

ASSUMPTION OF RISK

Many recreational activities involve risks of bodily injury, property damage, and other dangers associated with participation. Intramural Sports and similar activities intrinsically involve risks of physical injury greater than those in daily life, and by taking part in such activities, participants acknowledge and assume risks inherent therein. Participation in the activities offered by the SHSU Department of Recreational Sports is completely voluntary.

Each individual who takes part in any activity sponsored by the Department of Recreational Sports participates at his/her own risk and must assume the responsibility for his/her own health and safety. The Department of Recreational Sports accepts no responsibility and shall not be liable for any injury or other irregularity resulting from participation in any activity or from the use of any recreational facility managed by the Department of Recreational Sports.

The Department of Recreational Sports does not carry or provide accident or injury insurance to cover participants in Intramural Sports activities. All participants are responsible for maintaining adequate health and accident insurance coverage and are strongly urged to purchase health insurance before participating in any Intramural Sports activity.

The SHSU Health Center offers outpatient care and treatment of injuries and accidents to university students. However, the cost of necessary hospitalization and/or treatment not available through the Health Center is not covered by the Department of Recreational Sports or by the Health Center. All students attending SHSU are eligible to purchase student health insurance through the university. To inquire about the cost of coverage, contact the SHSU Health Center at (936) 294-1805.

ENTRY PROCEDURES

1. Pick up a flyer for the activity of your choice at the Recreational Sports Office.
2. Obtain an Individual/Dual or Team Entry Form from for all activities. Please complete your entry accurately. Incomplete information may cause your entry to be withheld from participation. *Please be aware that Recreational Sports reserves the right to edit any team names which may be inappropriate.*
3. Return the completed entry form to the Recreational Sports Office on or before the designated entry deadline.
4. Captains or any designated team representative must attend the mandatory Team Captains' Meeting at which Intramural Sports rules/policies will be discussed and important information will be distributed. Meeting dates will be indicated on Intramural Sports calendars and flyers.
5. Schedules will be posted in the glass cases in the hallway outside of the HKC basketball courts as well as on the Recreational Sports website. Recreational Sports will not provide teams with printed out schedules. If you would like a copy of your schedule you can print it out off of the website.

DUTIES OF CAPTAINS

Team captains play an essential role in the success of the Intramural Sports program. Each captain serves as the official liaison between the team and the Intramural Sports staff, and it is the captain's responsibility to see that all team members are fully informed concerning matters relating to his/her team.

Each team captain, or designated representative, is required to attend the mandatory Team Captains' Meeting held prior to the start of each team/individual sport. If a team is not represented at the Captains' meeting, they will be charged the \$20 forfeit fee that will have to be paid before they are allowed to play their first game. If you miss the Captains' Meeting for your sport, you are still responsible for knowing and understanding all information covered. Team Captains' Meetings are an important source of information concerning each sport and cover a variety of topics including rule changes and/or modifications, game

scheduling, playoff information, extramural events, and more. The date, time, and location of each meeting are indicated on the appropriate sport flyer.

The duties of the team captain include:

1. Accurately complete the Team Entry Form and Roster.
2. To inform all team members of the inherent risks involved with participation in activities sponsored by the Department of Recreational Sports and of the need for personal insurance coverage in the event of injury.
3. To attend mandatory meetings for captains at which information will be distributed, rules and policies will be discussed, and free agents may be recruited.
4. To be familiar with the rules of eligibility and ensure that all members of the team are eligible for every contest in which they participate.
5. To be knowledgeable concerning the rules of play for the designated sport and to educate team members regarding these rules.
6. To stay updated on procedures concerning protests, defaults and forfeits, postponements, sportsmanship, and other Intramural Sports policies and to contact the Recreational Sports Office in the event a question arises.
7. To notify the members of the team regarding the date, time, and location of all contests and to insure that the team does not forfeit contests.
8. To promote fair play and good sportsmanship and to manage the conduct of team members and spectators at all times during Intramural Sports contests.

Helpful Hints

- Register for pre-season scrimmage games when offered. These games are an essential part of the Officials' Training Program and provide teams with some practice games prior to the start of the season.
- Do not wait until the last minute to turn in your entry!
The earlier you submit your completed entry, the more flexibility you will have when selecting an available league time.
- Call or contact the Intramural Sports staff between 9:00 AM and 5:00 PM, Monday through Friday, when seeking assistance or information. Be sure to speak with one of the Graduate Assistants or Assistant Director of Intramural Sports who work directly with Intramural Sports programs and are best equipped to answer any questions.

