INTRODUCTION:
The Department of Campus Recreation believes that while every individual should be allowed to determine the amount of physical activity he or she receives, physical preparation is as important as intellectual preparation in meeting the stress and demands of everyday living. With this philosophy in mind, we extend an invitation to all students, faculty, and full time staff to participate in the various sporting activities offered by the department.

If you have any questions concerning the Intramural Program, please contact Campus Recreation @ 615-898-2104.

MISSION STATEMENT:
Intramural’s at MTSU are designed to offer diverse, structured, and enjoyable physical activity opportunities for members of the MTSU Community. Through healthy competition and sportsmanship, participants are exposed to unique extra-curricular experiences in a recreational or athletic environment.

PURPOSE:
The purpose of this handbook is to establish policies and procedures that govern participation in the Intramural Program. Please note that it is the responsibility of each team/participant to know and understand these policies and procedures. IGNORANCE OF ANY INTRAMURAL POLICY IS NOT AN EXCUSE FOR FAILURE TO COMPLY. Intramural Staff reserves the right to modify these rules in whole or in part at any time as necessary. If you have questions, comments, or suggestions for these rules or the Intramural Program in general, please contact the Intramural Office.

CAMPUS RECREATION INTRAMURAL DIRECTORY:

<table>
<thead>
<tr>
<th>Office:</th>
<th>MTSU PO Box 556</th>
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<tbody>
<tr>
<td></td>
<td>1848 Blue Raider Dr.</td>
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<td></td>
<td>Murfreesboro, TN 37132</td>
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<tr>
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<tr>
<th>Intramural Line</th>
<th>615-898-4FUN (4386)</th>
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<tr>
<td>Email Address</td>
<td><a href="mailto:mt.intramurals@gmail.com">mt.intramurals@gmail.com</a></td>
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<tr>
<td>Facebook</td>
<td>MTSU Intramurals</td>
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<tr>
<td>Twitter</td>
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<td>Instagram</td>
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<td>IM Leagues</td>
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<tr>
<th>Sports Program Staff</th>
<th>PHONE #</th>
<th>E-Mail</th>
</tr>
</thead>
<tbody>
<tr>
<td>David Tippett, Intramural Coordinator</td>
<td>615-898-2104</td>
<td><a href="mailto:david.tippett@mtsu.edu">david.tippett@mtsu.edu</a></td>
</tr>
<tr>
<td>James Harris, Competitive Sports GA</td>
<td>615-898-5068</td>
<td><a href="mailto:jch9k@mtmail.mtsu.edu">jch9k@mtmail.mtsu.edu</a></td>
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SECTION II
GENERAL INFORMATION

MEDICAL CONSIDERATIONS/INJURIES
MTSU and the Department of Campus Recreation are not responsible for any injuries received while participating in Campus Recreation activities or while using any of the Recreation Center facilities. Participation in Campus Recreation activities is completely voluntary, and all participants are responsible for their own welfare. We strongly recommend that each participant contact his or her personal insurance agent for information on coverage. All injuries requiring transport when the campus health center is closed will be taken to the local hospital. Any expenses incurred for transport or treatment of injuries is the sole responsibility of the participant. EVERY PARTICIPANT THAT PLAYS AN INTRAMURAL SPORT MUST SIGN A LIABILITY WAIVER EVERY SEMESTER.

CONCUSSION PROTOCOL

Definition of Concussion:
A concussion is a brain injury that is caused by a blow to the head or body. It can result from contact with another player, hitting a hard surface, or being hit by a piece of equipment. A concussion can change the way your brain normally works and can range from mild to severe. Concussions present themselves differently for each athlete. A concussion can occurring during ANY sport at practice or completion and can happen even if you do not lose consciousness.

Signs and Symptoms of a Concussion (may include one or several but are not limited to the following):
- Amnesia
- Confusion
- Headache
- Loss of Consciousness
- Balance problems or dizziness
- Sensitivity to noise or light
- Nausea
- Feeling sluggish or groggy
- Concentration problems

Protocol:
Any participant that suffers from a head injury and exhibits one or more of these symptoms will be removed from further participation of any Intramural activity. The participant will be prevented from playing in any Intramural activity until they provide a note from the Student Health Center or their primary care physician clearing them to play. These notes need to be given in person at the Campus Recreation Office.

BLOOD-RELATED INJURY RULE
Any player who is bleeding must be replaced with a substitute until the bleeding stops. A member of the Intramural Staff or a game official will remove a bleeding player. If by removing the bleeding player, the team falls below the minimum number necessary to play for the specific sport, the game clock will stop and a maximum of (5) five minutes will be allowed for the treatment of the player. Either a member of the Intramural Staff or a game official must approve the re-entry of the player. The five-minute time allowance is only for teams who have no substitute when the player is bleeding.
SERVICE ANIMALS ON FIELDS
There are to be no animals allowed on the Intramural Fields with exception given to service animals. A service animal is defined by the ADAAA as any dog that is individually trained to do work or perform tasks for the benefit of an individual with a disability, including a physical, sensory, psychiatric, intellectual, or other mental disability. Assistance/Emotional Support Animals are not considered service animals under the ADAAA. Rules regarding service animals and assistance/emotional support animals can be found here: http://www.mtsu.edu/policies/general/102.php

STUDENT EMPLOYMENT OPPORTUNITIES
The Department of Campus Recreation hires student employees in a variety of jobs. Mandatory training sessions will be required for all employees to prepare them to work as officials, program supervisors, event assistants, scorekeepers, and interns. For information about these positions, call the Intramural Coordinator at 898-2104. Students willing to commit to working 10-15 hours per week and have knowledge of sports are encouraged to apply for jobs with Intramural Program. Come by the Campus Recreation Office in the Recreation Center for more information.

PUBLICITY AND INFORMATION
Upcoming sports and activities are publicized throughout the year in the following ways:
  - Information can be accessed on the Campus Recreation website
  - Emails through IMLeagues will have information regarding upcoming registrations.
  - The Intramural Hotline (898-4FUN) gives a daily-recorded message of announcements and cancellations due to inclement weather. Schedules and other Intramural related information are located in the Campus Recreation Office as requested.

PROOF OF IDENTIFICATION
Every student and employee is issued an ID, complete with a color digital "photo," and their information is entered into the system. For this reason the Intramural Program asks that all participants have their MTSU I.D. with them when participating in ALL Intramural Activities.
  - MTSU ID’s must be turned in to the Intramural Staff prior to the start of all Intramural contests. Captains will be asked to sign for their team’s ID’s at the completion of each game. IF YOU DO NOT HAVE YOUR MTSU ID YOU WILL NOT BE ALLOWED TO PARTICIPATE IN ANY INTRAMURAL ACTIVITIES. NO EXCEPTIONS WILL BE MADE TO THIS POLICY!!!

INCLEMENT WEATHER
In the best interest of all participants’ safety, Intramural contests may be canceled because of inclement weather. The decision to cancel games will be made at 4:00 p.m. on the day of the contest IF POSSIBLE and will be recorded on the Intramural Hotline (898-4FUN). If play is in progress and it begins to rain, the program supervisors will make the decision to cancel on the field and will place an announcement on the Hotline regarding the remainder of the day’s schedule. Canceled games MAY be rescheduled by the Intramural Staff later that season if field availability and time permits.

LIGHTNING POLICY
If cloud to ground lightning is seen, all outdoor Intramural contests will be postponed. Games will not start until 30 minutes after the last seen lightning strike was seen. If in the middle of the 30 minutes, lightning occurs; the clock will restart and wait another 30 minutes. Intramural activities can begin again after the 30 minutes.
SECTION III
ELIGIBILITY

STUDENTS (UNDERGRADUATE / GRADUATE)

Any clarification of rules or rule interpretation will be determined by the Intramural Staff.

