



Ole Miss
Campus Recreation

The Guide to Participation 2008-2009

The University of Mississippi
Department of Campus Recreation
Intramural Sports

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The Guide to Participation

The Ole Miss Intramural Sports *Guide to Participation* (referred to as the *Guide*) contains the policies and procedures pertaining to the Intramural Sports Program. All participants are expected to read and understand the contents of the *Guide*, and must adhere to its contents while participating in intramural activities. Any information not found in the *Guide* shall be referred to the *M Book*. **All information contained in the *Guide to Participation* and the *M Book* is subject to REVIEW AND INTERPRETATION by the members of the Ole Miss Intramural Sports Staff. The Coordinator has the right to change any rule or policy without notice.**

Department of Campus Recreation Mission

The mission of Campus Recreation is to provide facilities, services, and an environment that promotes the pursuit of active lifestyles. We strive to enhance the development of students through leadership and employment opportunities.

Vision of Ole Miss Intramural Sports

To build and maintain a program which is committed to being a leader within our department, at our university, across our Region, and throughout the Nation in providing students with: Exemplary Customer Service; Opportunities for Student Leadership and Development; Quality Facilities and Equipment; and Programs which Ensure Safety, Integrity and Fair Play.

General Information

Turner Center, room 212

Phone: 662.915.5573 Fax: 662.915.5593

Rec Check: 662.915.5509

Email: imsports@olemiss.edu

Web page: http://www.olemiss.edu/depts/campus_recreation/intramurals/

Intramural Sports Staff

Traci Meredith
Coordinator of Intramural Sports and Sport Clubs
Turner Center, room 211
662.915.7746
traci@olemiss.edu

Derek Leonard
Graduate Assistant
Turner Center, room 212
662.915.5573
dtleonar@olemiss.edu

Team Leaders & Sport Assistants

All Ole Miss Intramural Sports will be supervised by an appropriate number of Sports Assistants (herein after referred to as SA) and/or Team Leaders.

Section 1: Eligibility

Each participant, team captain and/or chairperson is responsible for reading this section of the Guide to ensure that they are eligible to play a sport, in a league, or with a team.

Article 1: Player Eligibility

The Ole Miss Intramural Sports staff reserves the right to make rulings on all participation and eligibility cases. Individuals with questions regarding intramural eligibility should stop by Turner 212 and speak with the IM staff.

Current Enrollment: All currently enrolled undergraduate and graduate students on the Oxford campus are eligible to participate.

Faculty/Staff: All full-time faculty and staff members employed by the University of Mississippi are eligible to participate. If activities are being held in Turner Center, faculty and staff must have a Campus Recreation membership or utilize the Guest Pass Policy (\$5.00 per person per entry when accompanied by a Turner Center member).

Spouses: Spouses of Ole Miss students, faculty, and staff may participate in the Intramural Sports Program if they have a Campus Recreation membership.

Article 2: Player Restrictions

Sport Clubs Members: An Intramural team cannot have more than 3 members of an Ole Miss Sport Club team on their roster for their respective sport. Membership is determined by appearance on a Club's active roster.

Varsity Athletes: Varsity athletes will not be eligible to compete in the sport in which they hold varsity status or any COUNTERPARTS of that sport (i.e. flag football/football, soccer/indoor soccer). A person is considered a varsity athlete if he/she has practiced or competed with the varsity team during the regular season.

Ex-Professional Athletes: An individual who has competed in professional athletics will be ineligible to compete in that sport for one calendar year from the date in which they last participated. An ex-professional athlete is defined as a person who is or has been compensated monetarily for participation in an organized athletic activity during the past year. Teams may not have more than 2 ex-professional athletes on their roster --- 1 in basketball.

Community Members: Community members are not eligible to participate in intramural activities.

Competing on Two Teams: A player who is otherwise eligible may participate on one Co-Rec team and one men's or women's team respectively for the same sport per season.

Playoff Eligibility: To compete in the playoffs, an individual must have their name on the team's waiver prior to the start of playoffs. Once a team's waiver is full a team's waiver will be locked and no names may be added at the start of playoffs. Unforeseen circumstances will be handled by the Ole Miss Intramural Sports staff on a case-by-case basis.

