



Stevenson University Department of Campus Recreation
Intramural Sports Handbook

Stevenson University's Intramural Sport Program is free of charge and offers numerous recreational activities to the Stevenson community. The activities offered cater to a variety of athletic ability and talent levels.

Eligibility for Participation

Any individual with a current and valid Stevenson University ID are eligible to participate in the Intramural Sports Program. Alumni and community members who are not affiliated with Stevenson University are not eligible to participate.

In order to be eligible to participate for each game/match an eligible participant must show their current, valid SU ID to the scorekeepers prior to stepping on the playing surface. Participants who fail to provide a current, valid SU ID will not be permitted to participate in that game/match (Driver's License, Class Schedule or knowing an official are not accepted in order to be eligible for a game/match).

Adding Players to a Roster and Playoff Eligibility

Individuals can join a team at anytime throughout a sport's regular season until the end of the last regular season game for that team.

In order to add an additional player to a roster, that player must register for a specific team by signing into IM Leagues and selecting the team they wish to play for. Next, the team captain must approve of all players requesting to be on the team. This process must be completed no later than 12pm (noon) the day of that team's scheduled game/match. Game scoresheets will be printed after 12pm and only names listed on the printed roster will be eligible to participate in games that day. Also, be sure the recently added player shows his/her SU ID just as any other team member does for each game. Once a player signs in and plays one game for a team, he/she is permanently a member of that team for the remainder of the season.

Rosters will be locked immediately following the completion of a team's final regular season game. Any team member who signed in and participated in at least one full regular season game will be eligible to participate for their team assuming that their team qualifies for playoffs.

Participation on One Team and Co-Recreation Participation

Participants may only participate for one team within a sport. The only exception to this rule is if a co-recreation league is scheduled, in which case an individual may play for one Men's/Women's team and one Co-Recreation team. A participant is considered to be on a team's roster when he/she has been signed-in on a team's roster at a game/match that is played regardless whether he/she actively participates. The first team a participant plays for is their official team for the remainder of that sport's season. If a participant is found to have illegally participated for additional teams, those teams will receive a forfeit for having ineligible players (regardless if the team captain is unaware of the player's earlier participation on another team) and that participant will be suspended from their original team for the number of games they played in as an ineligible participant on other teams.

Intercollegiate Athletes and Former Athletes

Any student who is on the varsity roster during the academic year is ineligible to participate in a sport that is either the same or related to the varsity team that they are/were a rostered member of (This includes varsity athletes who are on the roster, but considered junior varsity, jv). Students who complete their college athletic ability or who discontinue their participation with the varsity team will be ineligible for one full academic year starting during the semester for that sport or one related.

Sport Club Athletes

Teams are permitted to have no more than two current rostered sport club athletes as members of their team (regardless of the division the only possibilities are 2 males, 2 females, or 1 male and 1 female). Teams that have members that have fulfilled the above requirements must identify those members on their roster as sport club athletes.

****Failure to identify sport club athletes could result in a suspension from the league and future participation****

Similar Sports List		
Intramural Sport	Club Sport	Varsity/JV Sport
Flag Football	N/A	Football
Beach Volleyball	Women's VB	Men's VB, Women's VB, Beach VB
Basketball	Men's Bball, Women's Bball	Men's Bball, Women's Bball
Indoor Volleyball	Women's VB	Men's VB, Women's VB, Beach VB
Dodgeball	Dodgeball	Club Dodgeball
Soccer	Women's Soccer	Men's Soccer, Women's Soccer
Softball	Softball, Baseball	Softball, Baseball
Tennis	N/A	Tennis
3v3 Basketball	Men's Bball, Women's Bball	Men's Bball, Women's Bball
4v4 Flag Football	N/A	Football

****No more than 2 sport club athletes can play on a team****

Division of Sports

The Intramural Sports program strives to provide offerings that encourage as many students to participate as possible. In order to do so, the program is able to offer three leagues: Men's, Women's and Co-Recreation. Most rules for all sports will remain the same for both Men's and Women's leagues with slight modifications where necessary. Most sports have special rule modifications for Co-Recreational leagues to accommodate all players and enhance the quality of play. Female participants are allowed to participate on a Men's league team if they wish.