- All active Undergraduate and Graduate Students of Middle Tennessee State University are eligible to participate in any activity sponsored by the Intramural Program. The Intramural Staff reserves the right to check with the Registrar’s Office to confirm a participants’ status.
- You must have a valid MTSU ID to participate. NO ID, NO PLAY…NO EXCEPTIONS!
- No person shall use false identification in order to participate. If caught, the person will be suspended from all Intramural and possibly Campus Recreation activities for a period of time determined by the Associate Director of Recreation Programs.
- Participants must be currently enrolled in at least one class at MTSU.
- No Person shall play on more than one single sex and Co-Rec team per sport. If caught doing so by supervisor or official, Player shall be suspended for remainder of season and that game shall be forfeited. Opposing team does not have to protest if caught by supervisor or official.
- Family members are not eligible to participate in Intramurals.
- Alumni members are not eligible to participate in Intramurals.

FACULTY / STAFF PARTICIPANTS (FULL-TIME STAFF)

Any clarification of rules or rule interpretation will be determined by the Intramural Staff.

- All active Faculty and Full-time Staff members of Middle Tennessee State University are eligible to participate in any activity sponsored by the Intramural Program. The Intramural Staff reserves the right to check with the Registrar’s Office to confirm a participants’ status.
- You must have a valid MTSU ID to participate. NO ID, NO PLAY…NO EXCEPTIONS!
- No person shall use false identification in order to participate. If caught, the person will be suspended from Intramural and possibly Campus Recreation activities for a period of time determined by the Associate Director of Recreation Programs.
- Faculty / Staff participants must be Full-Time employees of Middle Tennessee State University to be eligible for participation in Intramurals. This means they work full-time for the university and receive benefits from the university (Ex/ Health Care, Dental, Retirement etc….) Individuals working for the university part-time or without benefits are considered ineligible.

Withdrawals and Terminations: Any participant who terminates his/her ties with the MTSU immediately relinquishes his/her right to participate in the Intramural Program.

COMMUNITY COLLEGE/ONLINE STUDENTS

Middle Tennessee State University in conjunction with the Tennessee Board of Regents has reserved the right to allow participation in Campus Recreation activities for students of certain satellite schools and junior colleges. Students who choose to participate in Intramural activities must complete all of the following to become eligible:

1. Students must carry identification from their satellite school or junior college with them at all times.
2. Must pay the $80.00 student activity fee* to the Campus Recreation Center for facility use and program participation.
   Patron numbers will be assigned at this time.
3. After paying activity fee and being assigned a member number through Campus Recreation, students will be required to purchase an MTSU ID which they are to carry at all times. This card will also be REQUIRED for participation in ALL Intramural activities.
4. Community/Online Students are still required to pay Intramural fees.

All Tennessee Board of Regents Community School students are eligible to participate in Intramurals at MTSU
*Online students do not have the student activity fee included in tuition, so to play Intramurals, they must pay it.
CURRENT STUDENT ATHLETES
All varsity athletes who are receiving any assistance by way of athletic scholarships shall be ELIGIBLE for all Intramurals that is not related to the sport that they play for the school. For example, a football player cannot participate in Flag Football or Arena Football. Such aid is defined as follows: Any aid, assistance, or benefit given to a student for his/her participation as a player in any varsity sport that is not available to the general student population. This includes, but is not limited to, scholarship, varsity lockers, towels, green fees, apparel, footwear, equipment, etc. Any athlete who is working out with the varsity team (including walk-ons, red-shirt players, and practice squad members) is considered a student athlete under this section. This section remains in effect for as long as the student receives this aid, whether or not they continue to play or practice with a varsity team.

SPORTS CLUB ATHLETES
Members of MTSU Sport Clubs will be allowed to participate in Intramural competitions in their related sports. However for all single sex or Co-Rec Intramural teams except for indoor soccer and outdoor soccer, a maximum of three (3) Sport Club players may appear on the team’s roster. For Indoor Soccer you will be allowed four (4) club athletes on the roster. For Outdoor Soccer you are allowed five (5) club athletes on the roster. With this rule, if you wish to field a team of only club athletes you can, but you will be penalized by having to play with the minimum of the field at one time. If you have even one (1) sports club athlete on your team you must play in the A League. For team sports in which the required number of players is 4 or less, the maximum number of club players permitted on the team’s roster shall be one (1). A person is deemed a Sports Club Member if he/she participates in a club contest or practice following the designated tryout period, pays club dues, or appears on the team roster or waiver form. Once a person has been deemed a club member, he/she will be considered a club player with regard to Intramurals for twelve consecutive months from the date that he/she last participates in a club contest or practice, last appears on the team roster, or the date of their most recent signed sport club waiver form, whichever is latest. Removal of the person from any club roster does NOT affect his/her Intramural status as a Sports Club player. Intramural players who join a club team during the Intramural season may be required to discontinue playing for their Intramural team in order to keep their Intramural team eligible under this rule.

PROFESSIONAL ATHLETES
All Current and Former Professional Athletes are ineligible to participate in the Intramural or related sport that they played professionally. An individual loses his or her Amateur Status and shall not be eligible for participation in Intramural competition in a particular sport if the individual uses his or her athletics skills (directly or indirectly) for pay/compensation in any form in that particular sport. Students that are allowed to tryout with a Professional Team/Organization, remain eligible provided that they do not take part in any outside competition (games or scrimmages) as a representative of that Professional Team/Organization. A Professional Team is any sports organization that has “Professional” included anywhere in the organizations title. Forms of payment include, but are not limited to: All monetary forms of compensation, personalized merchandise, housing accommodations, etc. Participants violating this rule may be subject to disciplinary actions. Captains of teams that use ineligible players may be subject to disciplinary sanctions as well (See Team Captain’s Responsibilities). Professional athletes include those who play on national teams.

FORMER STUDENT ATHLETES/EX STUDENT ATHLETES
A Student who has been a member of a Varsity Team at a Four Year College or University in a particular sport is eligible for Intramurals in that or its related sport during the next academic year. The Fall Term is considered the start of the next Academic Year. Teams affected by this rule are limited to one player in this category on their team roster and must play in the “A League.” Graduates or transfers from community colleges (D-II, D-III, NAIA, etc…) do not have to sit out a calendar year before participating in Intramurals, but those players must adhere to the “A League Rule.” An Ex Student Athlete who drops or is dropped from an intercollegiate team prior to the opening of the Intercollegiate Season, will be INELIGIBLE for Intramural participation until one academic year has passed since their last official status with the sport(s). Student athletes who participate in varsity sport events following the opening of the intercollegiate season will be considered student athletes under subsection A regardless of whether they drop or are dropped from the team during the season.
DIVISIONS OF PARTICIPATION

Divisions of participation are utilized to provide a more enjoyable and competitive atmosphere. If there is insufficient registration in a division for a sport, divisions/leagues may be combined to allow for a maximum participation.

INDIVIDUAL DIVISION

Most individual sports are divided into Men & Women with individuals who meet the division criteria participating. In some sports, pairings and tournament play may be determined by skill level or could be based on the number and type of participants.

TEAM DIVISIONS

Divisions are determined for team sports by the Intramural Staff. There are a variety of divisions for team play including Men, IFC, Sorority, Women, and Co-Rec. Divisional separations may include “A” for most competitive and “B” for Less Competitive if the sport requires it. Activities will either be “Tournaments” or “Leagues.

MEN

Only Male students, faculty, and staff may participate in the Men’s Division. Males may participate in the Co-Rec Division and the Men’s Division. Rules of eligibility apply. League winners will advance to the Men’s Playoff Tournament to determine the Men’s Champion.

WOMEN

Only Female students, faculty, and staff may participate in the Women’s Division. Females may participate in the Co-Rec Division and the Women’s Division. Rules of eligibility apply. League winners will advance to the Women’s Playoff Tournament to determine the Women’s Champion.

CO-REC

Teams are composed of Males and Females with the ratio of Males to Females in accordance with the particular sport rules. All students, faculty, and staff are eligible for the Co-Rec Division who fulfills the requirements of the Rules of Eligibility. A person may play on a Co-Rec team and one single sex team. The league winners will advance to determine the Co-Rec Division Champion.

IFC/PHC

Only Greek Affiliated members are allowed to participate in these two divisions. Team members must be current members and MTSU students to participate. All Intramural rules of eligibility will apply. See Greek eligibility rules or contact the Intramural Office if you are unsure about a person’s eligibility.
SECTION IV
ENTRY PROCEDURE CONT...