Eligibility Questions: Before participating in the Intramural Sports Program, all questions about eligibility rules should be referred to the Coordinator and/or Graduate Assistant

Article 3: League Eligibility

Teams/Individuals should choose the appropriate league:

Greek: Designed for direct competition within Greek Organizations. Only students who are registered members with Panhellenic/IFC/NPHC or Greek lettered honor societies registered with the Dean of Students Office can compete in this league. Each Greek affiliated team can only register two teams in the Greek league; additional teams must play in the Independent league under a name different than the Greek organization.

Independent: Designed for competition between teams that do not qualify to be Greek. Independent women's teams will be placed in the Greek/sorority league if there are not enough teams in their league.

Co-Rec: Designed to give males and females the opportunity to participate together in a team or dual activity.

Free Agents: Anyone who has a desire to participate in any Ole Miss Intramural Sports but does not have a team to play with may come to the IM Office (Turner 212) and ask to be placed on the Free Agent List. This list includes all participants who want to play but do not have a team to be affiliated with. The Intramural Staff will give the free agents' names and phone numbers to team captains.

Article 4: Player Identity

Valid UM Identification: Participants must present a valid UM ID to the Sport Assistant before participating in any activity. Participants will be expected to swipe their valid UM ID to enter the Turner Center. ALL PARTICIPANTS MUST HAVE THEIR ID DURING PLAYOFFS! NO ID, NO PLAY!

Team Activities: For all intramural league and playoff games, ALL participants must take their valid UM ID to the sign in area. Players must report to the sign in area and present their UM ID. The Sport Assistant will check in the player on the official scorecard.

Individual/Dual Activities: Before beginning play, each participant is responsible for checking his or her opponent's identity with the person's valid UM ID. Individual/dual participants will sign a waiver when they register for the activity.

Team Waivers: A participant establishes eligibility with a team by having their name on the team's waiver prior to each Intramural activity. Participants will sign the team's waiver when they check in with the Sport Assistant for their game. Waivers only need to be signed ONCE by the participant, however participants must check in with the Sport Assistant EVERY game. If a participant signs a team's waiver, they are on that team EVEN IF NO GAMES HAVE BEEN PLAYED. If a participant is discovered to be on two different waivers, their eligibility lies with the team they played for first. Individuals that do not sign the waiver will not be permitted to participate. Failure of a player to sign the waiver results in that player being an illegal participant for that team and appropriate consequences will apply. All penalties will be decided by the Intramural Sports staff on a case-by-case basis.

Section 2: Team Captain Responsibilities

Each team captain must be aware of his or her responsibility with Ole Miss Intramural Sports. This section outlines those responsibilities as well as the avenues of communication with the Intramural Staff.

Article 1: Team Captains

Each team entered in any intramural activity must have a designated Team Captain who will act as the official liaison between the team and the DCR. Team Captains have the responsibility of upholding the philosophy of Ole Miss Intramural Sports, and ensuring that their teams reflect the values that are promoted through participation in Intramural Sports.

Article 2: Responsibilities

The captain is a key link between the participants (team members) and the Ole Miss Intramural Sports staff, and is expected to assume the following responsibilities:

- Register team in Intramural Office (Turner 212) prior to the deadline. All leagues and tournaments will be filled on a **FIRST COME, FIRST SERVE BASIS**.
- Represent, or see that the team/organization is represented, at intramural captain's meetings, sportsmanship/disciplinary hearings, and/or protest situations.
- Inform all team members of game time and location for every scheduled contest. All game schedule information can be found on the bulletin board located in the Turner Center Lobby or by calling Rec Check (915.5509)
- Check eligibility of all team members according to the *Guide*. Be investigative of their eligibility status.
- Notify each team member that they must present a valid UM ID before they can participate in the scheduled contest. **NO ID, NO PLAY!!!**
- The team captain is the only team representative that is allowed to discuss rule interpretations and player eligibility with the officials.
- Be familiar with rules, schedules, policies and procedures of the Ole Miss Intramurals and pass this information along to all team members.