Some sport leagues are separated into two divisions: A and B Divisions. The A Division is for teams who have players with advanced skill levels and wish to play at a highly competitive level. The B Division is for teams who wish to play in a less competitive environment. Teams in the B Division usually have players with a variety of skill levels.

****The Intramural Sports Staff reserves the right to change or move a team to a different division, if necessary, in order to enhance the competitiveness of the division and/or the enjoyment of the other teams in the division.****

Captain's Role

Intramural Team Captains' will serve as the liaison between their team and the Intramural Sports Office and its Staff. This includes taking on the responsibility of both the administration of his/her team and the behavior of each and every team member on and off the playing field (team members also extend to include coaches and spectators). Team Captains' are responsible for understanding, and communicating to their teams, the policies that govern the Intramural Sports Programs, as well as, the specific rules that govern each sport. Having a good understanding of the program policies and sport rules will help facilitate and further aide a team's participation to be an enjoyable and worthwhile experience at Stevenson University.

Captain's Responsibility

1. Register your team online through the Stevenson University portal of IM Leagues and ensure a completed roster (has the minimum amount of required eligible participants) by the end date of registration.
2. Attend the appropriate Captain's Meeting for your team and take the Captain's Quiz (if required for the sport).
3. Communicate all necessary information (basic rules and rule changes) to the team members.
4. Meet with the Intramural Official's prior to each game for the pre-game Captain's Meeting.
5. Check schedules regularly for updates/changes in game times. All schedules will be posted online and the location should be communicated to team members.

6. Obtaining and communicating your team's playoff schedule after the completion of the last regular season game for that league.
7. Make sure that you know and understand the rules of the sport you are participating in and informing your team members of ALL Intramural Policies and Rules.
8. Ensure that your team has at least the minimum number of eligible participants at least 10 minutes prior to the start of each game. Game time is forfeit time!
9. Ensure that all team members have appropriately signed in with the Intramural Staff by presenting their valid SU ID before each game starts or before they enter the field of play if they arrive late.

Free Agent Registration

Any eligible participant or group of participants who want to participate in an Intramural Sport, but do not have enough members to form a team, can register themselves as a free agent. In order to sign up as a free agent, visit the Stevenson University portal of IM Leagues and under the Register to Play tab click on the link to "Register as a Free Agent." Fill out the required information such as the Intramural Sports you would like to play, your name and contact information and click "Submit." The Intramural Sports Staff will do their best to first form a team out of registered Free Agents, if possible or will find a team that needs additional players. Free Agents will be notified before the season starts of their placement. However, it is not guaranteed that Free Agents will be assigned to a team.

Championships

Although winning is a lot of fun, Campus Recreation likes to focus more on participation than winning. For those teams who are fortunate enough to make it through the competition and to the championship game, they will be competing for the coveted Intramural Champions t-shirt. The Department of Campus Recreation does its best job to estimate the appropriate number of t-shirts and sizes that need to be ordered each year, but unfortunately cannot accommodate teams that have large rosters. Because of that, teams who win the championship game of their respective sports will be eligible to receive a limited number of shirts. Only the players who have checked-in and play in the championship game will be eligible to receive a t-shirt.

Sportsmanship

Since the mission of the Department of Campus Recreation and Intramural Sports aims to encourage increased participation, the spirit of competition is important and will be assessed for every team during each of their scheduled games/matches. Each team will be assessed using the Sportsmanship Rating System.

The Sportsmanship Rating System is intended to be an objective rating system in which a team's attitude and behavior is evaluated throughout the Intramural Sports Season/s and Playoff Season/s. Teams are subject to evaluation before, during and after each Intramural Sports contest. It is the team captain's responsibility to educate all team members (including coaches and spectators associate with their team) of the system. Since teams are responsible for the actions of the individual team members and spectators related to it, each participant should choose his or her team carefully, as all team members will suffer the consequences of any disciplinary action taken by the Intramural Sports Staff against that team for violation of the intramural rules and sportsmanship guidelines.