ENTERING A TEAM INTRAMURAL SPORT

- Check for entry dates and information through any of the publicity avenues such as bulletin boards, IM Leagues, Intramural website, sidelines etc…
- Obtain a team entry form from the Campus Recreation Office or Intramural website.
- Carefully complete the team entry form. A team captain and co-captain must be listed on the entry before it will be accepted. Late entries may be accepted with a late fee.
- Return the entry form to the Campus Recreation Office before 5:00 p.m. on the Registration date.
- Attend Captains Meeting on Thursday at 4:00 p.m. prior to the start of activity.
- Teams must be registered on Friday by 10 a.m. prior to the start of activity.
- All team members need to sign up on IM Leagues by 12:00 p.m. on Monday the week of the activity.
- Rosters need to be sent in by 12:00 p.m. on Monday the week of the activity.
- All players need to pay the Intramural fee ($15 per sport, $30 semester unlimited play, $50 year unlimited pay) by noon the day the activity is played.
- There is a mandatory team captains’ meeting held for all team Intramurals. Failure to attend this meeting will result in one of the following Forfeit fees being assessed to the team.
  - Minor Sport - $25.00
  - Major Sport - $40.00
  *Teams will be suspended from play if Forfeit fee pending is against them and will remain ineligible until payment of the correct amount has been made.

ENTERING AN INDIVIDUAL INTRAMURAL SPORT

- Check for entry dates and information through any of the publicity avenues such as bulletin boards, IM Leagues, Intramural website, sidelines etc…
- Obtain an entry form from the Campus Recreation Office or Intramural website.
- Carefully complete the entry form.
- Return the entry form to the Campus Recreation Office with team payment before 5:00 p.m. on the Registration date.
- All players need to pay the Intramural fee ($15 per sport, $30 semester unlimited play, $50 year unlimited pay) by noon the day the activity is played.
- Attend Captains Meeting on Thursday prior to the start of activity.
- There is a mandatory team captains’ meeting held for all Individual Intramurals. Failure to attend this meeting will result in a $15.00 Forfeit fee.

CAPTAINS MEETINGS

- All captains meetings will be in the Large Meeting Room on the Second Level of the Campus Recreation Center. Captains must have their MTSU Student ID to enter the Rec Center for meetings. NO EXCEPTIONS!!!
- While it is the responsibility of the captain to attend this meeting, we are aware that circumstances may arise which may keep captains from attending this meeting. If you are unable to attend the meeting, you MUST send a representative from your team to the meeting. There will be no exceptions to this policy and those teams failing to attend will be fined as stated above.
- Captains are responsible for the following information while attending the captains meeting:
  1. Sign the attendance sheet to verify your presence at the meeting.
  2. Read and sign a captain’s agreement to verify that you understand the information that has been discussed and responsibility you have to your team.
FREE AGENTS
- Free Agents must fill out a Free Agent Form and turn it into the Campus Recreation Office by 5:00 on the registration date of the sport they want to participate in. The Intramural Office will then be in contact with you about getting you on a team or forming a team of Free Agents. Free agents need to show up to the captains’ meeting to get on a team.
- Free agents are not required to pay their fee unless they get on a team.

TEAM ROSTERS
- All Intramural participants must have completed an IM Leagues account before they will be able to join a team.
- Captains will be responsible for players signing up on team’s roster by 12:00 pm on Monday the week the team is supposed to play.
- Captains must make sure everyone on their roster pays the Intramural fee by 12:00 pm the Monday of the event.
- Captains must also send a typed roster to mt.intramurals@gmail.com by 12:00 pm on the Monday the team is supposed to play.
- Players performing for a competitive team must be on the official team roster on IM Leagues. A participant’s name should not appear on more than one single sex roster for one sport. Names can be added to a roster for up to two weeks during the course of the regular season for “Leagues” and any time during pool play for tournaments, if they have not participated with another team. No names can be added after this two week period or once single elimination play starts in a tournament sport.
- Teams must be made on IM Leagues by 10:00 am the Friday before the activity is played. If a team fails to register on IM Leagues, a fee will be charged and the team will forfeit all games until they have registered. All forfeited games will also result in a forfeit fee.
- ROSTERS ARE NOT TO BE TURNED IN AT INTRAMURAL CONTESTS. Rosters must be completed on IM Leagues. Intramural Staff will not be responsible for roster’s turned in at games, and all fees will still apply.
- No person can legally participate for two different competitive teams during any one Intramural Sport’s season (i.e., if a person has played one game, he/she may not join another team). Any player found in violation of this rule would be INELIGIBLE for the remainder of the sport’s season and that team will forfeit the game.
- Maximum roster limitations will be set per Intramural Sport for Sport Club members. A maximum of three will be allowed on single sex teams and for Co-Rec teams. Indoor soccer the maximum for single sex and Co-rec is 4 and outdoor soccer is 5. Minor Sports may carry lower roster limitations. Teams who attempt to carry more Sport Club members than they are allowed per Intramural Sport will be subject to forfeiture of games and any forfeit fees that are appropriate.
- A person may participate in Co-Rec activities and still be a member of one other competitive team in the same sport (Men, IFC, Sorority or Women’s team).
- A player must play in at least (1) one regular season game, regardless of a forfeit, default or bye, to be eligible to participate in play-off games. None of the mentioned above three counts as an official played game.
- If during the first two weeks of the season you have added players to your roster at the game site you must update your IM Leagues team roster.
- If you are going to have a coach on your bench you must have this person on the roster. Teams will be allowed a maximum of 1 coach per roster. This coach will be held to a higher standard than the other participants and penalties will be more extreme if this coach gets an unsportsmanlike.

*ALL CAPTAINS MUST ALLOW IMLEAGUES TO SEND YOU A TEXT MESSAGE AND EMAIL. THIS IS SO THE INTRAMURAL STAFF CAN SEND YOU INFORMATION ON RAINOUTS AND MEETINGS*
All intramural participants will be required to create an account on IMLeagues.com.

**IMLeagues offers a live support button in the top right corner of all pages, please use this button if you encounter any difficulties.**

To create an IMLeagues account:
1. Go to [www.imleagues.com/MTSU/Registration](http://www.imleagues.com/MTSU/Registration)
   OR
2. Go to [www.imleagues.com](http://www.imleagues.com) and click Create Account
   OR
3. Go to [www.imleagues.com](http://www.imleagues.com) and click “Log in with Facebook” if you have a facebook account with your school email attached - this will automatically create an account, fill in your info, and join you to school (steps 2-4)
   2. Enter your information, **and use your School email if applicable** (@mtmail.mtsu.edu) and submit.
   3. You will be sent an activation email, **click the link in the email to login and activate your IMLeagues account.**
   4. You should be automatically joined to your school – If not you can search schools by clicking the “Schools” link

How to sign up for an intramural sport:
1. Log in to your IMLeagues.com account.
2. **Click the Create/Join Team button** at the top right of your User Homepage page
   OR
   Click on to “Middle Tennessee State University” link to go to your school’s homepage on IMLeagues.
3. The current sports will be displayed, click on the sport you wish to join.
4. Choose the league you wish to play in (Men’s, Women’s, Co-Rec, etc.)
5. Choose the division you’d like to play in (Monday 5PM, Tuesday 5PM, etc.)
6. You can join the sport one of three ways:
   a. **Create a team (For team captains)**
      i. Captains can invite members to their team by clicking the “Invite Members” link on the team page. Any invited members must accept the invitation to be joined to your team.
         1. If they’ve already registered on IMLeagues: search for their name, and invite them
         2. If they haven’t yet registered on IMLeagues: scroll down to the “Invite by Email Address” box, and input their email address.
   b. **Join a team**
      i. Use the Create/Join Team Button at top right of every page
      ii. Accepting a request from the captain to join his team
      iii. Finding the team and captain name on division/league page and requesting to join
      iv. Going to the captain’s player card page, viewing his team, and requesting to join
   c. **Join as a Free Agent**
      i. You can list yourself as a free agent in as many divisions within a league as you’d like. You will be visible to all members of the site and can request to join teams, or post information about yourself so teams can request to add you to their team.
SECTION V
CAPTAIN’S RESPONSIBILITIES

WHO CAN BE A TEAM CAPTAIN

Students, Faculty and Staff form their own teams and register during the appropriate dates and times as indicated by the Intramural Calendar. One team member must be designated as captain. The captain has to participate on the field with their team and their name must be differentiated on the typed roster.