- Inform, educate, and stress to all players and spectators affiliated with your team the importance of demonstrating good sportsmanship prior to, during, and following all scheduled contests. All participants and spectators should refrain from verbally or physically abusing other participants, the game officials or the Ole Miss Intramural Staff.
- Work with Intramural Sports staff to ensure a safe, fun intramural sports experience for all participants.
- Being held responsible when your team forfeits. If not paid by the appropriate time, a hold will be placed on the captain's account and will not be removed until the fine has been paid. (Fines may be paid in Turner 212).

Captains must understand that once the playoffs begin, the schedule will change from day to day. Be prepared to play on days/times other than those of your regular season schedule.

Article 3: How to Register

All team captains MUST come by Turner 212 to register a team for an event. All team events (with the exception of tournaments) are instant scheduled therefore it is important that the captain is present to register a team.

- Register team in Intramural Office (Turner 212) prior to the deadline. Teams will only be allowed to register for an activity during the specified registration dates.
- The team captain must completely fill out the requested information on the registration sheet including team name, phone number, mailing address, student ID number and email address.
- All team events (with the exception of tournaments) are instant scheduled, meaning the captain will know the day of the week and the time their team would play at. It is important that your team can play at the designated time.
- Time slots are filled on a first-come, first-serve basis. Teams will be placed on a waiting list if all time slots have been filled.
- All team activities require a forfeit fee acknowledgement. Team captains will initial on the registration sheet indicating they are aware of our forfeit fine policy (Section 4, Article 4). Teams will not be registered unless this section is completed.

Article 4: Communication

There are several avenues of communication within Ole Miss Intramural Sports designed to give participants the information they need regarding intramural activities. Participants are encouraged to maintain an open dialogue with the Intramural Sports staff in order to effectively communicate issues that may be important to them.

Meetings: There will be several mandatory meetings each semester that participants (generally Team Captains) must attend. The purpose of the captain's meeting is the dissemination of important information. Information includes policies and procedures, conduct, game day logistics, sportsmanship rating system, and general

rules. Schedules will also be distributed at this meeting. Teams that attend these meetings will receive points towards the Points Race.

Email: Team captains can email the Intramural Sports Department at imsports@olemiss.edu for any questions, comments or concerns.

Rain Outs: Postponement of games may be required due to weather or field conditions. Teams should contact Rec Check (915-5509) after 3:00pm for daily updated game status, and continue to monitor Rec Check throughout the afternoon and evening to receive game status updates.

Rec Check: Team Captains and intramural participants should call Rec Check (915-5509) on a daily basis to receive the following information:

- Daily game schedules
- Weather, field conditions
- Registration information
- Other important Intramural information

Schedules: Schedules for intramural activities may be obtained at the mandatory captain's meeting, or afterwards in Turner 212. Schedules will also be posted outside the Intramural Sports Office on the bulletin board in the Turner Center. It is a general policy not to give scheduling information out over the telephone. **Please refrain from calling the IM Office to receive this information.**

Section 3: Participant Safety

Article 1: Assumption of Risk

Medical Waivers and Release of Liability Information: Participation in the programs offered by the Department of Campus Recreation (DCR) is voluntary on the part of each individual. Therefore, the DCR will not assume the burden of doctor bills, hospital costs, etc., for a person injured while participating in any of the programs. Participation in activities sponsored and organized by the DCR at The University of Mississippi involves the risk of serious injury, which could result in paralysis or death. *Before participating in an intramural activity sponsored by the DCR, the individual must sign a Waiver and Release of Liability for Campus Recreation activities.*

Each participant is encouraged to undergo a thorough physical examination each year. It is also recommended that each participant carry medical insurance. Such insurance is available through the Student Health Center at Ole Miss. Campus Recreation staff are trained and equipped to handle first aid situations that arise during intramural events. These staff members will serve as first responders in any medical emergency. Note: If ambulance transportation is needed, the fee will be the responsibility of the individual involved.

Article 2: Blood Policy

If and when an Intramural Sports staff member or official observes that a player is bleeding, has an open wound, or has blood on his or her uniform, he or she will be directed to leave the game. The injured player is not to return until the bleeding has stopped, the open wound is covered, and bloody uniform is changed.