Sportsmanship is vital to the conduct of every Intramural contest. In order to encourage proper conduct during games, officials, administrative personnel, and supervisors shall make decisions on whether to warn, penalize or eject players or teams for poor sportsmanship. These decisions are final. The Intramural Sports administrative staff will rule on further penalties as a result of unsportsmanlike conduct.

Rating Method

During each game, both teams' behavior towards the officials, other team and also each other will be rated by the Intramural Sports Staff. The authority of the officials' ratings exists prior to, during, and following all games to which that official is assigned, and extends to all persons on, at, or near the playing site. Sportsmanship ratings shall be marked on the scoresheet.

The Intramural supervisors and the Intramural Sports Staff may provide input which may raise or lower the rating. Supervisors may amend any rating for inappropriate conduct by a team or its spectators before, during, or after

a contest. Intramural Sports Staff may amend a rating at any time for inappropriate conduct, use of an ineligible player, use of a suspended player, and/or inaccuracy in reporting.

Officials have been instructed not to comment to teams about ratings. Teams may inquire with an Intramural Supervisor at the game site to view their sportsmanship ratings. Teams may also view their sportsmanship ratings in the Intramural Sports Office during normal business hours. A team captain may appeal his or her team's sportsmanship rating by submitting an appeal to the Intramural Sports Office by 12 Noon of the next business day following the game or match. Appeals after this time will not be accepted.

The Intramural Sports administrative staff reserves the right to review any rating given to a team if any actions or behavior are deemed unnecessary.

Rating Factors

The following actions and behaviors by team members, spectators and coaches can have a positive effect on a team's sportsmanship rating:

1. Team members cooperate with and demonstrate good sportsmanship toward members of both teams, spectators, officials, and all other Intramural staff.
2. Team captain exhibits control over his/her team and spectators, converses reasonably and rationally with the officials about rule interpretations/calls, and cooperates by providing any information requested by an IM official/staff.
3. Team members participate in the spirit and intent of the Intramural Sport game rules and/or program policies. Team members accept judgment decisions made by the officials during the contest.
4. Respect is shown for SU Campus Recreation facilities and equipment.

The following actions and behaviors by team members, spectators, and/or team followers can have a negative effect on a team's sportsmanship rating:

1. Participants / spectators who continually complain about officials' decisions and display dissention which may include derogatory or abusive remarks. Complaints include both verbal and nonverbal behavior. Excessive arguing between opposing teams / spectators might also lead to a lower rating.
2. Team captain exhibits little control over his/her team and spectators, converses in a dissenting manner with officials about rule interpretations/calls (discussion is allowed as long as it is done in a mature manner by the team captain), or does not cooperate with game officials or Intramural staff. Does not provide information requested by any intramural sports official/staff while performing duties.
3. Having any technical fouls or penalties for unsportsmanlike conduct or having a player ejected for unsportsmanlike conduct.
4. Taunting an opponent or opposing team spectator (trash talk).
5. Public indecency, vulgarity, or obscenity including foul or profane language and obscene gestures, incidental or intentional, non-directed or directed at an opponent, official, teammate, supervisor, spectator, or Intramural Sports staff member.
6. Physical abuse by participants / spectators in the form of fighting with an opponent, teammate, official, or staff member which occurred before, during, or after an Intramural Sports contest.
7. Any threatening behavior (verbal and/or nonverbal) to any Intramural Sports or Campus Recreation employee, participant, or spectator which occurred before, during, or after an Intramural Sports contest.
8. Individuals/teams that play after the consumption of alcohol/drugs. If the contest has begun when this is discovered, the player/s will be immediately removed from the facility, and the contest will be forfeited to the opponent.
9. Damage to or destruction of any SU or SU Campus Recreation facilities including failure to remove trash from the field or court following a game or match.

Rating Scales

The Sportsmanship Rating System will function on a 4.0 scale with the following breakdown:

4 points or "A": Excellent Sportsmanship

Players cooperate fully with the officials about rule interpretations and calls. The captain also has full control of his/her teammates. Team members and spectators were respectful of opponents and officials and encouraged each other's efforts. At no time was this team disrespectful towards participants or officials.

3 points or "B": Acceptable Sportsmanship

Team members and spectators are respectful of opponents and officials except for one or two minor incidents which may or may not merit a warning from the game officials or supervisor.