FREE AGENTS

The purpose of the Free Agent program is to allow individuals who are interested in participating in an intramural team sport to be recruited by other individuals or already-existing teams. The names of individuals who register as free agents will be available to team captains who are interested in recruiting team members. Free agents are encouraged to attend captains' meetings to address any team captains

who are interested in recruiting players and are also encouraged to contact other free agents listed in order to form teams on their own. **Note that signing up as a free agent does not guarantee that you will be placed on a team.**

Free Agent Lists are located at the reception desk in the Recreational Sports Office in HKC Room 104.

DIVISIONS & SCHEDULING

League Sports (7v7 Flag Football, 11v11 Soccer, Volleyball, Softball, Basketball)

Major team sports and individual/dual sports include Men's, Women's, and Co-Rec divisions which are scheduled into leagues based on level of competition/skill level and organizational affiliation. League sports consist of a regular season schedule followed by a single-elimination tournament. In the event that there are not enough entries to form a separate league, some leagues may be combined.

All teams that meet the minimum sportsmanship average of a B (3.0), regardless of regular season record, will advance to single-elimination, post-season play.

Description of Leagues

The Department of Recreational Sports reserves the right to move individuals/teams up or down in league standing or tournament placement when prior intramural play reflects a skill level or ranking that warrants such action. If a team has 50% or more of its team members returning from the previous year AND won a championship the year before in that sport, that team MUST play in the most competitive division offered.

Major team sports consist of the following leagues for **Men's and Women's** divisions. Please note that we will only have THREE divisions in the sports that had over 40 teams in a given division this past year. Therefore, for the 2009-2010 school year, Men's Flag Football, Men's Basketball, Men's Softball, and CoRec Softball will all have three divisions. Men's and Women's Volleyball will only have one division, while CoRec Volleyball will have two divisions. Men's and CoRec Soccer will have two divisions. CoRec Basketball will have two divisions. :

Advanced (A)- Consists of teams organized by any eligible students, faculty, or staff members. This league is for participants who desire the highest skill level of play Intramural Sports has to offer. This division normally consists (but is not limited to) of ex-varsity high school players in each sport.

Intermediate (B)- Consists of teams organized by any eligible students, faculty, or staff members. This league is for participants who desire a higher skill level of play but do not feel like they can compete in the highest division.

Recreational (C)- Consists of teams organized by any eligible students, faculty, or staff members. This league is for participants who desire a recreational level of play in which an emphasis is placed on participation and fun.

Greek - Consists of teams organized from the members of Greek social organizations registered by the Department of Student Activities and recognized by the Greek Councils. All participants must be registered members of the organization that they represent and their name officially appears on the official pledge list recognized by the Department of Student Activities.

Individual/dual sports consist of the following leagues for **Men's, Women's, and Co-Rec** divisions:

Advanced - This division is for participants who desire a higher skill level of play.

- Rec** - This division is for participants who desire a recreational level of play in which an emphasis is placed on participation and fun.

Tournament Sports (7v7 Soccer, Sand Volleyball, Dodgeball, 4v4 Flag Football, etc)

Minor team and individual/dual sports include Men's, Women's, and Co-Rec divisions which are scheduled into tournaments based on the number of teams entered and level of competition/skill level. Tournament formats will vary based on the number and availability of the teams. The two most common formats used for our tournaments are double elimination or pool play followed by a single elimination playoff bracket. If pool play is used, the number of teams advancing out of the pool will be determined on a sport by sport basis. In the event that there are not enough entries to form a separate league, some leagues may be combined. Tournament sports consist of a double-elimination or single-elimination format.

Tiebreakers

The first tiebreaker will always be head to head between the two teams. If there are more than two teams tied, head to head will not be looked at. After head to head, point/run/goal differential will be used. If still tied, points/runs/goals given up will be used. Finally, if all of these are tied, then points/runs/goals scored will be used. If none of the above break the tie, a playoff will be played to determine advancement and placement.

PARTICIPANT ELIGIBILITY

All team captains are responsible for verifying the complete eligibility of their own players prior to their participation and should verify that of their opponents.

1. Intramural Sports does not assume responsibility for checking all aspects of eligibility of players participating, but any cases of ineligibility called to its attention will be investigated according to the rules of eligibility.
2. SHSU undergraduate/graduate students who are enrolled for one (1) or more hours of resident schoolwork and who have paid the Recreational Sports fee and all faculty/staff members are eligible for participation. Students who enroll for the current semester and then drop their courses are no longer considered eligible.
3. A valid SHSU ID must be presented to be eligible to participate.
4. Each participant must be listed on the Team Entry Form and Roster on file in the Recreational Sports Office for the team(s) he/she represents. The deadline for adding players to a team's roster is the last game day of the team's regular season.
5. A participant may play on a maximum of one Men's/Women's team in each division and one Co-Rec team in each sport. A player is allowed to play on a Men's A or, B, or C and a Men's Greek team. The first team played on is considered to be that person's team. Any subsequent participation on another team constitutes the use of an ineligible player. No player may be dropped from one roster to be added to another team's roster after having played a scheduled game in which the participant's name appears on the score sheet.
6. In order to be eligible for the playoffs, a player must have participated in a minimum of one regular season game with that team or appear on the teams' original roster on file in the Recreational Sports Office. A player's name must appear on an official score sheet (or team waiver) to have been counted as a participant in that contest. If a game is forfeited, all players present and signed in and otherwise eligible will be considered participants for that game.