Section 4: Forfeits

Article 1: Game Time

Any team failing to report and “ready-to-play” at the scheduled starting time shall forfeit to their opponent. Forfeit time is game time (however, a 5 minute grace period will be allowed). The Intramural Sports staff will work with teams to avoid forfeits, if possible.

“Ready-to-Play” Rule: All intramural team activities require each team to have the minimum number of players present, all players checked in with the SA, and all players ready to compete. The minimum number of players required is given in the rules for each team activity.

Individual/Dual Activities: Individual/dual activities are scheduled using a “play-by-date” system. It is the responsibility of the individual/dual participants to contact their opponent, schedule the match, and return the result to the Intramural Office by the scheduled deadline. Teams who do not submit results by the deadline will receive a forfeit.

Article 2: Claiming a Forfeit

A team claiming a forfeit must be present at the scheduled game time and ready-to-play. The team must sign the scorecard to claim the forfeit. Forfeits must be claimed at the time of the scheduled contest. Forfeits may not be claimed after that time.

League Play: If neither team arrives by the scheduled game time, the game will be recorded as a double forfeit and each team will be given a loss and a forfeit on their record.

Playoffs/Single or Double Elimination Play: If neither team arrives by the scheduled game time, the game will be recorded as a double forfeit and neither team will advance to the next round.

Article 3: Sportsmanship

Teams that forfeit a game will receive a zero in sportsmanship points. Any team receiving a win by forfeit will be awarded a 3 in sportsmanship points.

Article 4: Forfeit Fine

A forfeit fine will be assessed to all teams that forfeit an intramural regular season/tournament contest in which officials must govern the contest or when 3 or more people are needed for a team. The DCR is obligated to pay contest officials and staff and uphold facility reservations regardless of the fact that teams do not show up to play. **To offset this expense, there will be a \$25 forfeit fine.**

A person assuming the role of team captain is assuming responsibility for that team and agrees that if the team forfeits a contest, the captain will be assessed a \$25 forfeit fine. After one forfeit, a letter will be sent to the team captain describing the fine and to pay it Turner 212. Forfeit fines not paid will be turned over to the Intramural & Sports Club Coordinator where a hold will be placed on the student's UM account until the fine is paid.

Intramural policies for forfeit fines will be reviewed at the captain's meeting for designated sports and are given to the captain upon registration for events which do not have captain's meetings. If a team captain chooses to send a representative to the captain's meeting in their place, the captain is still held responsible for knowing this and other procedures.

Article 5: Limit of Forfeits

Any team that forfeits two of its scheduled rounds in league play shall automatically be forfeited from the remainder of the league. It shall forfeit to its opponents all remaining games. Missing the mandatory captain's meeting counts as a forfeit. The team captain will not be assessed any additional charges for the second forfeit.

Section 5: Defaults

A default is an unplayed game that is recorded as a loss but is not considered a forfeit. If a team knows that they will be unable to play a regularly scheduled game and there is no possibility for rescheduling the contest (refer to Section 6), the Intramural Sports staff will agree to the cancellation of the match. These teams will receive a "default" with the official record being designated as a "loss". **NO TEAMS WILL BE ALLOWED TO DEFAULT AT THE GAME SITE!**

Article 1: Defaulting Procedures

The team captain should contact the Intramural Sports staff before 3:00 pm on the day of the originally scheduled contest. For games scheduled over a weekend, cancellations must be cleared before 3:00 pm on the preceding Friday. The team will receive a "default" and a "loss" will be recorded on their official record. These teams claiming a "default" will not be subject to the Forfeit Policy. Defaults may only be claimed **BEFORE** 3:00 pm, after this time teams will be subject to the Forfeit Policy. **NO teams will be allowed to claim a default at the game site.**

The Intramural Sports staff will try to contact the other scheduled team to inform them of the cancellation.

Article 2: Sportsmanship

Teams that default a game will receive a two in sportsmanship points, and will still be required to average at least 2 points per game to be eligible for the post-season. Any team receiving a win by default will be awarded a 3 in sportsmanship points.