2 points or "C": Sportsmanship Needs Improvement

Team members or spectators are disrespectful of opponents or officials on a number of occasions which may or may not warrant a penalty. Captain exhibits minor control over his/herself and his/her teammates and spectators. Teams receiving multiple warnings or having a player ejected for an unsportsmanlike act should receive no higher than a "2" rating.

1 points or "D": Unacceptable Sportsmanship

Teams constantly comment to the officials and/or opposing teams from the field and/or sidelines. The team captain exhibits little or no control over teammates or himself/herself. Majority of individuals on this team are disrespectful of opponents or officials on a regular basis.

****Teams which receive a second unacceptable rating ("1") in the same sport or activity are subject to immediate dismissal from league or tournament play.****

0 points or "F": Season Ending Rating

The following actions can result in an "F" sportsmanship rating:

1. Team is completely uncooperative and out of control before, during, or after intramural sports contest(s).
2. Team captain (spokesperson) exhibits poor control over self, the team, and/or the spectators.
3. Multiple ejections or blatant unsportsmanlike conduct that endangered participants, fans, officials, or supervisors.
4. Team fails to cooperate / comply with intramural sports administrative staff / University officials while performing their duties; falsely represents or withholds any requested information.

****Teams which receive a "0" rating are subject to immediate dismissal from league or tournament play.****

Sportsmanship, Playoff Eligibility and Playoffs

In order for a team to be eligible for playoffs, they must have an average sportsmanship rating of 3.0 points ("B") at the conclusion of the regular season for the league. The average shall be calculated by adding each team's rating for each game and then dividing by the number of scores added.

A team's regular season record will not be a determining factor for playoff eligibility.

A team must maintain its 3.0 points ("B") average or better sportsmanship rating during the playoffs.

The average will include regular season and playoff games. A winning team which receives 1.0 to 2.4 points sportsmanship rating ("C" or "D") in a playoff game is subject to dismissal from further tournament play and should be prepared to appeal to the Intramural Sports Office on the next business day to remain in the tournament. If the team is allowed to advance, it must receive a 3.0 points or higher sportsmanship rating ("A" or "B") in all remaining playoff games.

Any team which receives a sportsmanship rating of 1 point or below ("F") 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 sportsmanship rating of 2 points or below ("D" or "F") 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.

Protests and Appeals

Questions pertaining to interpretation of rules on the part of game officials must be resolved by the Intramural Sports at the time the protest occurs and prior to the next live ball. Judgement cannot be protested! The procedures are as follows:

1. If a team/participant feels that the official has misinterpreted a rule, the Team Captain shall calmly and immediately request a “time out” and inform the official that he/she wishes to have a ruling on the interpretation by the Intramural Sports staff member present.
2. No protest will be accepted which involves the judgement of the game official(s). The judgment of the official(s) is final.
 - a. Example: One foot in bounds while in possession of the ball constitutes a legal catch in flag football.
 - i. Case 1: an official rules the pass incomplete because the “player did not have two feet in bounds”. This is misinterpretation of the rule, which IS grounds for a protest.
 - ii. Case 2: An official rules the pass incomplete because the “players first foot landed on the sideline”. This is a judgement call, which IS NOT grounds for a protest.
3. If correction is necessary, the Intramural Sports staff in charge shall rule immediately and the team/participant shall not be charged with a time out. However, if the official’s interpretation was correct the team/participant will be charged with a time out.
4. If a protest is upheld or denied, play will resume from the most appropriate point that it was stopped.
5. Eligibility protests must be submitted in writing to the Assistant Director of Campus Recreation – Laura Waginger by 5:00pm the day following the game.
6. In playoffs, a team must protest eligibility prior to the next scheduled round involving the team.
7. In cases of disagreement between individuals in matches without officials, the Intramural Staff Member on site will make a final decision on the disagreement.

Forfeits and Defaults

If a team or contestant fails to appear at the appointed place and time the Intramural Supervisor in charge shall declare the contest forfeited to the team or contestant ready to play (as long as that team has the required minimum number of players checked in). For team sports, having two less than the required number of participants ready to play at the start of a contest is considered a forfeit, unless otherwise stated in the Stevenson University Intramural Sports rules.