CAPTAIN’S RESPONSIBILITIES

- The captain must be a playing member of a team.
- Captains must adhere to all Intramural team entry policies and procedures.
- Keep fully informed of eligibility rules and abide by them. This includes FULLY understanding player eligibility guidelines and communicating this information to ALL team members.
- Keep in close and frequent contact with the Intramural Staff.
- Notify all team members of the rules of the game, game schedules, and eligibility rules so that all are ready to play at game time.
- Ensure ALL players have a valid MTSU Student or Employee ID. We will strictly enforce the NO ID, NO PLAY POLICY. ID waivers will NO longer be used.
- Explain the use of proper and legal player equipment to include the use of NO POCKETS, bandanas, jewelry, etc. in ALL Intramurals.
- Represent his/her team at meetings, protest negotiations, etc. The captain is the ONLY individual allowed to protest or seek out rule clarification or interpretation from an Intramural Staff.
- Ensure that his/her team adheres to the default/forfeit policy.
- Ensures that any player(s) ejected from an Intramural contest schedules a meeting with the Intramural Coordinator.
- Familiarize your team members with the Sportsmanship Policy. Educate them as to the ramifications of poor sportsmanship both for the individual and the team.
- Verify your team’s record with the Intramural Office by noon the day following your last regular season game and attend the Playoff Captain’s Meeting, if applicable.
- Call the Intramural Hotline @ 898-4FUN (4386) for information regarding his/her team’s daily activities. The Intramural Hotline will be updated immediately if activities are to be cancelled for the evening. Schedules will not be given out over the phone and it is the responsibility of the captain to check the Intramural Website for any schedule changes.
- Notify each team member about medical injury considerations as detailed in handbook. Remember it is the responsibility of each individual to have their own personal insurance as MTSU and Campus Recreation will assume no liability for injuries which occur during participation.
- Prior to the game, sign in at the space designated for team captain. At the end of the game return to sign-in area to sign the game sheet and collect your team member’s ID’s.

* AS CAPTAIN YOU ARE RESPONSIBLE FOR THE ACTIONS OF YOUR TEAM, COACHES, FANS, ETC. PLEASE ENSURE TO THE ADHERENCE TO ALL STATED DUTIES TO ASSIST US IN PROVIDING A SAFE AND ENJOYABLE ENVIRONMENT FOR ALL PARTIES INVOLVED.
INTRAMURAL CODE OF CONDUCT

A part of the philosophy of the Intramural Program is that good sportsmanship is vital to the conduct of every contest. Clearly, sporting contests are important to the participant, but the importance should not become so overriding that participants lose sight of appropriate behavior. The playing field is not a venue for verbal or physical abuse for the officials, players, or the spectators. Ensuring participant safety, providing a fun, social atmosphere, and promoting sportsmanlike behavior among participants, spectators, and team followers are our primary concerns. The game atmosphere should remain good-natured at all times. Participants shall maintain good sportsmanship throughout their participation in all facets of the Intramural Program. The team captain is responsible for the actions of any player on his/her team and for spectators directly related to that team. The conduct of all players and spectators before and after the game is as important as the conduct during the game. Participants’ sportsmanship can affect the team’s eligibility for playoffs. Infractions in conduct not only pertain to Campus Recreation grounds and activities, but will also include any harassment of Intramural Staff members on all MTSU property as well as in places of business in Murfreesboro and on all forms of social media.

CHEATING

Any participant or team/organization found guilty of cheating will be disqualified and placed on probation with the possibility of being suspended from the MTSU Intramural Program. The following actions are examples of, but not limited to cheating:
- Participation under an assumed name or with an illegal Identification Card
- Misrepresenting a score
- Participating under suspension
- Participating under the influence of alcohol or drugs
- Violating any eligibility rules
- Knowingly participating as a former professional and or collegiate athlete

INDIVIDUAL CONDUCT

Any individual who commits, attempts to commit, or lends aid to others in the act of misconduct shall be subject to disciplinary procedures by the Department of Campus Recreation, The Office of Judicial Affairs, and by local authorities if so necessary. Individuals are defined as players, coaches, managers, and spectators.

TEAM CONDUCT

A team is responsible for the actions of individual members of the team and spectators directly related to the team. The conduct of players and spectators before and after the game is as important as the conduct during the game and organizations are held responsible for their team as well as their fans’ conduct. Individuals not listed on a team’s roster will NOT be allowed to sit on the players’ bench. Any team whose sportsmanship is judged unsatisfactory by the game officials and/or Intramural Staff will be disqualified for the remainder of the season. The Intramural Coordinator will notify the team captain of the team’s disqualification. Teams will be encouraged and warned by the game officials to conduct themselves in a sportsmanlike manner, but the game officials have the authority to stop any contest without warning if the conduct poses a threat to the safety of the Intramural participants and/or employees.
SECTION VI
CODE OF CONDUCT CONT...

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, and fighting, etc. before, during or after a contest.
- No player, coach, or team shall:
  1. Use foul or derogatory language, threaten, or verbally abuse any other participant or Intramural Staff before, during or after the game. This includes “trash talk.”
  2. Participate in a game for which he/she is ineligible.
  3. Argue with or berate a game official. Only the captain may address the official and only if done so in a respectful manner.
  4. Intentionally strike, push, trip, or flagrantly foul another player.
  5. Mistreat the facility, equipment, or supplies of Middle Tennessee State University.

Individual Penalties:

- Any individual who receives two (2) unsportsmanlike fouls during a game will be immediately removed from that contest and asked to leave the premises. Players removed from an Intramural contest will be subject to a minimum one (1) week suspension from all Intramural activities. Individuals who have been suspended will also be asked NOT to attend the games of their teams during the suspension period and will be asked to leave if they are known to be doing otherwise. Suspension periods will be heavily based on the actions of the participant prior to the foul and in the period after the foul has been committed.

- Any individual who receives two (2) unsportsmanlike fouls during an Intramural semester will be suspended from all Intramural activities until they have a meeting with the Intramural Coordinator. Once they have this meeting, they can return to play.

- Any individual who receives three (3) unsportsmanlike fouls during an Intramural semester will be subject to a minimum one (1) month suspension from all Intramural activities. Individuals who have been suspended will also be asked NOT to attend the games of their teams during the suspension period and will be asked to leave if they are known to be doing otherwise. Suspension periods will be heavily based on the actions of the participant prior to the foul and in the period after the foul has been committed.

Team Penalties:

- Any team who receives three (3) unsportsmanlike fouls during a game will automatically forfeit that contest. Teams will also be excluded from the playoffs in that particular sport and may also be subject to other restrictions in the sport which they are participating depending on the actions of team members prior to any incident and after the incident has occurred. If the team or organization has multiple fouls in multiple sports the team may be subject to further implications at the discretion of the Intramural Staff.

- Any team who receives five (5) unsportsmanlike fouls during an Intramural semester will be subject to disqualification from ALL Intramural activities for a period of time at the discretion of the Intramural Staff. Suspension periods will be heavily based on the overall actions of the team and will begin once the team captain has met with the Intramural Coordinator.

Captain Penalties:

- If a captain of a team receives one (1) unsportsmanlike penalty in season or tournament play he/she will be suspended for the remainder of that activity. As captains you are held to a higher standard than other participants and you are expected to be an example for your fellow teammates.

Coaching Penalties:

- Coaches are not needed to participate in Intramural. If a coach is used they will be held to higher standards than a normal participant. If a coach receives an unsportsmanlike penalty or technical foul they may not be allowed to be on the team’s bench nor sideline the rest of the year. Once they have received the penalty they are required to meet with the Intramural Coordinator to determine their penalty.
Participants and spectators that choose to practice unsportsmanlike behavior before, during, or after a contest, directed toward an opponent, official or an Intramural Staff member may be ejected from that contest. A contest official, Intramural Supervisor or a member of the Intramural Staff may administer the ejection. Examples of unsportsmanlike conduct which will result in ejection include, but are not limited to, the use of profanity, vulgar and abusive language, disrespect towards any official or Intramural Staff member, unnecessary roughness, excessive technical fouls, flagrant actions toward an opponent, flagrant actions toward an official, and fighting or inciting a fight.