Article 3: Limit of Defaults

Teams will only be allowed to default ONE game during the regular season, of any given sport. If a team must request to cancel more than one game, they will have the option to either remove themselves from the league or be subject to the Forfeit Policy.

Section 6: Rescheduling

Because teams are generally able to pick the time and day their team will play their games, the need for rescheduling contests should not be prevalent. Under certain circumstances, however, the Intramural Sports staff will allow teams to reschedule game for TOTAL team conflicts.

Acceptable Circumstances

-Playoff situations: a team has been scheduled to play at the same time to two different sports

Unacceptable Circumstances

-Class
-Fraternity/Sorority conflicts

ALL acceptable/unacceptable circumstances are at the discretion of the Intramural staff.

Article 1: Rescheduling Procedures

In order to reschedule a game and avoid a forfeit charge, permission must be granted by the Intramural Sports staff and the following procedures must be followed:

- A contest can only be rescheduled by the agreement of the representatives from both teams
- A representative of both teams must complete a Rescheduling Form in Turner 212 prior to 3:00 pm the day of the contest. For games scheduled on the weekends, postponements must be cleared before 3:00 pm on the preceding Friday.
- If the form is completed at different times, it is the responsibility of the team representative requesting the rescheduling to contact the opposing team captain to agree on dates and times.
- Rescheduled games are not official until both team representatives sign off on the Rescheduling Form in Turner 212.
- Rescheduling is limited to available time, space, and personnel.

Section 7: Protests

Participants may file a protest ONLY ON MISINTERPRETATION OF THE RULES OR PLAYER ELIGIBILITY. Each protest carries different requirements. Note: No protest can be made on an officials' judgment. Participants wanting to comment on an officials' judgment can use a Special Report Form but no change in the outcome of the game will occur.

Article 1: Rule Interpretation Protest

All rule interpretation protest must be made by the protesting team's captain in the

presence of the officials, Intramural Sports staff present, and the opposing team's captain at the time and place of the incident. The protest must be made **IMMEDIATELY** following the incident. Questions pertaining to interpretation of rules on the part of activity officials must be resolved at the time the interpretation occurs and prior to the next live ball. If the team continues to play, the protest will NOT receive consideration. The following procedures must be followed:

- If a team/participant feels the official has made a misinterpretation of a rule, the team captain shall calmly and immediately inform the official that he/she wishes to request a protest.
- The game official shall explain his/her ruling. If the team captain is dissatisfied with the explanation of the ruling, an Intramural Sports staff member should be called to the game site.
- If corrections are necessary, an Intramural Sports staff member shall rule immediately. Error in interpretation by the Intramural Sports staff is subject to a formal written protest.
- If the team captain still does not agree with the decision of the Intramural Sports staff member, a Protest Form should be obtained and completed (refer to Section 8, Article 2). The Intramural Sports Team Leader will then assist the team in filling out the form with all pertinent game information (score, time, possession, etc).
- The game will continue from this point forward "under protest" and the opposing team shall be notified.

Article 2: Player Eligibility Protest

All Player Eligibility Protests **MUST be filed by noon** on the following business day of the contest in question or before the next game in tournament or playoff situations. Teams wishing to protest player eligibility must fill out a Protest Form (Section 8, Article 2), either at the event site or in the Intramural Sports office (Turner 212). When protesting eligibility, a team must protest a specific individual(s). Entire teams cannot be "blanketed" by protest.

It is the responsibility of all intramural teams and team captains to monitor the eligibility of their team as well as their opponents.

- During regular season play, all contests in which an ineligible player participated will be recorded as a forfeit win for the opposing team.
- During the playoffs, the last contest in which the ineligible player participated shall be recorded as a forfeit win for the opposing team.

