5) average sportsmanship rating to be eligible for playoff games.

Teams playing in the playoff games must meet the following criteria:

**If a team receives a "D" rating, the team captain must come to the Intramural Sports office by 12:00 p.m., the following day, to discuss the rating. A decision will be made as to whether the team will continue to participate in the playoff games. If they do continue in the playoffs, they must receive an "A" or "B" rating for the remaining playoff games.**

### **Unsportsmanlike Conduct Penalties:**

Team members, captains, spectators, coaches/managers or entire teams may be asked to leave the playing area if unsportsmanlike conduct or abusive language, including obscenities and other gross language, is displayed or said loud enough to be heard. Any contest may be forfeited by a team, individual participant, or spectator exhibiting unsportsmanlike or disruptive behavior. **Team captains and individuals will be warned prior to forfeiting the contest.** The decision of the official and/or supervisor on such cases will be final.

Any team which is involved in a "team" fight (most or all of the team members present) will be eliminated from Intramural Sports for the remainder of the tournament/season and/or possibly the remainder of the academic year.

Any team found to deliberately incite a fight during playoff games will be eliminated from the remainder of the tournament and subject to Intramural Sports disciplinary action. The Intramural Sports office will not tolerate the physical abuse of any person or conduct which threatens or endangers the health or safety of any participant or employee.

Any player or team follower who makes, or attempts to make, deliberate physical contact (strikes, punches, grabs, pushes, elbows, kicks, etc.) with a teammate, opponent, fan, spectator, official, supervisor, graduate assistant, or Campus Recreation employee shall be immediately expelled from the game and shall receive a minimum penalty of suspension from further participation in any league game or playoff game in that particular sport. Length of suspension will be based on the severity of the incident and a decision will be made by the Intramural Sports Director. Depending on the severity of the incident, further disciplinary action could be warranted. A decision regarding further disciplinary action will be rendered by the director.

### **VERBAL ABUSE**

Verbal abuse of Intramural Sports Officials, Supervisors, or Graduate Assistants will not be tolerated. Intramural Sports and university policy specifically prohibits the use of grossly abusive language which insults, taunts, or challenges another person. This language includes but is not limited to swearing, obscenities, epithets directed at an individual's race, color, ethnic identity, religion, or sex, or which is personally abusive, degrading, and insulting rather than a communication of ideas or opinion. The penalty will be immediate suspension from the game on hand, and if further disciplinary action is warranted the director or the graduate assistant responsible for the program will render an intramural Sports decision based on the severity of the incident.

### **ALCOHOL OR DRUG ABUSE**

Alcoholic beverages and/or drugs are not permitted on or around the playing area. Contests will not be played and will be forfeited if alcohol or drugs are present.

The Intramural Sports Official or Supervisor assigned to the game has the authority and responsibility in making decisions regarding students who are not permitted to participate based on: a) student's breath smells of alcohol; b) student's actions and language/gestures indicate probable drug or alcohol consumption.

Teams, individuals, or fans suspected of alcohol or drug consumption will be asked to leave the playing area and may be barred from further participation.

The University of Idaho strives to maintain an environment conducive to inquiry and learning and free of

illegal drugs. It is a violation of policy for any member of faculty, staff, or student body to jeopardize the academic operation or interests of the University of Idaho through the use of alcohol or illegal drugs.

### **DISCIPLINARY APPEALS PROCEDURE**

The goal of disciplinary decisions is to encourage responsible behavior, to maintain social order and protect the right of others.

In cases where alleged infractions of Intramural Sports rules have resulted in a disciplinary decision by the Intramural Sports Director indicating suspension or dismissal from participation in Intramural Sports, for a period of one semester or longer, of a student, team member(s), members of an identified student group, the student(s), the team, or student organization shall have the alternative of a hearing by the Intramural Executive Board.

A request for Intramural Executive Board action must be made, in writing, within three working days of the Intramural Sports Director's decision. The granting of the appeal, however, is not automatic. Individuals or groups requesting an appeal hearing should recognize that penalties may be increased as well as upheld or reduced.