Any participant ejected from a contest/game will be suspended indefinitely until they meet with the Intramural Coordinator. If the next semester is the summer semester then the probationary period may carry over into the fall semester. If a participant(s) and or team(s)/organization(s) is involved in any other disciplinary circumstances in that semester and/or the preceding semester, they will be suspended for the remainder of the school year and possibly the next Semester depending on the severity of the incident. If a participant(s) or team(s)/organization(s) are sanctioned and it is considered "late" (60 days left in the semester) in the semester, their sanction(s) will carry over into the next semester. If the next semester is the summer semester, then their sanction will carry over into the succeeding fall semester. This rule also applies to playoff games or last regular season games. The sanction will crossover into another sport/event.

**PARTICIPANT / TEAM EJECTIONS**

Any person/participant that is ejected from an Intramural contest must immediately leave the intramural area but only after speaking with Intramural Staff. The participant(s) will jeopardize his or her teams/organizations game status if they do not comply and may be subject to further disciplinary action. That person will be given a maximum of five (5) minutes to leave the area. If MTPD has to be called due to the ejected player(s) not wanting to leave the premises and/or disrupting a game/contest, that participant(s) will be subject to a minimum one year suspension from all Intramural contests. This suspension will begin after they have met with the appropriate Intramural Staff member and a ruling has been determined regarding the incident. The participant’s team will forfeit the game in which the incident occurred.

- **Leaving the Playing Area**
  Any player, coach, or spectator who is ejected from an Intramural contest as a result of unsportsmanlike conduct shall be required to leave the facility immediately. Failure to cooperate with the Intramural Staff and leave the facility immediately will result in the intercession of the MTPD.

- **Automatic Suspension**
  Any player, coach, or spectator who is ejected from an Intramural contest as a result of unsportsmanlike conduct is automatically suspended from all Intramural contests until official reinstatement.

- **Destruction of Property**
  Any player, coach, or spectator who willfully causes the destruction of or damage to equipment belonging to Campus Recreation & Intramural shall be held responsible for all subsequent damages and any costs of repairs or replacement.

**PROBATION**

All participants that are ejected from an Intramural Contest/event will be placed on probation for a determined amount of time. If it is considered to be late in the school year, then the probationary period may carry over into the next semester; if the next semester is the summer semester, then the probation may carry over into the fall semester.

If during this probationary period they are involved in any Intramural Department disciplinary proceedings they may be subject to permanent suspension for an additional period of time.
PARTICIPANT / TEAM EJECTIONS

- **Physical / Verbal Abuse of Intramural Staff**
  Any player, coach, or spectator who verbally threatens, strikes, or physically abuses any Intramural Staff member or official will be immediately suspended from all participation for a minimum period of one year. Such actions will result in the immediate intervention of the MTPD, possible criminal charges, and the case will be sent to the Office of Judicial Affairs for review. Please be aware that any and all types of verbal and/or physical abuse toward any Intramural Staff member will not be tolerated under any circumstances.

- **Attempted Physical Abuse of Intramural Staff**
  Physical contact by a participant with intent to intimidate or harm an Intramural Staff member or opponent shall result in a minimum one year suspension from all Intramural contests. This also includes an attempt to strike, even though there may not be contact. *(Ex. Excessive physical contact w/participant, Head Butting, Throwing Punches)*

- **Fighting**
  Any team, its individual players, and associated spectators that are involved in a “team” fight (most or all the team members or spectators present) will be immediately suspended from further participation in **ALL** Intramural. This is the minimum one year suspension which will likely be increased, depending upon the severity of the incident. In addition, individual instigators/participants that are identified will be subject to individual disciplinary sanctions. Leaving the bench area will cause the team(s) to forfeit the contest and its team members to be suspended for a minimum period of one year. A team will include all participants listed on the game sheet at the time of the fight. Members that are not present will not be subject to suspension.

**SUSPENSION**

Player(s) ejected from an Intramural contest will be suspended from all Intramural for a mandatory minimum of (1) week. These suspensions include all activities during that week in which the participant may be involved. Any player suspended from an Intramural contest will also have to complete all reinstatement procedures before any suspension will begin. All participants/players and organizations/teams that are ejected from a game/contest will serve a minimum (1) one game suspension and probation for the remainder of the school year. More games may be given if the Intramural Staff deems it appropriate. All suspension will be followed by a probation period for participants (see Probation section). Each incident will be reviewed on a case-by-case basis.

**LIFE TIME BAN (INTRAMURAL OFFICIALS)**

Any participant(s) that is involved in any type of inappropriate physical contact, gestures, spitting, verbal attacks, or other combative actions directed toward an Intramural Staff member will be suspended from all Intramural programs for the remainder of their academic and/or professional career and from any alumni events at Middle Tennessee State University. Further disciplinary actions may be pursued if warranted. Any abusive remarks or threatening language directed toward an Intramural Staff member that is considered unsportsmanlike will place that person or people on automatic probation for a one year time period and/or suspend them from all Intramural activities permanently. Each case will be reviewed on an individual basis.

**LIFE TIME BAN (FIGHTING)**

Any and all types of illegal physical contact, gestures, spitting, verbal attacks or other combative actions involving spectators, players, coaches, captains, teammates, and/or Intramural Staff members will suspend that participant(s) from all Intramural contests for the rest of his or her academic or professional career and from any alumni events at Middle Tennessee State University. Depending on the severity of the incident, further disciplinary action may be warranted. Any and all types of violence will not be tolerated. "She/He hit me first," or "I was defending myself" are not acceptable excuses for fighting.
TEAMS LEAVING THE BENCH / SIDELINE AREA
Any team/organization or player that leaves the bench/sideline area during an Intramural contest to engage in an altercation for any reason will be suspended for a mandatory minimum of one game. Leaving the bench area will also cause the team(s) to forfeit the contest, be put on probation and possibly become suspended for the remainder of the semester, (depending on the nature of the incident). Furthermore, they must complete all reinstatement policies & procedures. The "Late in the Semester Rule" applies.

REINSTATEMENT
Any participant(s) ejected from an Intramural contest will be ineligible for any future competition until they meet with the Intramural Coordinator. The Intramural Coordinator will make a ruling on the length of the suspension. The suspension will not begin until after the suspended person has satisfied all reinstatement criteria.

EJECTED PARTICIPANT / TEAM REINSTATEMENT CRITERIA
- All ejected participant(s), teams/organizations must meet or attempt to meet with the Intramural Coordinator within 24 hours/one business day (Monday – Friday 8:30am – 5:00pm) of the incident. No individual will be reinstated before they have met with the Intramural Coordinator.
- After the initial meeting with the Intramural Coordinator, the ejected participant(s) must submit a typed written letter of reinstatement (Double spaced, 12 Font, Times New Roman) outlining the events surrounding the ejection, the individual’s actions that led to the ejection, and assurances as to how this type of behavior will be avoided in the future. This letter must be submitted within 48 hours / two business days (Monday – Friday 8:30am – 5:00pm) of the initial meeting with the Intramural Coordinator. If this letter is not submitted to the Intramural Office, the ejected player will be suspended indefinitely.

ALCOHOL POLICY
In accordance with MTSU Policy, alcohol consumption prior to participation or during an Intramural contest is not only unsafe, but also a violation of university rules, and if you are underage, illegal. As a reminder, the Intramural Staff strictly enforces the zero tolerance alcohol policy during all Intramural contests. Consequences for this violation of the rules may include but are not limited to: being prohibited to continue participating in Intramural activities, judicial referral; and, in egregious situations, arrest. Any individual who chooses to break campus policy will be subject to disciplinary procedures by the Department of Campus Recreation, The Office of Judicial Affairs, and by local authorities if so necessary. Individuals are defined as players, coaches, managers, and spectators. This policy pertains to any time prior to Intramural activities, during play, and after the activity has ended.