Section 8: Policies & Forms

Article 1: Alcohol and Other Drug Policy

Ole Miss Intramural Sports is an alcohol and drug free program. The Intramural Sports staff has a ZERO TOLERANCE for alcohol and drug use during organized play. Teams, spectators, and individual players may not have alcohol or other drugs on ANY Intramural playing site. Any display of alcohol or other drugs by teams, spectators, or individual players will result in the removal of the individual(s) from the play site. **If a team is drinking or using drugs on site, or if the Intramural Sports**

staff suspects a team has been drinking or using other drugs (i.e. shows up to game site in an intoxicated state), that team will forfeit its scheduled game and will be suspended from Intramural competition until a meeting is set up with the Coordinator. The policy is solely at the discretion of the Intramural Sports staff. The Intramural Sports staff has been instructed to call the University Police Department (UPD) any time there is alcohol or other drugs on any intramural playing site, as this is a violation law. Any team, spectator or individual player not complying with the authority of the Intramural Sports staff member on site will be referred to UPD for further action.

Article 2: Accommodation Policy

It is the goal of the Intramural Sports staff to accommodate our participants' needs whenever and wherever we possibly can. Intramural Sports exists for the students of Ole Miss, and the students are the ones who drive the program. Wherever possible, the Intramural Sports staff will accommodate participants' requests and needs. If our staff can accommodate a request without **sacrificing safety, integrity, or fair play, we will do our best to work out a solution** (refer to Section 6).

Article 3: Protest Form

A team captain who wishes to file a formal written protest must first obtain a Protest Form from the Intramural Sports staff at the game site or from the Intramural Sports office (Turner 212). A protest is not considered official unless it is submitted (by the protesting team) to the Intramural Sports office no later than 12:00 pm the next business day following the activity. The Coordinator of Intramural Sports & Sport Clubs will rule on protests the following business day by 5:00 pm. If a game is to be replayed or restarted from the protest point, the Intramural Sports office will schedule the make-up.

Article 4: Special Report Form

Teams utilize this form to receive feedback regarding their concerns, complaints, or suggestions. Participants will have the option of rating game officials, Intramural Sports staff, and even programming through the use of the Special Report Form. The Special report Form may be obtained on the play site by asking an Intramural Sports staff member, or teams may obtain the form by stopping by the Intramural Sports office (Turner 212). These reports will be used to help rate programs, services, and employees. A Special Report may be filed at any time. Participants will receive a response within **48 hours** of the report from an Intramural Sports staff member.

Article 5: Disciplinary Action Summary

Intramural contests are very important to the participants but this should not outweigh good sportsmanship during these contests. Intramural participants and fans will be held responsible for their conduct as outlined in the M-Book. In addition, the Intramural Sports staff, game officials and Team Leaders may cite any participant with acts of unsportsmanlike conduct and may link spectators for the purpose of assessing penalties. Participants or spectators in violation can/will be ejected from the game and/or facility. A Disciplinary Action Report will be completed and filed with the Intramural Sports office.

*The severity of the incident will determine the punishment, which will be set in the **mandatory meeting** with the Coordinator of Intramural Sports & Sport Clubs. Intramural Sports staff members have the right to adapt the penalties to fit the incident. Penalties can be carried over into other activities.*

- Ejection from any intramural activity = Suspension from all intramural activity for that day and minimum 1 game suspension (to be set at your meeting) from the activity which ejected.
- Two ejections during the same activity = Suspension of play for that activity.
- Unsportsmanlike behavior with malicious intent = Suspension of play and/or referral to the Dean of Students office.
- Fighting = Suspension of play for the entire team, ejection from league and possible semester/year suspension of participation in Intramural Sports.

Those who threaten or physically abuse game officials or Intramural Sports staff members will be suspended from participation in the Intramural Program and referred to the Judicial Council. Participants are also responsible for intentional damage to personal or University property and risk suspension from all Intramural Sports and the Thomas N. Turner Center.

Section 9: Player Conduct & Sportsmanship

Article 1: Team Name & Uniforms

The Intramural Sports Department reserves the right to change any team that is deemed inappropriate or offensive to participants (including names involving profanity or of sexually implicit nature). Please use the proper judgment when selecting names and uniform artwork. Our goal is a pleasant, fun atmosphere for everyone competing. If you are unsure if a team name or t-shirt artwork will be acceptable, please contact the Intramural Sports office and ask.