When administrative action by the Intramural Sports Director involves penalties of less than one semester suspension or dismissal from participation in intramural sports, the Intramural Sports Director serves as the appellate body. This appeal must be made, in writing, within three working days of the decision.

Disciplinary decisions which are made during intramural sports playoff games are binding for the playoff games in process and cannot interrupt or delay the playoff game process.

## **VII. SCHEDULES**

Intramural Sport team activities are generally scheduled Monday through Thursday afternoons and evenings. Individual and dual activities are generally scheduled for the weekends. For all team sports, schedules are distributed at the captain's meetings. Schedules will also be posted on the bulletin boards outside the Campus Recreation office in the Student Recreation Center.

**NO SCHEDULES WILL BE GIVEN OVER THE PHONE.**

### **INSTANT SCHEDULING**

Instant scheduling is only used in team sports. It is a method in which team's request the day they desire to play as well as the level of league competition. Team captains and Intramural Sports Managers should be aware of team players availability prior to the registration dates.

For some tournament games, it may be necessary to schedule a team or individual with only one day notice. Every effort will be made to inform the participants; however, the responsibility of checking the schedules will be up to the participating teams. Instant scheduling does not apply to playoff games. Games will be rescheduled according to days and times available.

### **LEVELS OF COMPETITION**

In an attempt to equalize competition between teams, two levels have been established.

Competitive league "A" is designed for those teams which are somewhat competitive in sport skills and strategies, and/or are motivated to play competitively.

Recreational league "B" is designed for those teams who desire to play in a more relaxed atmosphere, and/or are not as highly skilled or of a competitive nature.

**The Intramural Sports Staff reserves the right to move a Recreation team to the Competitive level for the integrity of competition.**

## **VIII. POSTPONED AND RESCHEDULED CONTESTS**

Intramural contests may be postponed due to inclement weather or unsafe playing conditions. Generally, a

decision to postpone games will not be made until one hour before game time. For updates on a games status call Campus Recreation 885-6381.

Postponed contests will be rescheduled as soon as possible. Under certain conditions, a team may request that a contest be rescheduled. Every attempt will be made to accommodate this change if the following procedures are followed.

### **RESCHEDULE REQUEST PROCEDURES**

**\*\*Rescheduling requests must be made at least 48 HOURS in advance of the scheduled contest\*\***

1. Contact the Intramural Sports office for approval of request, available times and dates to reschedule, and telephone number of opposing team captain.
2. Contact the opposing team to obtain rescheduling consent. (Opposing team has the right to deny the rescheduling request.)
3. If the rescheduled date and time of the contest is agreed upon by both teams, a representative from each team must sign a reschedule agreement (located in the Intramural Sports office).

### **DEFAULTS**

Any team unable to attend a scheduled contest should notify the Intramural Sports office no later than 2:00 p.m. the day of the game. Contests scheduled on weekends have a Friday 4:00 p.m. default deadline. The contest will be declared defaulted and a loss will be assessed but a forfeit and subsequent forfeit fee will be avoided. The opposing team will receive a "win". Two defaults will equal one forfeit and two forfeits will result in the team being withdrawn from the league.

## **IX. FORFEITS**

An Intramural Sports team or individual not ready to play a contest at the scheduled location at the scheduled game time shall automatically forfeit the contest.

Forfeits shall be assessed for the following:

1. Use of ineligible players.
2. Unofficial rescheduling of a contest.
3. Non-appearance at a scheduled contest.

### **FORFEIT FEE**

A forfeit fee will be assessed in team sports. Intramural Sports will charge a fee to the university account of the individual signing the forfeiture agreement. The first team forfeit will be \$20.00, however the team will still be eligible to finish league play. The team's second forfeit will cost an additional \$20.00 (\$40.00 total) and disqualify the team from further participation including playoff games.