SIDELINE / SPECTATOR GUIDELINES
Only officials, players, and one coach are permitted on the field of play. SMOKING and ALCOHOL use on the Intramural Fields is PROHIBITED for all participants and spectators. Failure to comply with all Intramural Rules and Regulations for the fields by spectators will result in immediate expulsion of the spectators and possible forfeiture of the game. Teams and their fans are not permitted to bring glass or metal containers to the field’s complex. Only clear, plastic bottles will be allowed on the Intramural fields. NO PLASTIC CUPS WILL BE ALLOWED. Furthermore, to ensure participant safety, NO PETS will be allowed on the Intramural Fields during any activity. Violators will be removed from the Intramural facilities with the possibility of forfeiting the game. Any team who fails to clean up their sideline/bench area after a game may be forced to forfeit their game, charged a $50.00 forfeit fee, or subject to having their sportsmanship grade lowered.
SECTION VIII
SPORTSMANSHIP

The mission of the Intramural Staff is to provide a recreational environment for the University community which is safe and enjoyable. While the game atmosphere is often competitive, ensuring participant safety, providing a fun, social atmosphere, and promoting sportsmanlike behavior among participants, spectators, and team followers are our primary concerns. The game atmosphere should remain good-natured at all times. Participants shall maintain good sportsmanship throughout their participation in all facets of the Intramural Program.

GENERAL

- It is the responsibility of the captain of each team to control his/her team.
- Only team captains may speak to officials. The Intramural Staff does not recognize the use of coaches in all situations. Team captains or playing members will always be acknowledged first.
- Team captains are responsible for keeping their fans under control.
- Any player or fan who uses foul language, violently protests a call, or curses at an official or supervisor will be ejected from the game.
- Assigning sportsmanship ratings to teams will be at the official's and/or supervisor's discretion.
- Any player who touches an official or supervisor will be suspended from all Intramural for an indefinite period of time.
- Any player ejected from a game due to unsportsmanlike conduct will be ineligible to participate in any Intramural Sport until he/she meets with the Intramural Coordinator.

RATING SYSTEM

The Intramural Program conducts a sportsmanship rating system for participating teams during Intramural contests. Intramural officials and supervisors on duty will rate each team on their sportsmanship at the conclusion of the game. A team is disqualified from making the playoffs if their average sportsmanship rating at the end of the regular season is below a 3.0, regardless of the team’s record.

- Teams that receive a “-1.0” rating for any game during the regular season must meet with the Intramural Coordinator in order to be eligible to play in their next contest. IF A TEAM SHOULD RECEIVE A RATING OF “-1.0” THEY WILL BE DISMISSED FROM THE LEAGUE.
- Teams that receive a “0.0” rating for any game during the regular season must meet with the Intramural Coordinator in order to be eligible to play in their next contest. IF A TEAM SHOULD RECEIVE A SECOND RATING OF “0.0” THEY WILL BE DISMISSED FROM THE LEAGUE.

-1.0 Points: Season Ending Rating

The following actions can result in a “-1.0” sportsmanship rating. Teams receiving a “-1.0” will be dismissed from the league immediately.

- Team is completely uncooperative and out of control before, during, or after Intramural contest(s).
- Team captain (spokesperson) exhibits poor control over self, the team, and/or the spectators.
- Multiple ejections or blatant unsportsmanlike conduct that endangered participants, fans, officials, or supervisors.
- Team fails to cooperate / comply with Intramural Departmental Staff or University officials while performing their duties; falsely represents or withholds any requested information.
SECTION VIII
SPORTSMANSHIP CONT...

SPORTSMANSHIP RATING SCALE

- **Excellent: Rating – “A” 4.** The team presents outstanding character during competition and interacts with officials and opponents in a sportsmanlike manner. The team represents a perfect example of what MTSU Intramural strive for.

- **Very Good: Rating – “B” 3.** The team fully cooperates with officials and supervisors and presents a good attitude. Team receives no warnings, ejections, yellow cards, unsportsmanlike fouls or technical fouls.

- **Acceptable: Rating – “C” 2.** Team engages in few arguments with officials and supervisors, and is awarded a maximum of one technical foul, yellow card or unsportsmanlike foul (Other than an administrative technical foul).

- **Below Acceptable: Rating – “D” 0.** Team consistently engages in arguments with officials and retains an overall bad attitude towards opponents. 2 unsportsmanlike fouls of any type will result in an automatic “D” or “0.”

- **Poor: Rating – “F” -1.** Team maintains no respect for officials and/or opponents and has complete disregard for the safety and well-being of participants and staff. The captain has no control of his/her team. The team receives multiple unsportsmanlike penalties, red cards or ejections.

*TEAMS WHO RECEIVE A “0.0” OR BELOW SPORTSMANSHIP RATING WILL NOT UNDER ANY CIRCUMSTANCES MAKE THE PLAYOFFS IN THAT SPORT AND WILL BE SUBJECT TO FURTHER DISCIPLINARY ISSUES BY THE INTRAMURAL COORDINATOR.*

RATING SYSTEM EXTRA’S

- Teams winning by default or forfeit will receive a rating of “3.25.”

- Teams losing by default will receive a rating of “2.25.”

- Team losing by forfeit will receive a rating of “0.0.”

- At the end of the season the average of these scores, which will be posted on the website will be considered the team’s sportmanship rating for the season to be taken into account when advancing to the playoffs.

- Teams participating in Director’s Cup will be penalized 25 points for every game they score under a sportmanship rating of 3. No additional penalties will be awarded to a team receiving a sportmanship rating of 1, due to DEFAULT.

- Games that are not conducted due to inclement weather and/or the inability to reschedule due to time constraints, limited field spaces or any unforeseen circumstances will result in a Sportsmanship Rating of “3.25” for both teams.

PLAYOFF TOURNAMENT SPORTSMANSHIP

- A team must maintain its “3.0” average or better sportsmanship rating during the playoffs. The average will include regular season and playoff games.

- A winning team which receives a sportmanship rating of “1.0” to “2.4” in a playoff game is subject to dismissal from further tournament play and should be prepared to petition the Intramural Office on the next business day to remain in the tournament. If the team is allowed to advance, it must receive a sportmanship rating of “3.0” or higher in all remaining playoff games.

- Any team which receives a sportmanship rating of “0.9” points or below during the playoffs will be immediately dismissed from further tournament play and subject to further disciplinary action as a team in subsequent sports, as individuals when appropriate, or to the team captain.

- A losing team which receives a sportmanship rating of “1.9” or below in their final playoff game is subject to further disciplinary action as a team in subsequent sports, as individuals when appropriate, or to the team captain.

- Individuals who display poor sportmanship following a playoff contest in which their team who been defeated will be subject to suspension for upcoming Intramural activities. Suspensions may carry over from one semester to the next if it is necessary.

PARTICIPATION IN EXTRAMURAL TOURNAMENTS

If you participate in an extramural tournament you are representing the MTSU Intramural department. Because of the affiliation with our Intramural department you must behave as if you are participating on campus. If you receive an unsportsmanlike penalty or technical foul in the extramural tournament you will serve a minimum suspension of one (1) semester from all Intramural.
DEFAULT POLICY

Any clarification of rules or rule interpretation will be determined by the Intramural Staff

The following default/forfeit policy will be in effect for all Intramural contests:

- A default is an un-played game that is recorded as a loss. Each team will be allowed (1) one default per sport. (2) Two defaults will result in (1) one team forfeit. When charged with a forfeit, teams must pay the proper forfeit fee to be re-instated for participation. (2) Two Defaults will result in automatic team elimination from playoff participation. A default results when:
  1. A team fails to send a representative to the captains meeting any sport they have signed up for.
  2. A captain fails to turn in a typed roster before the deadline for a major sport.
  3. A team does not have the sufficient number of players at the playing site at the games scheduled playing time. Game time is forfeit time! There will be an optional (5) five minute grace period, with a running clock, at the discretion of the Intramural Staff.
  4. A team member presenting his/her ID card in person to the Intramural Office by 2:00 p.m. on the day of the contest states that his/her team is unable to play for any unforeseen circumstance.
  5. Not wearing required color-matching and/or numbered jerseys.