7. Teams may not play ineligible players even by mutual agreement of both teams.
8. During the playoffs, the last contest in which an ineligible player participated shall be recorded as a forfeit win for the opposing team. No reorganization of tournaments shall occur.
9. The penalty for the use of an ineligible player or a team playing a person under an assumed name is:
 - a) The team shall forfeit all games in that sport in which the ineligible player competed. In the event that a player participates for more than one Men's/Women's team in the same division, the second team for which the ineligible player participated shall forfeit all games in which the ineligible player competed.
 - b) If a player plays under an assumed name or uses another person's ID, they will also be subject to further punishment from the Intramural Sports Department and the case will be referred to the Dean of Students.

10. ***Intercollegiate Athletes:***

Any individual who participates in a varsity or junior varsity sport at the collegiate level (NCAA, NJCAA, NAIA, etc) is ineligible to participate in that Intramural Sport or related sport until a period of 365 days has past from the end of the last semester that they participated on a collegiate team. Application of this rule applies to red shirt, walk-ons, transfer, and junior college athletes from any 2-year or 4-year institution. A participant who meets any of the following criteria is considered ineligible:

- a) Name appears on an official varsity or JV roster during the academic year
- b) Participates (including scheduled team practices and/or workouts) in a varsity or JV sport for a period of more than one month
- c) Has competed in an intercollegiate contest

Any former member of a collegiate team will not be eligible to participate in that Intramural Sport or related sport until after a period of one calendar year (365 days) following the end of the semester of his/her last participation as a collegiate player has passed.

Example #1:

- Joe Schmoe begins playing football at Example University in the fall of 2007.
- Joe is on the official team roster and practices with the team, but does not appear in any games in the fall.
- Joe gets upset that he is not playing and quits the team on November 3, 2007.
- The last day of the fall semester for Example University is December 10, 2007.
- When is Joe allowed to play Intramural Flag Football at SHSU?

Answer:

Joe Schmoe is eligible to play Intramural Flag Football on December 10, 2008. He has to wait until 365 days have past since the last day of the last semester (December 10, 2007) that he played Varsity college football.

11. ***Sport Club Participants:***

Club members shall be eligible for intramural participation in the sport of their specialty; however, members are restricted to allow only one such participant on a team's Intramural Sports roster if the sport calls for 6 or fewer players on the field/court at one time. Sports that require more than 6 players on the playing field at one time will be allowed up to two players on the team roster. The squad list, as on file with the Associate Director of Recreational Sports shall determine who is a member restricted to this classification. If you are not sure if you or a teammate is considered to be on the official Club Sports roster, see the Associate Director of Recreational Sports before play begins.

12. Current or former Olympic or professional athletes are ineligible to participate in any related sport in the Intramural Sports program for a period of five (5) years following the completion of their professional career. For Intramural Sports purposes, a professional athlete is defined as an individual who has signed a contract and/or received compensation for playing a particular sport.

Related Sports Include:	
<u>Varsity/Club Sport</u>	<u>Intramural Sport</u>
Baseball, Softball	Softball
Basketball	Basketball
Bowling	Bowling
Football	Flag Football, 4v4 Flag Football
Golf	Golf
Racquetball	Racquetball
Soccer	Soccer, 7v7 Soccer
Tennis	Tennis
Volleyball	Volleyball, Sand Volleyball

POLICIES & PROCEDURES

It is the responsibility of each team to know and understand the existing Intramural Sports policies and rules. Ignorance of any Intramural Sports policy or rule is not an excuse for failure to comply. The Department of Recreational Sports reserves the right to put into immediate effect any new rulings regarding Intramural Sports. Team captains will be properly informed of any changes.

Defaults & Forfeits

If in the event that a team cannot play a scheduled game, the following default and forfeit policies shall be in effect.

Defaults: Any team or individual knowing in advance that it will not be able to play a regularly scheduled game is provided the opportunity to default that contest. The team captain must contact the Recreational Sports Office at least **24 hours** before the scheduled contest. A loss will be assessed for the default, but a forfeit fee will be avoided. The defaulting team will receive a B in sportsmanship and the winning team will receive an A.

A team is allowed to default only one contest during a sport's season. A second default will be treated as a forfeit and will require payment of a \$20 forfeit fee before the team's next scheduled game.