Teams may start play with one player less than the number needed. In co-rec activities men may not outnumber the women. An individual may request to withdraw his/her team out of the league before the season actually begins. If that individual contacts the intramural sports office in person 24 hours prior to their first scheduled game, the individual will not be assessed a forfeit fee.

## **X. PROTESTS**

Protests will not be considered if they are based on a decision involving the accuracy of judgment on the part of the official. The following procedure applies to all Intramural Sports activities.

Teams must notify game officials that the game is being played under protest ***immediately following a discrepancy and/or rule misinterpretation.*** Team captains should insist that officials indicate notification of protest on the official score sheet. The officials working the game and the supervisor on duty will attempt to resolve the protest before the play continues. A protest form must be completed by the team

captain at the conclusion of the contest.

Protests, lodged after one or more subsequent plays have elapsed, ***will not be accepted unless there is an indication that the new evidence is available that would influence a decision.***

All written protests must be printed on an official Intramural Protest Form, obtainable from the Intramural Supervisor at the fields/court site. This protest must be submitted to the Intramural Supervisor before leaving the playing area.

Player eligibility and rule interpretation or misapplication will be considered as a protestable cause.

Player eligibility may be protested up to **48 hours** prior to the teams next scheduled game. During playoffs, player eligibility must be protested by 12:00pm the next day.

### **PROTEST RULINGS**

All protests will be ruled on by members of the Intramural Sports staff. Protest rulings will take into consideration all circumstances surrounding the protest discrepancy and not necessarily only a misinterpretation or incorrect ruling on the part of the official. In most cases, protests concerning a discrepancy or rule interpretation which are upheld by the Intramural Sport staff will be replayed from the beginning of the preceding break in the game or from the exact time in the game that the discrepancy occurred if such time can be ascertained. Special arrangements for replaying protested games will be made by the Intramural Sports staff. Upheld protests concerning player eligibility will result in the contest being forfeited by the offending team.

## **XI. APPEALS**

Decisions made by the intramural Sports staff can be appealed. An individual or team must petition in writing the Intramural Executive Board if they want their case reviewed. Following discussion of the case, the student executive board members will render their decisions to all involved. Appeals will be decided on a case by case basis. No further appeal is available beyond the Intramural Executive Board. Petition to the intramural Executive Board may be done in the Campus recreation Office. ***Decisions made during playoff games cannot be appealed.***

## **XII. CHAMPIONSHIPS**

A campus champion is determined in each sport. For team sports, competition is organized into sections playing a round robin format. At the completion of the round robin, all teams with a win/loss record of .500 or better (win at least half their games), and a "C+" (2.5) Sportsmanship Rating will advance to the championship playoff games, except those teams not represented at the captains' meeting. Individual and dual sports are organized using a variety of elimination tournaments.

### **AWARDS**

Members of winning teams receive individual awards. Individual and dual sport tournament winners also receive an award.

The maximum number of awards to a team is one and one half of what it takes to play the game on the field/court. For example, soccer has six people per team on the field, so the team is eligible for nine shirts. (Extra shirts may be purchased if your roster indicates that more people have legally played for your team than the maximum number of awards given.)

## **XIII. POINT SYSTEMS (GREEK SYSTEM)**

To recognize effort as well as achievement, a point system has been devised to determine the overall champions for men and women.

There are three basic types of points in the point system:

1. **Performance Points:** Awarded to each living group or organization based on the order of finish in each sport. The first place team receives 100 points (200 for selected sports) and the last place team receives 40

points. Intermediate teams are awarded points appropriate to their order of finish. Only one team for each living group or organization per sport is counted towards intramural points.

\*Teams in Recreational Leagues do not receive performance points, however, the winning teams are awarded champion t- shirts.

2. Meeting Points: Twenty-five points are awarded to a living group or organization for attendance at each scheduled Intramural Sports Manager's meeting.

3. Intramural Points: In individual (singles) and dual (doubles) activities an organization may enter three participants or three teams. However, intramural points will be awarded to the individual or dual team advancing the furthest in the tournament. Only the top individual(s) will be awarded a t-shirt in the individual and dual activities. The team receives the intramural points.