Article 2: Unsportsmanlike Conduct

Players shall not commit acts of unsportsmanlike conduct. This includes, but is not limited to, arguments with officials and staff by any player, coach, manager, or spectator (flagrant fouling, fighting, etc. before, during or after a contest). No player, coach, or team shall:

- Use foul or derogatory language, threaten, or verbally abuse any other participant or Intramural Sports staff member before, during, or after the game. This includes trash talk.
- Participate in a game for which he/she is ineligible.
- Argue or talk back to the game official. Only the captain may address the official and only if done so in a courteous manner.
- Intentionally strike, push, trip or flagrantly foul another player.
- Mistreat the facility, equipment or supplies of the University of Mississippi.

Article 3: Ejection Procedure

Any player, coach, or fan ejected from an intramural game for any reason must leave the playing area immediately after information is obtained by an Intramural Sports staff member. Failure to leave the area may result in forfeiture of the game by the team associated with the ejected person. Any participant, coach, or fan that is ejected from a University of Mississippi Intramural Sports contest is **immediately ineligible** from further competition in all Recreational Sports Programs until he/she meets with the Coordinator of Intramural Sports & Sport Clubs. It is the individual's responsibility to schedule an appointment promptly with the Intramural Sports Office to review his/her behavior. Individual suspensions are effective only after meeting with the administrative staff (i.e., no self-imposed penalties). Contact the Intramural Sports Office at 915-5573 between 9:00 am and 5:00 pm on Monday through Friday to set up an appointment. Cases involving physical abuse of or between participants and/or spectators and Department of Campus Recreation staff may be referred to the Office of the Dean of Students for possible action.

Article 4: Sportsmanship Ratings

Everyone is encouraged to play to the best of their abilities, but cheating, verbal and physical abuse, and a win-at-all-cost attitude is considered inappropriate. Sportsmanship is vital to the success of each and every program we offer to the University community. Team captains are responsible for the sportsmanship of the team. Game officials and Intramural Sports staff have been granted authority to make decisions to warn, penalize, or eject participants for acts of poor sportsmanship. **All ejected participants should follow the Ejection Procedure** (refer to Section 9, Article 3).

In an effort to improve sportsmanship in Intramural Sports by making team captains more accountable for the actions of their teammates, a Team Sportsmanship System has been developed. Under this system, game officials will rate each team's sportsmanship based on a set of criteria for each game that is played. The officials who work the game (not scorekeepers or event personnel) will rate each team. Teams will receive between 0-3 Sportsmanship Points per game. Teams must average at least 2 points per game to make the post season. The following rating system will be used as a guideline:

3 Points: Team members cooperate fully with the officials and opposing team members. The team captain calmly converse with officials about rule interpretation and calls. The captain also has full control of his/her teammates. No unsportsmanlike-related infractions, no ejections, or win by forfeit or default.

2 Points: Team members verbally complain about some decisions made by the officials and/or show minor dissension but overall, the team captain has control over his/her teammates. One unsportsmanlike-related infraction, team warning issued, or default a game.

1 Point: Teams constantly comment to the officials and/or opposing team from the court and/or sidelines. The team captain exhibits little or no control over teammates

or himself/herself. Two unsportsmanlike-related infractions by a team or one player ejected.

0 Points: Team is completely uncooperative. Captain has no control over teammates and/or himself/herself. Stopped game, three or more unsportsmanlike-related infractions by a team, more than one player ejected, or forfeit game. The captain of any team receiving a 0 Sportsmanship Rating must make an appointment with the Coordinator of Intramural Sports & Sport Clubs before their team will be permitted to play again (exception: forfeiting a game).

Article 5: Playoff Eligibility

A team must have an average of 2.0 or better Sportsmanship Rating during the regular season, a qualifying record, and NO forfeits to be eligible for the playoffs. During the post season, winning teams must obtain at least 2 Sportsmanship Rating in a game in order to advance to the next round. If a team does not advance based on their Sportsmanship Rating, **the team's opponent will advance**. Sportsmanship points are left entirely up to the discretion of game officials and are **not debatable in any way**.

Section 10: Points Race

The Intramural Points Race allows groups in the university community to compete in intramural sports throughout the school year in a variety of activities for the Overall Men's, Women's, and Co-Rec Intramural Champion.