Forfeits: A forfeit will be assessed to an individual or team for the following reasons:

- a) Use of a player who is ineligible or who participates under an assumed name
- b) Nonappearance at a scheduled contest (not having the minimum # of players)
- c) Unsportsmanlike conduct

A forfeit may be declared if an individual or team fails to have the minimum number of players required to start the game at the scheduled game time.

Team Sport Forfeit Procedures	
Note: Game clock will begin running at the scheduled game time.	
Flag Football	
Game Time:	Team Ready to Play (TRP) wins the coin toss.
At 3 Minutes:	TRP receives the ball on the opponent's 20 yd line, 1 st down goal to gain.
At 6 Minutes:	TRP receives 7 points and the other team gets the ball at the 14 yd line, 1 st down 20 yd line to gain.
At 9 Minutes:	TRP receives the ball on their 14 yd line, 1 st down 20 yard line to gain.
At 10 Minutes:	Forfeit

4v4 Flag Football	
Game Time:	TRP wins coin toss.
At 2 Minutes:	TRP receives the ball on the opponent's 10 yard line, 1 st down goal to gain.
At 4 Minutes:	TRP receives 7 points and the other team receives the ball on their 14 yd line, 1 st down and 20 yd line to gain.
At 5 Minutes:	Forfeit

Volleyball/Sand Volleyball/Wallyball	
Game Time:	TRP wins the coin toss.
At 3 Minutes:	TRP begins receiving 1 point/minute.
At 10 Minutes:	Forfeit

Soccer/7 v 7 Soccer	
Game Time:	TRP receives the choice of side for 1 st half.
At 3 Minutes:	TRP receives a penalty kick.
At 6 Minutes:	TRP receives 1 goal and a penalty kick.
At 10 Minutes:	Forfeit

Basketball/3-on-3 Basketball	
Game Time:	TRP receives first possession.
At 3 Minutes:	TRP begins receiving 2 points/minute
At 10 Minutes:	Forfeit

Softball/Kickball	
Game Time:	TRP wins the coin toss.
At 3 Minutes:	TRP begins receiving 1 run/point every two minutes.
At 10 Minutes:	Forfeit

All forfeits result in a forfeit fee of \$20 that must be paid prior to the team's next scheduled contest. The team captain will be held responsible for payment of the forfeit fee. Failure to pay will result in the team being dropped from further competition in that sport, and a block will be assessed at class registration for the team captain.

Any team that forfeits a second game will be dropped from further competition in that sport and will be assessed a second \$20 forfeit fee.

Any team which voluntarily withdraws from participation at any time following the posting of season/tournament schedules will be assessed the number of forfeits and subsequent fees equivalent to removal from the league/tournament (i.e. two forfeits for regular season play).

Postponements & Rescheduling

The Intramural Sports Program is willing to cooperate when extraordinary circumstances necessitate the rescheduling of a game, however, postponements and rescheduling of Intramural Sports contests are extremely rare.

1. No regular season games will be rescheduled for sports that have instant scheduling. Instant scheduling is when you get to sign up for the day and time that you want your team to play. Do not sign up for a day and time if you know you're going to have a conflict with one of your 3 regular season contests. Group social functions, organizational meetings, and work conflicts are NOT reasons for us to reschedule your game. Please remember that everyone on every team has other stuff going on, and if we rescheduled for every little thing, we would never be able to play any of the games.

2. Tournament and playoff games must be played as scheduled. There are two situations that we will reschedule tournament/playoff games. First, if the majority of the players on your team have class during the scheduled game time. This does not mean if have one player that has class we will reschedule your game. Second, if a team is scheduled to play two Intramural Sport playoff games simultaneously or back to back. If back to back, the team is expected to show up immediately following the ending of their first game. In these cases, the opponent will be forced to reschedule, no option will be given.
3. The Intramural Sports Program will determine when weather conditions justify postponements. Due to the large number of teams, the fields are normally completely booked with regularly scheduled games from Sunday through Thursday 6p-12a. Therefore, the only times available to reschedule rained out games are on Friday nights and all day Saturdays. Team captains are responsible for knowing when their rescheduled games will be played. Captains will not be notified about the reschedule. Teams will be asked at the beginning of the season if they are available on weekend. If your team is not available on the weekends, then both teams will given victories when there is a rain out.
4. The Intramural Sports Program must be advised at the beginning of each semester of any religious holidays that may affect the scheduling of contests.

Inclement Weather Policy

Postponements and/or rescheduling of Intramural Sports games due to inclement weather may be made in an effort to protect the safety of the participants and the quality of our playing fields. Decisions concerning game changes due to inclement weather will be made as soon as possible on the day of the scheduled activity. Decisions will be available by calling the Intramural Weather Line at 294-1966.