1. Consequences of a Regular Season Forfeit

Any team which forfeits a contest may become ineligible to participate in the playoff tournament. All forfeits results in an automatic 0 point (F) Sportsmanship Rating.
2. Multiple Regular Season Forfeits

If a team forfeits a second contest during the regular season, the team will be dropped from any further play in that sport.
3. Ineligible Players & Administrative Forfeits

Any team using an ineligible player shall forfeit all games in which the ineligible player had played. Teams that are dropped from a league due to use of ineligible players or other administrative infractions shall not be charged the forfeit fee as long as the number of remaining eligible players is enough to have fielded a team that could have received a default for the contest.
4. Players on Teams Winning by Forfeit

If a team wins a game by a forfeit, all names listed and verified as eligible by the Intramural Sports staff will be considered to have played that game.
5. Players on Teams Forfeiting Their Only Game

If a team forfeits its first scheduled contest and subsequently drops out of the league without playing a contest, those players who have signed-in for the forfeiting team will not be considered part of that team and may join another team without penalty.
6. Failure to Field Enough Players

At game time one less than the required number of participants to start a contest is considered a forfeit, unless otherwise stated in the Stevenson University Intramural Sports rules. **Depending on the schedule for each night, the intramural staff might grant a team a 5-minute wait period for team member, but it is not guaranteed**

7. Reporting a Default

When teams are aware that they will be unable to field the required number of players for a game or match, the team should notify the Intramural Sports Office no later than 12 Noon on the day of the contest (12 Noon Friday for Sunday games) to receive a default for the scheduled contest.

8. Consequences of a Regular Season Default

A team which records a default (at the game site or by notifying the Intramural Office) for a regular season contest receives a loss and a sportsmanship rating of 3.0 for the defaulted contest. The team will be retained in the league without penalty for the remainder of its scheduled games. Players who have signed-in for a team that defaults its first regular season game and subsequently drops out of the league without playing a game will not be considered part of that team and may join another team without penalty.

9. Multiple Regular Season Defaults

If a team defaults (game-site or reported) a second game during the regular season, the team may be dropped from any further play in that sport.

Ejected or Suspended Participants

Any player, spectator, or other visitor may be ejected by game officials or other Intramural Sports staff for any conduct deemed unsportsmanlike or outside of the spirit of the rules. An ejected person is immediately ineligible for ALL intramural sports and activities, both in the sport of the ejection and all other intramural sports.

Ejection Process

Any participant who is ejected must exit the playing field immediately. Intramural Supervisors will address the situation/s with the ejected individual/s and also communicate what the required process is for reinstatement. Even after an ejection, players will still be held accountable for their actions and behavior, which may be noted by the Intramural Supervisor. Once a participant is ejected from an Intramural Event he/she is ineligible until the reinstatement process has been complete and all suspensions (if sanctioned) are served.

Reinstatement Process from an Ejection

1. Prepare a written statement detailing the events surrounding the incident. The statement should be delivered to the Intramural Sports Office in Garrison Hall North - Room 106 or emailed to the address listed on the Ejection Procedure Checklist given to the ejected person, when possible, at the time of the ejection. (to be completed within 7 days of ejection).
2. Schedule an appointment to meet with the Assistant Director of Campus Recreation to discuss the incident (to be completed within 7 days of ejection).

If these steps are not completed during a 7-day grace period, additional sanctions may be issued.

Failure to Complete Reinstatement Procedure

An ejected person who does not complete the required steps in the reinstatement procedure outlined above remains ineligible for all Intramural Sports leagues, events, and activities for the remainder of his/her collegiate career. This "lifetime suspension" from all Intramural activities carries over from academic year to academic year until the ejected person completes the outlined procedure to regain his/her eligibility. The ejected person's name will be removed from the list once the reinstatement procedure is completed.

Verbal Threats or Physical Assaults of Players, Spectators, Game Officials, and Other IM Staff

Anyone who threatens or physically assaults a spectator, player, official, or supervisor will be automatically suspended for a minimum period of one semester not including the semester that the incident occurred. The person

must petition the Intramural Sports administrative staff for reinstatement into the program. Further, appropriate charges may be filed with the University Student Conduct.