Organizations may enter an unlimited number of teams in all activities (subject to discretion), but only one team will earn points for the organization. The team accumulating the most points, including points earned through participation, will receive the points for that sport.

Stimulations:

- Fraternities and sororities cannot have more than two teams in a division.
- Team is dropped from a league they will not receive ANY points.
- If a team forfeits a game they will not receive participation points for that activity.
- Teams that are active in the Points Race may not designate their points for a certain activity to go to another team in the Points Race

Article 1: Points Race Banner

The point system banner, which is located in the Turner Center Gymnasium, is not just for fraternity and sorority competition. ANY organization or organized team, is eligible to enter the Points Race. Each organization must report their intent to become involved in the point race one day before scheduled intramural activity. These organizations must keep the same team name and a majority of the same players throughout the Intramural season.

Prior to the first round of playoffs, a mandatory playoff captain's meeting will be held to discuss rule clarifications and to pick your team's sport for the tournament. **This format will occur with all major sports.** Captains must look through the bracket and make sure all possible game times and days are satisfactory with their players' schedules. Once the tournament begins, teams must be ready to play on days and times other than those of their league schedule.

Article 2: Points Race Distribution

The following Points Race allocation will be used when distributing points. If more than one team with the same initial team name (ex. Fish Food and Fish Food 2) registers for a sport, the team that has the highest amount of points will receive the points. Teams must maintain the same name throughout the entire school year.

**DISCLAIMER-Campus Recreation and Ole Miss Intramurals has the right to change any rule, regulation, policy, etc. listed in The Guide to Participation at any time with little or no notice. They have discretion over any decision made.*

Points Race

Major Season Sports

Fall Semester

Flag Football & Soccer

Spring Semester

5-on-5 Basketball & Softball

Points System

<u>Regular Season</u>	<u>Points</u>	<u>Playoffs</u>	<u>Points</u>
Per win	100	1 st place	250
1 st place bonus	75	2 nd place	150
Participation w/o forfeit	50	Final Four*	75
		Overall Champion bonus**	100
	Captain's Meetings	50	

Minor Season Sports

Fall Semester

Indoor Volleyball & Freshman Flag Football

Spring Semester

Ultimate Frisbee, Kickball, Wallyball, Indoor Soccer & Sand Volleyball

Points System

<u>Regular Season</u>	<u>Points</u>	<u>Playoffs</u>	<u>Points</u>
Per win	50	1 st place	150
1 st place bonus	25	2 nd place	75
Participation w/o forfeit	15	Final Four*	25

*Semi-final losers will receive the Final Four points

**Overall Champion will be determined from Independent Champion playing Greek Champion

Team Tournaments

Fall Semester

3-on-3 Gridiron Challenge & Dodgeball

Spring Semester

3-on-3 Basketball Challenge

Points System

1 st place	100 points	2 nd place	50 points
	Final Four*		25 points
	Per win		15 points
	Participation w/o forfeit		15 points

Special Events

Fall Semester

Texas Hold 'Em Poker, Disc Golf Classic, Trivia Night, Poker, Tennis Singles, Ping Pong, Fitness Challenge & Football Bowl Challenge

Spring Semester

Swim Meet, Tennis Doubles, Golf Scramble, Homerun Derby, Disc Golf Tourney & Trivia Night

Points System

1st place: 50 points 2nd place: 25 points

Final Four*: 15 points

Participation w/o forfeit or default : 10 points

(exception: teams participating in Trivia Night will receive 10 participation points for each individual on the team)

A maximum of 10 participants per organization are able to receive points for the intramural race.

*Semi-final losers will receive the Final Four points

Not included in Co-Rec Points Race: Freshman Flag Football

There will be a separate Points Race for: Men's, Women's & Co-Rec. Teams in Co-Rec divisions may only receive points for the Co-Rec Points Race. Teams that have registered more than one team for a sport will only receive points for the team that has scored the highest amount of points.

Teams that are in the Points Race are not allowed to distribute points to other teams in the Points Race.

Special Event participants must designate which division (i.e. Men, Women, or Co-Rec) and what team they want their points to be allotted to BEFORE the event starts.

***Sport classifications are subject to change with little or no notice*