Alcohol Policy

The possession and/or consumption of alcohol is prohibited at Recreational Sports facilities at all times, therefore, alcoholic beverages will not be allowed at any program or activity sponsored by Recreational Sports. This policy applies to all Intramural Sports participants, as well as coaches and spectators. Any participant or spectator who is under the influence of alcohol will not be allowed to participate in any Intramural Sports activity and will be required to leave the facility immediately.

Protests

All protests must be submitted in writing to Intramural Sports Director according to the following procedure.

1. There shall be no protests on judgment calls or the quality of officiating. All protests must deal with the interpretation of a rule or enforcement of a penalty for the infraction of those rules. In the event that there is grounds for protest, the game will be played under protest from that point forward.
2. All protests, except those concerning eligibility, must be made on the field of play to the official at the time of the occurrence. Once play has resumed, the protest will not be valid.
3. At the conclusion of the contest, the team captain must verify the reason for the protest as recorded on the Protest Report. The protesting team must submit a legible statement citing the specific rules misinterpreted and the protested situation to the Recreational Sports Office by 2:00 PM the next business day following the protested contest.

4. All eligibility protests during the regular season must be filed in the Recreational Sports Office by 2:00 PM the next business day following the contest in question. During tournament play, player eligibility protests must be filed by 10:00 AM the following business day.
5. All protests will be reviewed and a ruling will be made by the Assistant Director for Intramural Sports. An upheld protest involving rule interpretation will result in the game in question being replayed from the point of protest. Upheld player eligibility protests will result in a forfeit of the game in which the ineligible player competed.

PARTICIPANT CONDUCT

A part of the philosophy of the Intramural Sports program is that good sportsmanship is vital to the conduct of every contest. Failure to display an acceptable degree of sportsmanship will render a participant ineligible for further participation in any given sport. Decisions of this kind rest in the hands of the Intramural Sports Director and/or, if necessary, the Dean of Students.

The team captain is responsible for the actions of any player of the team and for spectators directly related to it. The conduct of all players before and after the game is as important as conduct during the game.

Sportsmanship Rating System

In order to help promote positive sportsmanship on the field of play, each team will be rated by the officials and/or the Intramural Staff for each contest according to the sportsmanship displayed. A team must maintain an average sportsmanship rating of "B" or above to be eligible for the playoffs. In bracket play, if a team receives two consecutive C's or below or one F in sportsmanship, they will be removed from further bracket play. The opponent of the team receiving the second consecutive C or below or the F will advance in the bracket.

The following sportsmanship rating system will be utilized:

- A - Excellent.** Given to a team which demonstrates good sportsmanship and maintains an excellent attitude toward their opponents and officials. The team and spectators maintain an attitude of complete cooperation.
- B - Good.** Given to the team when there are minimal incidents of poor sportsmanship shown toward opponents and officials. Team members and spectators show respect for opponents and officials. If any team receives one unsportsmanlike conduct (UC) penalty, technical foul (TF) or yellow card (YC), they will receive no higher than a "B" rating. This does not mean that the team receiving the one UC, TF, or YC will automatically receive a "B", they could still receive a C, D, or F.
- C - Fair.** Given to a team when unsportsmanlike conduct is present in the game, but is not over the top and persistent. Poor behavior is limited to individuals, not to the entire team. Team members and spectators show very little respect for opponents and officials. If any team receives two or more unsportsmanlike conduct penalties, technical fouls or yellow cards, they will receive no higher than a "C" rating.
- D - Unsatisfactory.** Given to a team if players persist in questioning officials' decisions, repeatedly argue with the officials and/or make abusive remarks toward opponents or officials. Team members fail to cooperate with the officials to keep the game moving in an orderly fashion. If a player is ejected, the team will receive no higher than a "D" rating.

- F - Poor.** Given to teams whose players disregard warnings of unsportsmanlike conduct, abusive language, unnecessary roughness, etc. Team members and spectators are uncooperative toward officials. Conduct includes, but is not limited to: a player or spectators physically or verbally abusing an official or opponent, team behavior warrants discontinuance of a game for any reason, and/or the team shows willful disregard for the rules and/or policies set forth by the Department of Recreational Sports.

Teams receiving an “F” rating will forfeit the game in which they received the “F” and must also have their captain meet with the Intramural Sports Director prior to their next contest. It is up to the discretion of the Intramural Sports Director as to whether or not that team will be allowed to advance to the playoffs.

Personal Conduct Policy

All unsportsmanlike conduct penalties (UC), yellow cards (YC), and technical fouls (TF) are recorded and tracked. If an individual receives multiple of any of the penalties listed in the prior sentence, they will be penalized according to the guidelines below. The penalties listed below are the minimum penalty that will be assessed. The Intramural Sports Director has the authority to increase the suspensions if he chooses.