Suspensions

While an ejected player's suspension from intramural sports begins at the time of the ejection, any official suspension for the ejected participant's actions with respect to the particular incident does not begin until issued during the ejected participant's meeting with the Assistant Director.

Ejections that Warrant Indefinite Suspensions

1. Physical Contact with Intramural Sports Staff Member or Another Player
Any player or spectator that makes physical contact in a threatening manner (battery) toward an official or supervisor. SUSPENSION - Minimum of one semester, effective immediately. Participant may be referred to University Office of Student Conduct.
2. Leaving the Bench Area to Participate in an Altercation
Team members and/or spectators who leave benches/viewing area to participate in any isolated altercation. SUSPENSION - Minimum of one game, effective immediately.
3. Threatening Behavior towards a Staff Member, Opponent, or Patron
Threatening behavior (verbal or physical) toward an official/supervisor/participant. INDEFINITE SUSPENSION. Effective immediately.
4. Violation of Eligibility Standards
Individual playing on more than one team in any intramural activity and/or in violation of established eligibility rules. INDEFINITE SUSPENSION. Effective immediately.
5. Use of an Assumed Name or Other Fraudulent Act
Fraudulent acts shall be defined as misrepresentation of a score, playing while ineligible or under suspension, using another person's SU ID, or allowing an individual to use your ID for intramural competition. Should a participant, team captain, chairperson or other associate be guilty or responsible for the use of an assumed name or fraudulent act, he/she will face an indefinite suspension from all intramural activities and must apply for reinstatement to the Intramural Sports program by completing the Ejected Participant's Reinstatement Procedure.

Alcohol, Drugs and Tobacco Policy

Possession or consumption of alcohol or drugs on the University campus is prohibited. Furthermore, all forms of tobacco are prohibited at any and all Intramural Sports venues. In the event that an individual is suspicious of alcohol or drugs, an Intramural Staff member will notify Public Safety immediately. If necessary that individual will be referred to University Student Conduct and could may be suspended from future participation within the Intramural Sports Program. Consumption of alcohol or drugs either at the game site or prior to the game will not be tolerated. Team captains and participants are responsible for cooperating with Intramural Staff in the event a team member or spectator is suspected of alcohol, drug or tobacco use. Any violation or failure to cooperate with this policy could potentially result in suspension indefinitely from the Intramural Sports Program and possibly extend to other Campus Recreation activities.

Ethnic Intimidation Statement

The Department of Campus Recreation **WILL NOT** tolerate any individual displaying any act of "malicious intent" towards a particular race, color, religion or national origin of another individual or group. If any individual displays such behavior, that individual will immediately be suspended from participation and will be processed to the full extent through University Student Conduct. Any student who encounters or witnesses any actions or behaviors that are impacted by this statement should immediately report the incident to a member of the Intramural Staff.

Championship Shirts

1. Students will receive a championship shirt upon winning an intramural sports league, tournament, or select competitions.
2. Students must play in the championship game to receive a shirt, but may appeal that by 5 PM the next day (See Appeals).
3. The Office of Campus Recreation holds the right to deny a participant a shirt if they have already received a shirt depending on the remaining number of shirts.

Mustang Cup

The Mustang Cup allows groups in the university community compete against each other in intramural sports throughout the school year in a variety of activities for the Open Division, Coed Division, and Women's Division.

Stipulations

- If a team is dropped from a league they will not receive ANY points for that sport
- If a team forfeits a game they will not receive participation points for that activity
- Teams that are active in the Points System may not designate their points for a certain activity to go to another team in the Points System

SU Intramural Cup

For the Mustang Cup, any organization or organized team is eligible to enter the point system. Each group must report their intent to become involved in the point system at the time of registration. These organizations must keep the same team name and a majority of the same players throughout the Intramural season.

Point Process

- Obtain information online or at the Campus Recreation Offices about all activities/registration dates.
- Sign-up team/individual during registration period
- Select appropriate group on registration form or during online registration to identify that team with the corresponding group. If participating in the Open Division, use the same name upon registering the team (i.e. Hungry Like the Wolf).
- Teams must have at least 75% of the members from the original group. Participants will be awarded points based on the league/playoffs in which they actually participate
- Points will be totaled at the end of each semester to update the results based on the procedure below.