FORFEIT POLICY

Any clarification of rules or rule interpretation will be determined by the Intramural Staff

The following default/forfeit policy will be in effect for all Intramural contests:

- One forfeit will eliminate a team from play in regular season and/or tournament, unless the proper forfeit fee is paid. Two (2) forfeits will result in automatic team elimination from playoff participation. This fee must be paid or the team / individuals from that team will be ineligible for Intramural until they do so. A forfeit results when:
  1. A team has no players ready to play at the scheduled starting time. Game time is forfeit time! There will be an optional (5) five minute grace period, with a running clock, at the discretion of the Intramural Staff.
  2. A team’s unsatisfactory behavior forces a forfeit while the game is being played.
  3. Contests that are completed prior to a team being dropped from the league for forfeits shall remain official, while contests not yet played will be recorded as “wins” for the opposing team / teams.
  4. Any game that ends due to unsportsmanlike behavior will result in a forfeit fee.
  5. Use of ineligible players (see Rules of Eligibility).
  6. Officials/Supervisors appointed for contests have the authority to forfeit said contests because of late arrival of teams or because of unsportsmanlike and/or unsafe conduct.
  7. A forfeit fee is assessed the first time a forfeit is given. Teams must pay the proper reinstatement fee of by 5:00 p.m. before or on the day of their next scheduled game. All forfeit fees must be paid in the Campus Recreation Office. After two forfeits, the team will be dropped from the league.
  8. If a team does not complete their roster online before 12:00am on the designated date then a forfeit fee will be applied and you will not be able to participate until your fee has been paid.
SECTION X
PROTESTS

GAME AND RULE PROTESTS

- All game and rule protests must be made at the time of the incident in question.
- Rule interpretation may be protested during an Intramural contest.
- Official judgment may not be protested.
- If a team believes an Intramural official has misinterpreted a rule, they may protest by calling a time-out and asking for the protest.
- At this time, the Intramural Coordinator, Intramural Program Assistant, or Intramural Supervisor will hear the protest and rule accordingly.
- Should the protest be upheld, the team will be reissued the time-out and the adjustment will be made according to the rule.
- Should the protest be found invalid, the team will lose the protest and the time-out and the game will continue.

EXAMPLE OF RULE INTERPRETATION:
An example of a rule interpretation concerns flag football. A legal catch in flag football requires the receiver to land with possession of the ball with only one foot in bounds. If the official called a pass play incomplete because the receiver did not have both feet in bounds, the team could protest the rule interpretation. The official has misinterpreted the rule and, therefore, the team has a legitimate protest.

EXAMPLE OF OFFICIAL JUDGEMENT:
Citing the above flag football example, if the official ruled that the receiver landed with possession of the football but with the first foot on the sideline, this would be the judgment of the official and, therefore, not a play to be protested.

ELIGIBILITY PROTESTS
Eligibility protests must be submitted in writing to the Intramural office by 12:00 p.m. (Noon) the following school day of the game or match in question.

- These protests must be specific to the player(s) being protested and the nature of the protest.

EXAMPLES OF ELIGIBILITY PROTESTS INCLUDE:
- Whether a player is a currently enrolled student at MTSU.
- Whether a Community College Student is enrolled based on MTSU and Campus Recreation guidelines.
- Whether a student is a member of the organization for which they are playing.

INELIGIBLE PLAYER PROTEST
The Intramural Staff will investigate the eligibility of any participants for whom unless questions are raised and properly addressed.

- Eligibility violations that come to the attention of the staff by any means will be dealt with accordingly.
- Teams may not play ineligible players even by the mutual agreement of both team captain and the other players in the contest. Such players shall be ineligible for all competition until reinstated.
- Players may not participate under an assumed name. Any team that uses a player under an assumed name will be disqualified for at the remainder of the sport, and the ineligible player will be barred for the remainder of that sport and more.
- Players may not participate on two single sex teams in the same sport. Participants who do so will become ineligible for the remainder of the sport and the second team will be given a forfeit for all games in which the individual in question has participated.
SECTION XI
PLAYOFF QUALIFICATIONS

PLAYOFF REQUIREMENTS
All teams with a win/loss record better than .500 and a minimum sportsmanship of “3.0” will be seeded based on their regular season results in the playoffs.

Teams with Regular Season Defaults or Forfeits
For playoff seeding, teams with a default (losing by default) that are tied with other teams fall out of a tie with those teams to the next lower place. When a team with a forfeit is tied with a team with a default, the team with a forfeit will fall out of a tie with that team to the next lower place.

Teams who receive multiple defaults or forfeits during any Intramural activity will automatically be removed from any playoff consideration regardless of the circumstances surrounding these game decisions.

PLAYOFF SEEDING OBJECTIVE
It is the goal of the Intramural Department to provide a playoff atmosphere which is not only competitive to all who participate, but also to award proper seeding to each team who is involved. For this reason the following tiebreakers may not always be used to determine the order in which all teams are seeded. Any questions regarding seeding or a team’s qualifications or participation in tournament play should be directed to the Intramural Coordinator prior to the start of tournament for that sport.

Tiebreaker
Ties for playoff positions are broken according to the following structure:
- Best win/loss record of game among tied teams.
- Sportsmanship rating.
- Fewest points give up in games against tied teams.
- Most points scored in games against tied teams.
- Best win/loss record of games against common opponents.
- Fewest points given up against common opponents.
- Most points scored in a game against common opponents.
- Fewest points given up in all games.
- Most points scored in all games.
- Coin toss.

NOTE: If three or more teams are tied and a single tiebreaker can determine the playoff placement for all teams, it will be implemented to determine all seeds. However, when three or more teams are tied and a tiebreaker eliminates one of the teams from the tie but leaves two or more still tied, the tiebreaker procedure will be restarted with the remaining teams.

PLAYOFF BRACKET COMPOSITION
Playoff seeding and bracket composition will be determined in one of the following scenarios:
- A team’s record, strength of schedule, points for and against, and margin of victory may determine seeding and bracket placement as well as other Tiebreakers mentioned above.
- Based on the aforementioned methods, playoff eligible teams may be asked to participate in a Tournament Draw. At this time teams will not only be asked to determine the date and time they will play, but they will also be asked to choose the team and/or bracket in which they would like to participate in. Captains will be informed of this format prior to Tournament Play.
SECTION XII
DIRECTOR’S CUP / ALL-SPORTS POINTS SYSTEM

The Director’s Cup is a TEAM SPORTS POINT CHAMPIONSHIP. This overall championship will reward teams who participate in several sports each semester. Teams receive points for participation, achievement, and sportsmanship. The overall winner’s of the men’s and women’s divisions will have their names added to a plaque which is on display in the Campus Recreation Center.

- To receive participation points a team(s) need to average a 3.0 or better sportsmanship rating and attend the Pre-Season Captain’s Meeting as well as the Playoff Captain’s Meeting (If required).
- Any forfeits related to sportsmanship will result in a loss of ALL participation points for the related sport and a temporary probation period for ALL Intramural.
- Only 1 team per organization will be eligible to receive participation points. Points will be awarded for the team which advances furthest in tournament play.
- Involvement in any type of activity deemed severe by the Intramural Staff will result in a loss of ALL accumulated points and the team will be removed from Director’s Cup competition.
- Teams participating in the “B League” will be ineligible for Director’s Cup points. ONLY teams competing in the “A League” will receive Director’s Cup points