1st UC, YC, or TF in sport = no penalty

2nd UC, YC, or TF in sport = 1 game suspension

3rd UC, YC, or TF in sport = no penalty

4th UC, YC, or TF in sport = suspended for remainder of that sport

8th UC, YC, or TF OVERALL (all sports combined) = suspended for remainder of the academic year

- You accumulate UC, YC, or TF per SPORT, not per TEAM.
- UC, YC, and TF's do not carry over from sport to sport, EXCEPT for the 8 overall for the whole year
- Ejection = 2 UC, YC, or TF

Example 1

- Average Joe is playing on a Men's Orange soccer team and a CoRec soccer team. He receives a yellow card in his first men's game, then receives another yellow card in his first corec game. Because you accumulate yellow cards per SPORT (not per TEAM), Average Joe is now suspended for his next scheduled soccer game, whichever comes first between his Men's and CoRec team.

Example 2

- Mary Smith is playing Women's Flag Football. She receives an unsportsmanlike conduct penalty in her first and second games, and is therefore suspended for her third game. She does nothing wrong in her fourth game, but in her first playoff game gets ejected. She now has reached four unsportsmanlike conduct penalties in the same sport. Thus, she is suspended for the rest of Flag Football. Her team still had 4 playoff games left.

Example 3

- Scott Nogood played Intramural Volleyball and received one yellow card. He then played Intramural Flag Football and received an unsportsmanlike conduct penalty in his first game. He does NOT get suspended for a game because they do not carry over from sport to sport. However, both count towards his overall total of 8 for the year before he gets suspended for the remainder of the academic year.

Example 4

- Brian David received a yellow card in volleyball. He then was ejected from a flag football game (counts as 2 unsportsmanlike conduct penalties). He was suspended for one flag football game and continued playing. He's currently at 3 UC, YC, or TF's for the year. He then received a yellow card in soccer and a technical in the fall classic basketball tournament. He ended the Fall semester with 5 total. At the beginning of the spring, he received a technical foul in basketball. He was then ejected from a 4v4 Flag Football game.

He now has reached the limit of 8 for the whole year. Brian is now suspended for the rest of the 2008-2009 academic year from playing Intramural Sports.

Misconduct & Ejections

Participants and spectators who choose to follow unsportsmanlike practices before, during, and/or after a contest, whether directed toward an opponent or an official, may be ejected from that contest. Any time a player is ejected, the **captain** of the ejected player's team will be responsible for paying the \$20 ejection fee before the next scheduled contest.

Any player, coach, or spectator who is ejected from an intramural contest for **unsportsmanlike conduct** is automatically suspended from all Intramural Sports activities until official reinstatement.

Any ejected person shall be subject to the following sanctions:

1. Any individual addressing a staff member, official, or opponent in an unsportsmanlike or discourteous manner shall be immediately ejected from the game and the facility. Any individual who does not cooperate with the staff and leave the facility immediately will be subject to further disciplinary action.
2. The minimum suspension for any ejection is one game in the activity from which the person was ejected plus a three-month probationary period. The period of suspension will be dependent upon the severity of the incident. A second offense during the probationary period will result in (at minimum) the immediate suspension of further participation in that sport.
3. During the period of suspension, the individual may not participate in any Intramural Sports activity (team sport, individual sport, or a special event) until the suspension is lifted.
4. Any player, coach, or spectator who threatens, strikes, or physically abuses any Intramural Sports staff member will be immediately suspended from all participation for a minimum period of one year. Such actions will be referred to the Dean of Students for review, and further disciplinary action may be pursued if warranted. Please be aware that any and all types of verbal and/or physical abuse toward any staff member of Intramural Sports will not be tolerated under any circumstances.
5. Any player, coach, or spectator who willfully causes the destruction of or damage to equipment belonging to the Intramural Sports program shall be held responsible for all subsequent damages and any costs of repairs or replacement.

Any player, coach, or spectator who is ejected from an Intramural Sports contest for **fighting** shall be subject to the following sanctions:

1. Physical contact with intent to intimidate or harm a staff member or opponent shall result in a minimum two year suspension from all Intramural Sports activities. This also includes an attempt to strike, even though there may not be contact.
2. If the instigator(s) can be identified, involvement in a fight shall result in a minimum one-year suspension from all Intramural Sports activities. Participation in a fight is considered to be any player or spectator that enters the field or court during the fight.