Points Distribution

- 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 academic year.
- Teams that are in the Point System are not allowed to distribute points to other teams. Individual/Dual Tournament participants must designate to which group they want their points allotted BEFORE the event starts.

League Sports

<i>Fall Semester</i>	<i>Spring Semester</i>
Flag Football, Beach Volleyball, Tennis 3v3 Basketball, Indoor Volleyball, Racquetball	Basketball, Dodgeball, Billiards, Soccer 16-inch Softball, NBA 2K19

<u>Point System</u>			
<u>Regular Season</u>	<u>Points</u>	<u>Playoffs</u>	<u>Points</u>
Per win	100	1st Place	250
1st place bonus	75	2nd Place	150
Participation w/o forfeit	50	3rd & 4th Place	75
Manager's module	50		
Sportsmanship bonus per game	3.5 SR and above = 50		

Tournaments / Contests

<i>Fall Semester</i>	<i>Spring Semester</i>
16-inch Softball, Fornite, Fantasy Football Billiards, Madden	Bowling, Basketball All-Star Challenge, Beach Volleyball, Rocket League, March Madness Bracket Corn Hole, Can Jam, Spikeball

<u>Point System</u>			
	1st Place	100 Points	
	2nd Place	50 Points	
	3rd & 4th Place	25 Points	
	Per win	15 Points	
	Participation w/o forfeit	10 Points	

For Individual Tournaments & Contests, the points are distributed per person. For example, a person that receives first place in Billiards Singles will receive 110 points (100 points for 1st place and 10 points for participation). Points for Dual Tournaments are per team, so a team that wins Billiards Doubles will receive 120 points (100 for 1st and 20 for participation).

A maximum of 8 participants per group can receive points

Inclement Weather

1. The SU Intramural Sports Staff reserves the right to cancel or reschedule a game if circumstances warrant such an action. Regular season games that are cancelled due to rain or snow do not have to be rescheduled. Games postponed due to other reasons may or may not be rescheduled at the discretion of the Intramural Staff.
2. Weather conditions at the playing field will be monitored by the Campus Recreation staff with postponements and cancellations that follows departmental weather policy.
3. In case of inclement weather, the Intramural Sports staff will not make a decision regarding the playing of games until after 4:00pm.
 - a. If inclement weather occurs after the closing of the Intramural Office, decisions regarding game status will be made on the field by the Intramural Site Supervisor.
 - b. When games are cancelled due to weather, the fields will not be open for practice.

Risk Management

As with all physical activity, there are inherent risks while participating in the Stevenson University Intramural Sports Program. Since participation is on a voluntary basis, neither Stevenson University nor the Department of Campus Recreation will accept responsibility for injuries sustained while participating in any of the program offerings. Since the Department of Campus Recreation does not provide medical insurance, it is strongly recommended that all participants obtain medical insurance.

It is the responsibility of the participant to determine if any of their health conditions make it inadvisable to participate in any of the activities offered through the Intramural Sports Program. The Department of Campus Recreation does not assume that responsibility. It is strongly recommended that all participants obtain a medical release from their physician.

For all sports and activities run through the intramural Sports Program, participants are required to read and sign off on the Informed Consent Agreement and Insurance Statement Agreement. The agreement releases Stevenson University and all officers or agents of Stevenson University of any and all responsibility or liability, claims or demands from injury or personal property damage of others caused by a participant during or because of participation in an Intramural Sport or activity.

The Intramural Sports Staff are trained to handle incidents according to Stevenson University and the Department of Campus Recreation emergency policies and procedures. Any and all injuries sustained while participating in an Intramural Sport Program should be reported to an Intramural Staff member immediately regardless of the severity. Once reported, an accident report will be completed and kept on file.

Reserve Clause

The Department of Campus Recreation reserves the right to change and amend any policy or rule as seen necessary. Influencing factors may include participant safety, program needs and incidents that are uncontrollable by nature. The Department of Campus Recreation also reserves the right to rule and make judgments on all interpretations pertaining to Intramural Sports rules, regulations, eligibility and disciplinary action. The decision of the department is final.