### **200 POINT SPORTS**

#### **Competitive leagues in:**

<b>Basketball</b>	<b>Softball</b>
<b>Football</b>	<b>Ultimate Frisbee</b>
<b>Soccer</b>	<b>Volleyball</b>
<b>Swimming</b>	<b>Roller Hockey</b>

### **100 POINT SPORTS**

<b>Indoor Soccer</b>	<b>Frisbee Golf</b>
<b>Powerlifting</b>	<b>Golf</b>
<b>Tennis (Singles/Doubles)</b>	<b>Billiards (Singles/Doubles)</b>
<b>Dodgeball</b>	<b>Whiffleball</b>
<b>Racquetball (Singles/Doubles)</b>	<b>College Bowl** New for 2006-2007</b>
<b>Kickball** New for 2006-2007</b>	

### **0 POINT SPORTS**

<b>2-on-2 Volleyball</b>	<b>Badminton</b>
<b>3-on-3 Basketball</b>	<b>Wrestling</b>
<b>3 pt. Shootout</b>	<b>Wallyball</b>
<b>All Co-Rec Activities</b>	<b>Foosball</b>
<b>Golf Skills Challenge</b>	<b>Cribbage</b>
<b>4 Person Golf Scramble</b>	

## **XIV. POINT SYSTEMS (RESIDENT HALL)**

This Intramural Sports program is based on participation in each sport. Every hall is on an equal playing field and has the option to play in either the recreation or competitive league. **If a resident hall chooses to play in a competitive league for one or many team sports, it will get 20 extra points based on level of competition.**

#### **Team Sports**

Teams receive one point for each person that is needed to fill a team. For example a flag football team consists of seven players. For each flag football game that team plays the will receive seven points. Due to unbalanced scheduling at times (leagues generally have 4 to 5 games) the maximum amount of games will be based on fixed number.

Four games of flag football x 7 players = 28 points.

If the team qualifies for playoffs the team will continue to add participation points until they are defeated.

For teams achieving the semifinals will receive 10 extra points, for placing second 15 extra points, and first place 20 points.

Forfeits for these events will be negative 10 points. Defaults are negative 5 points.

Sports available to earn points:

Basketball, Flag Football, Soccer, Softball, Ultimate Frisbee, Volleyball, Roller Hockey, Indoor Soccer, Whffleball and Dodgeball.

### **Individual and Dual Events**

Resident halls can enter up to three people/teams per event. Each participant will receive a point for each match played. Doubles matches will count as two points. Individuals can earn 3 extra points for placing in the semifinals, 6 points for second and 10 for first.

Sports available to earn points:

Powerlifting, Swimming, 2 person Golf Scramble, Tennis (singles and doubles), Billiards (singles and doubles), Racquetball (singles and doubles), and Badminton (singles and doubles).

Forfeits will be negative 3 points per forfeit. Negative 1 point per default.

There are no points for Co-Recreational events and leagues...yet

## **XV. Freshman Greek Points Program**

This new program is to connect new brothers and sisters to the campus and provide extra mentoring opportunities to upperclassman through participation in the Intramural Sports program.

Each Greek living group will have the opportunity to participate in the Freshman Intramural Program. The following sports are listed below.

Flag Football  
Soccer  
Ultimate Frisbee  
Volleyball  
Basketball  
Softball

Points will be achieved the exact way as the current Intramural Greek Points Program, just that freshman teams will compete in the Recreation Division. Team entry rosters can include up to two upperclassmen. These upperclassmen will serve as captains and mentors to the team, through attending the captains' meetings, teaching rules and strategies of the sports while promoting sportsmanship.

## **XVI. EQUIPMENT**

The Intramural Sports office provides most equipment for intramural team sports. Individual participants are responsible, however, for supplying most necessary equipment in the individual or dual sports.

Individual participants are also responsible for providing the proper footwear for all Intramural Sports events:

Regulation tennis shoes are required to be worn on the university tennis courts, handball/racquetball courts, and all gymnasiums.