Reinstatement Procedures

To be reinstated, an ejected participant must meet with the Intramural Sports Director as soon as possible following the ejection. The period of suspension for any person shall be determined by the Intramural Sports Director. No individual will be reinstated prior to a personal visit with the Intramural Sports Director or his/her appointee. **Please be aware that the period of suspension for an ejected player, coach, or spectator will not begin until the ejected person has met with Intramural Sports Director.**

Appeals Process

Any individual or team that wishes to appeal any disciplinary sanctions made by the Intramural Sports Director must file a formal appeal for review by the Director of Recreational Sports. A formal appeal must be made in writing and submitted to the Intramural Sports Director within one (1) week of notification of any disciplinary sanctions. All decisions and/or recommendations made by the Director of Recreational Sports will be final.

Intramural Sports Bearkat Cup Points Competition

Description

- 1) The Bearkat Cup is intended to promote friendly rivalries, encourage good sportsmanship and participation, and reward success. A Men's Champion, CoRec Champion, Women's Champion, and Greek Champion will be crowned at the end of the school year.
- 2) The Intramural Sports Bearkat Cup is a competition to see which team/organization is the best all-around Intramural Sports team. Teams/organizations will accrue points throughout the entire school year. You can earn points three different ways: simply registering and showing up for your games, having above average sportsmanship, and succeeding in the sports that you play. The winning teams will receive an award determined by the Intramural Sports staff (t-shirt, water bottle, etc.) and will have a plaque hung in the HKC with their team name, accomplishments, and a team picture. The eligibility guidelines and scoring system are below.

Eligibility

1. Team members are subject to established Intramural Sports eligibility guidelines. If you are unsure of the current guidelines, please read our Intramural Handbook.
2. Bearkat Cup teams do not have to be registered student organizations on campus.
3. Organization/team affiliation must be declared at time of entry in order to represent a particular organization/team for Bearkat Cup points.
4. Your team must use the same team name and have the same captain for every sport. The captain must give us permission to allow another person to captain a team with his/her team name.
5. The captain can choose to have different players on his team for every sport, but as long as he uses the same team name that team will accrue points.
6. You can have two teams compete with the same team name and earn your Bearkat Cup team points. For example, Team Champion enters one team in Volleyball and realizes they have enough people to enter two teams for Flag Football. They can register as Team Champion 1 and Team Champion 2 for Flag Football. However, remember that players can only be on one or the other, they cannot be on both teams. Both Team Champions teams will earn points for the Team Champion's point total in the Bearkat Cup.

Divisions

1. Bearkat Cup points will be tracked for Men's, Women's, CoRec, and Greek divisions.
2. You must play in the division that you are earning points for. For example, if a fraternity signs up a team in Men's A, they will not earn points towards the Greek standings. However, they will earn points towards the Men's Bearkat Cup.

Major Sports (Flag Football, Volleyball, Soccer, Basketball, Softball):

1. Participation Points
 - a. In order to earn points, you must enter at least one team in an event. Each organization/team will earn Bearkat Cup points for up to two teams, but you are allowed to enter as many teams as you choose. If you enter more than two teams, you must designate prior to the season which two teams are your "points" teams. You do not have to be an organization to participate.
 - b. Team entry = 50 points/team (up to two teams)
 - i. If a team forfeit or defaults a combined two games, they will not receive participation points.

2. Sportsmanship Points
 - a. Sportsmanship is very important in Intramural Sports. After every game, each team receives either an A (4), B (3), C (2), D (1), or F (0) for their sportsmanship rating. At the end of the regular season, your team will receive Bearkat Cup points as long as your season sportsmanship average is 3.0 (B) or higher. However, points will deducted from your Bearkat Cup total for every game that you receive a C or below (including playoffs).
 - b. Season average between 3.0 and 3.5 = 15 points
 - c. Season average between 3.5 and 4.0 = 25 points
 - d. Receiving a C = -5 points/game
 - e. Receiving a D = -15 points/game
 - f. Receiving an F = team is not eligible to receive points for that sport (for anything, i.e. no participation points)

3. Final Standings Points
 - a. 1st Place (A Division) = 120 points
 - b. 2nd Place (A Division) = 80 points
 - c. 3rd/4th Place (A Division) = 40 points
 - d. 1st Place (B Division) = 60 points
 - e. 2nd Place (B Division) = 40 points
 - f. 3rd/4th Place (B Division) = 20 points
 - g. 1st Place (C Division) = 20 points
 - h. 2nd Place (C Division) = 10 points

If only one division is offered for a sport, A points will be awarded.

4. Miscellaneous Deductions
 - Teams can also lose Bearkat Cup points if any of the following occur:
 - a. Forfeit = -25 points
 - b. Ejection = -50 points
 - c. Anything else the Intramural Sports Department decides deducting points is appropriate for.