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<tbody>
<tr>
<td>Flag Football, Outdoor Soccer, Indoor Soccer, Indoor Volleyball, 5on5 Basketball, Softball, 4-Man Bowling, Indoor Baseball, &amp; Arena Football</td>
</tr>
<tr>
<td>• 5 points will be awarded for team participation in a league</td>
</tr>
<tr>
<td>• 1 point will be awarded for each regular season win</td>
</tr>
<tr>
<td>• 2.5 points will be awarded for each Playoff win</td>
</tr>
<tr>
<td>• 4 points will be awarded for teams reaching the “Final Four”</td>
</tr>
<tr>
<td>• 6 points will be awarded for finishing “Runner-Up” in your league</td>
</tr>
<tr>
<td>• 8 points will be awarded for winning the championship for your league</td>
</tr>
<tr>
<td>• 10 points will be awarded for winning the “All Campus Championship”</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Level 2 – Minor Sports</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ultimate Frisbee, Outdoor Volleyball, Kickball, 3on3 Basketball, Dodgeball, &amp; Battleship</td>
</tr>
<tr>
<td>• 3 points will be awarded for team participation in a league</td>
</tr>
<tr>
<td>• 1 point will be awarded for each Pool Play win</td>
</tr>
<tr>
<td>• 2 points will be awarded for each win in Tournament Play</td>
</tr>
<tr>
<td>• 3 points will be awarded for teams reaching the “Final Four”</td>
</tr>
<tr>
<td>• 4 points will be awarded for finishing “Runner-Up” in your league</td>
</tr>
<tr>
<td>• 5 points will be awarded for winning the championship for your league</td>
</tr>
<tr>
<td>• 6 points will be awarded for winning the “All Campus Championship”</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Level 3 – Individual/Dual Sports</th>
</tr>
</thead>
<tbody>
<tr>
<td>Table Tennis, College Pick-Em, March Madness Challenge, Corn Hole, Horseshoes, Fowling, Can Jam, &amp; Singles and Doubles Disc Golf</td>
</tr>
<tr>
<td>• 3 points awarded for competing in tournament / season (Up to 5 participants may receive points)</td>
</tr>
<tr>
<td>• 5 points to the team whose individual wins a Championship in their league</td>
</tr>
</tbody>
</table>
SECTION XIII
ILLEGAL EQUIPMENT AND ATTIRE

For the safety and ease of participation, rules governing equipment and attire have been instituted. Check specific event rules for these and other instances of illegal equipment and attire. Some basic equipment requirements are as follows:

JEWELRY

- Jewelry may not be worn during Intramural events or activities.
- Participants are expected to remove all jewelry prior to the start of all Intramural events.
- This includes all necklaces, earrings, gauges, finger rings (including wedding bands and rings), bracelets whether metal chains, ropes or rubber bands.
- Penalties will be assessed to those wearing jewelry and the penalized participants will be directed to leave the contests until the jewelry is removed.
- Once you have taken out your ear rings, if there is a hole big enough to be considered a hole you will be required to tape this hole. This decision will be up to the Intramural supervisors.

EXCEPTION: Participants who are required to wear medical bracelets, medals, or medical monitors may do so but the metal piece must be taped to the body with the medical information clearly showing and the event supervisors must be made aware of the condition prior to play beginning. Religious accessories and military tags are examples of jewelry which may potentially be allowed. NO OTHER EXCEPTIONS WILL APPLY

CLOTHING

ATHLETIC CLOTHING MUST BE WORN FOR PARTICIPATION IN ALL INTRAMURAL ACTIVITIES. INTRAMURAL STAFF WILL RESERVE THE RIGHT TO DEEM ANY CLOTHING ILLEGAL PRIOR TO PARTCIPATION OR DURING ANY CONTEST.

- Cut-off shirts and jerseys must not hang more than four (4) inches from the underarm area. Any individual whose shirt exceeds this limit will be asked to change shirts or will be deemed ineligible for participation in the contest in question.

UNIFORMS

ALL INTRAMURAL TEAMS ARE REQUIRED TO HAVE MATCHING COLORED JERSEYS (Jersey #'s required). Jerseys may consist of actual jerseys or T-shirts of the same color with numbers displayed on the back. Pennies will only be provided if (2) two teams are wearing matching colors. Any variation to this rule will be at the discretion of the Intramural Staff.

NOTE: Any team not showing up with proper uniform will receive a default for that game and receive a loss in the team standings. This does not count as a forfeit.

NUMBERS

Team jerseys must be the same color and must include a number unless captains are instructed differently by the Intramural Coordinator. If teams’ choose to have individual numbers they must be located on either the front or the back of the jersey. All major sports must adhere to the following number sequences: 0–5, 10-15, 20-25, 30-35, 40-45, and 50-55. Failure to do so will result in a default for that game and receive a loss in the team standings. No duplicate numbers on a team are allowed. Jersey’s with taped numbers are unacceptable and teams who attempt to do so will default that game and receive a loss in the standings. Numbers on the jersey must be contrasting to the jersey color.
SECTION XIII
ILLEGAL EQUIPMENT AND ATTIRE CONT...

LOGOS

• Just as the Intramural Office reserves the right not to allow team names that are considered obscene or offensive, logos that illustrate obscene or offensive pictures or gestures will also not be tolerated.
• If the Intramural Office sees that you have put an obscene or offensive logo on your team or personal profile on IM Leagues you will be required to pay a fee and you or your team will be required to pay the fee before 5:00pm on or before your next game.

HAIR ADORNMENTS

• Hair pieces made of a hard or unyielding material may not be worn. These pieces include but are not limited to bobbie pins, hair beads, etc.
• Stocking hats without top attachments may be worn. All others will be deemed illegal.
• Any skull cap or bandanna which is held by a knot will be deemed illegal.
• Hair may be held in place with soft material adornments such as rubber bands, “scrunchies,” etc.

*HATS WILL ONLY BE ALLOWED IF DESIGNATED BY THE INTRAMURAL STAFF

INDOOR / OUTDOOR FOOTWEAR

Proper athletic footwear is required for Intramural participation.

• For flag football, soccer, softball and other outdoor events or activities, cleats may be worn but may not be made of metal. These cleats should be of molded rubber or be of the screw-in type. Cleats may not be made of metal, ceramics or be of the screw-on type where the screw is part of the shoe itself.
• For indoor court events or activities (basketball, volleyball, etc.), non-marking athletic shoes are required.
• Outdoor soccer cleats are not allowed in the arena

*NO ONE SHALL PARTICIPATE IN THESE ACTIVITIES IN BARE FEET, SOCKS, SANDALS, OR ANY OTHER TYPE OF OPEN-TOED SHOES OR BOOTS

KNEE BRACES, CASTS, AND OTHER MEDICAL ACCESSORIES

• Knee braces may be worn but any metal on the brace must be covered with a soft padding to prevent injury to other participants. Participants will be asked to clear all knee braces with Intramural Staff or Athletic Trainers prior to participation in any activity.
• Casts and/or medical braces of any kind must be covered with a soft padding to prevent injury to other participants. Participants will be asked to clear all casts and/or other medical braces with Intramural Staff or Athletic Trainers prior to participation in any activity.
SECTION XIV
MT INTRAMURAL ADVISORY COUNCIL

The Campus Recreation Office sponsors the MT Intramural Advisory Council. This council exists as an outlet for Intramural participants who have been involved in unique or extreme circumstances during their participation in Intramural contests. Meetings of this council will only be conducted if participants request them and the Intramural Staff deems the situation has made it necessary.

PURPOSE & FUNCTION

- **Advisory:** The primary purpose of this council shall be to conduct meetings and offer suggestions to the Intramural Staff when unique or extreme circumstances have arisen during an Intramural contest.

- **Review & Evaluate:** The advisory council shall review and evaluate Intramural policies and procedures on a case by case basis using the Intramural Handbook and precedence as a means for decision making. When appropriate they will offer recommendations to the Intramural Staff.

- **Liaison:** The Intramural Staff will work with the advisory council as a liaison for all individuals who choose to participate in Intramural activities at MTSU. The council will work with Intramural Staff to assure each participant is treated justly when unique or extreme circumstances occur.

- **Constituency:** Individual appointments to the council shall be for one year, but may be re-appointed for a second one-year term. No member shall serve for more than two years. Although the selection process will remain at the discretion of the organization, it is advised that care be used to insure that the appointments are made in such a manner that the interests of the entire organization are adequately represented. Appointments will begin with the fall semester. You must be a full time student or full or part-time faculty/staff member.

  1) Intramural Supervisor
  2) Fraternity
  3) Sorority
  4) Independent Male
  5) Independent Female
  6) Residence Hall

SECTION XV
INTRAMURAL REVISIONS

GENERAL

The Campus Recreation Department, Intramural Program, Intramural Coordinator, and Intramural Staff reserve the right to rule on any case not specifically covered in the rules of the game or in these policies and procedures and will do so in the spirit of the rule and in the spirit of fun, fair and safe participation. To this point, the right is also reserved to put into effect and add to these policies and procedures any new rulings pertaining to Intramural, unsportsmanlike behavior, fair play and the safety of the Intramural participants that will lead to the enhancement of the event or activity and the program’s overall philosophy of fun, fair and safe.