Pliable rubber cleated shoes may be worn on the intramural fields during Intramural Sports softball and flag football seasons. No metal, hard plastic, or hard rubber cleats or spikes will be permitted. **Any individual playing with prohibited shoes, cleats or spikes will be asked to leave the field until they put on proper footwear.** Officials will strictly enforce this rule.

All headwear is prohibited with the following exceptions: Stretchable headbands; stocking caps during cold weather for outdoor sports; and baseball caps as designated by ASA rules may be worn in softball rule.

Individuals who wish to check out equipment from Intramural Supervisors must have a valid University of Idaho ID card.

## **XVII. STUDENT EMPLOYMENT OPPORTUNITIES**

### **Officials**

The Intramural Sports staff is constantly in need of qualified officials. Opportunities available include officiating basketball, football, soccer, softball, volleyball, and other activities. Experience is not required as training, rules, and clinics are conducted for each sport. Employment is available during the afternoons, evenings, and weekends throughout the year. Officials are paid on an increasing scale depending on the number of seasons they have officiated a particular sport. For details on becoming an intramural official, contact the Campus Recreation office in the Student Recreation Center, or call 885-6381.

### **Supervisors**

Intramural Sports Supervisors are veteran officials and trained tournament personnel who have authority to make decisions regarding problems or special situations which may occur during Intramural Sports activities.

Qualifications for supervisors include knowledge of Intramural Sports regulations and rules. It is beneficial to have officiated at least three “major” sports, demonstrate maturity and professionalism, and have a sincere interest in Intramural Sports. Supervisors are veteran officials who display skills, knowledge, and leadership. Current CPR and First-aid Certification is required as Intramural Supervisors are responsible for providing first-aid in the treatment of injuries that occur during assigned Intramural Sports events. Interested students should contact the Intramural Sports Director.

## **XVIII. INTRAMURAL MANAGER**

The keys to a successful Intramural Sports program are active Intramural Sports Managers. Each living group or organization should be represented in the Intramural Sports meetings by an Intramural Sports Manager. The duties of the Intramural Sports Manager are to:

Encourage participation in all Intramural Sports activities.

Ensure all players know and understand Intramural Sports policies and procedures.

Check eligibility of all participants.

Remind players of date, times and places of scheduled contests.

Check the Intramural Sports Schedule and Results Board outside the Campus Recreation office DAILY for revised game schedules and playoff schedules.

Post and distribute all information received from the Intramural Sports office.

Represent the living group or organization at the Intramural Sports Manager’s meetings.

Intramural Sports Managers meet twice each semester. The purposes of these meetings are to represent all participants, discuss problems, and share information concerning the Intramural Sports program. At the last Spring meeting The intramural Sports Managers in attendance will elect **six** members to the Intramural Sports Executive Board.

## **XIV. EXECUTIVE BOARD**

The primary function of the Intramural Sports Executive Board is to represent the Intramural Sports program policies and procedures as well as make recommendations for program additions or changes. The executive board is comprised of the Intramural Sports Director, Graduate Assistants, and the six elected Managers.

**The Intramural Sports Director, with the approval of the executive board, reserves the right to put into immediate effect any new rule regarding Intramural Sports and unsportsmanlike behavior.**

## **XVV. CAMPUS RECREATION STAFF**

Campus Recreation Director	Greg Tatham
Director of Intramural Sports Outdoor Field/Court Manager	Butch Fealy
Director of Fitness and Wellness	Peg Hamlett
SRC Facility Manager Director of Sports Club	Gordon Gresch
Coordinator of Marketing & Special Events	Ashley Buckland
Information Systems Technician	Brad Wickett
SRC Night Manager	John Dunn
Office Manager	Cheryll Means
Work/Life Specialist	Roxanne Schreiber
Financial Technician	Sue Reisenhauer
Intramural Sports G.A.	Kristi Plummer
SRC Facility G.A.	Eric Newell
Fitness G.A.	Ryan Lupul