Non-Major Sports (everything other than Flag Football, Volleyball, Soccer, Basketball, Softball and non individual/dual sports):

1. Participation Points
 - a. In order to earn points, you must enter at least one team in an event. Each organization will earn Bearkat Cup points for up to two teams, but you are allowed to enter as many teams as you choose. If you enter more than two teams, you must designate prior to the season which two teams are your "points" teams.
 - b. Team entry = 30 points (up to two teams)
 - i. If a team forfeit or defaults a combined two games, they will not receive participation points.

2. Sportsmanship Points

- a. Sportsmanship is very important in Intramural Sports. After every game that officials are provided for, each team receives either an A (4), B (3), C (2), D (1), or F (0) for their sportsmanship rating. At the end of the regular season, your team will receive Bearkat Cup points as long as your season sportsmanship average is 3.0 (B) or higher. If the sport has no regular season and is a bracket format of any type, teams will not earn points for their sportsmanship but may still lose points if they receive a C or below. Points will be deducted from your Bearkat Cup total for every game that you receive a C or below.
 - b. Season average between 3.0 and 3.5 = 5 points
 - c. Season average between 3.5 and 4.0 = 10 points
 - d. Receiving a C = -5 points/game
 - e. Receiving a D = -15 points/game
 - f. Receiving an F = team is not eligible to receive points for that sport (for anything, i.e. no participation points)
3. Final Standings Points
- a. 1st Place (A Division) = 80 points
 - b. 2nd Place (A Division) = 50 points
 - c. 3rd/4th Place (A Division) = 30 points
 - d. 1st Place (B Division) = 50 points
 - e. 2nd Place (B Division) = 30 points
 - f. 3rd/4th Place (B Division) = 20 points

*If only one division is offered for a sport, A points will be awarded. *

4. Miscellaneous Deductions
- a. Teams can also lose Bearkat Cup points if any of the following occur:
 - b. Forfeit = -25 points
 - c. Ejection = -50 points

Individual/Dual Sports (anything that only requires one or two people to participate):

1. Participation Points
- a. In order to earn points, you must have at least one entry in an event. Each organization will earn Bearkat Cup points for up to four entries, but you are allowed to enter as many teams as you choose. If you enter more than four entries, you must designate prior to the tournament which four entries are your “points” entries.
 - b. Entry = 5 points (up to four entries)
2. Final Standings Points
- a. 1st Place (A Division) = 25 points
 - b. 2nd Place (A Division) = 15 points
 - c. 3rd/4th Place (A Division) = 10 points
 - d. 1st Place (B Division) = 20 points
 - e. 2nd Place (B Division) = 10 points
 - f. 3rd/4th Place (B Division) = 5 points

*If only one division is offered for a sport, Orange points will be awarded. *

ATTIRE & EQUIPMENT

Each team is encouraged to have some type of dress that provides uniformity in color for all participants. In the event that teams do not have uniforms of one distinguishable color, scrimmage jerseys will be provided by the Intramural Sports program.

All participants are required to wear appropriate footwear and personal equipment for competition. Specific details concerning permissible equipment for each sport or activity will be included in the rules for that sport. Here are the guidelines concerning appropriate equipment:

1. Participants may not play barefooted.
2. Regulation rubber-soled cleats, plastic cleats, and tennis shoes are permissible for outdoor play on the Intramural Sports Fields. No combat boots or hiking boots may be worn. No metal cleats or spikes may be worn.
3. Regulation non-marking tennis shoes or basketball shoes are required for play in the Recreational Sports gymnasiums, racquetball courts, and on the tennis courts.
4. Participants may wear soft, pliable pads or braces to protect an injury. Under no circumstance will a participant wearing a cast or splint be permitted to play.
5. It is the direction and authority of the Intramural Sports staff to ban the use of any equipment that may be hazardous to participants.

AWARDS

Intramural Sports Champion T-shirts will be awarded to tournament winners in each league for all team and individual/dual sports. In addition, All-University Champion water bottles will be awarded to tournament winners in each Men's and Women's division in which an All-University Championship is held.

The number of awards distributed to Intramural Sports team champions will be limited to double the number of required players per game for each sport.

EXTRAMURAL EVENTS

Participation in activities offered by the Intramural Sports program provides various opportunities for participation in state, regional, and national tournaments. These opportunities are a privilege and you must earn the right to attend these tournaments. Thus, it is important to remember that participation and behavior at these events is representative of SHSU and the sportsmanship displayed should reflect the program represented. Any instance of poor sportsmanship or major rule violations by an individual or team representing SHSU will result in participation sanctions for that individual or team within the Intramural Sports program at SHSU, in addition to participation sanctions for future extramural events. Any individual who has been ejected from play during the current Intramural Sports season or is currently on probation may be subject to restriction from competition at extramural events.

STUDENT CODE OF CONDUCT

The SHSU Student Code of Conduct governs everything not listed in this handbook. If you violate a policy in the Student Code of Conduct that is not listed in this handbook, you will still be held responsible.