

APPALACHIAN STATE UNIVERSITY



INTRAMURAL SPORTS HANDBOOK

2008 - 2009

University Recreation

OBJECTIVES & MISSION

The University Recreation Department has as its mission to conduct a broad range of activities for students, faculty and staff of Appalachian State University based upon the philosophy expressed in the following statements:

Foundational Beliefs

- It is a university responsibility to promote a complete and intelligently conducted recreational program in which all students, faculty and staff have the opportunity to participate.
- College men and women are in a formative and active phase of their lives when vigorous participation in active games and recreation is necessary and beneficial.
- College students need to be encouraged to participate in wholesome recreation rather than recreation which degrades and diminishes.
- It is our responsibility to promote respect and tolerance of diversity in people.
- It is our responsibility to promote our ethic of stewardship of our facilities, equipment, and natural resources.

Administrative Objectives

University Recreation promotes ASU through organized recreational activities. University Recreation strives to provide:

- The best possible recreational opportunities for the students, faculty and staff of Appalachian State University.
- An opportunity for recreation and relaxation from strenuous school, work, and rapid pace of modern day society for all participants.
- An environment that is conducive to learning and open to creative expression.

Learning Outcomes for Participates

It is our desire that every student who participates in University Recreation programs will benefit by:

- Improving physical and mental health through the joy of participation in recreational activities.
- Learning the skills and establishing the habit of participating in a variety of activities in the present so an enjoyment of promoted recreational activities will continue after leaving Appalachian State University.
- Making social contacts and developing friendships that the camaraderie of recreating together affords.
- Developing a sense of teamwork and group spirit that recreating together produces.
- Further developing their leadership capabilities.

Intramural Sports Mission

Intramural Sports activities offer the opportunity for students to compete against their peers in a friendly and structured environment. Through team sports, individual/dual activities or special event, individuals can find the activities that fit their needs. Most activities take place on the Boone campus of Appalachian State University with a few exceptions. In all of our events, we stress sportsmanship and fairplay.

Intramural Sports Code of Ethics

Good sportsmanship is vital to every contest. In order to encourage proper conduct during Intramural Sports contests, supervisors, officials, scorer/timers, and administrative staff will make decisions as to warn, penalize, or eject players/teams for poor sportsmanship. The University Recreation Council will rule on further penalties to be prescribed as a result of unsportsmanlike conduct as outlined below. The team captain/manager is responsible for the actions of all individual members of the team and for any spectators directly related to their team. The conduct of the players and spectators before and after each game is as important as the conduct during the game. Each team will be held responsible for conduct at these times, as well as during the game.

The Intramural Sports Office is located in the
Student Recreation Center (SRC) Room 113.
For more information, please visit our office or
contact us at (828) 262-2100.

Please visit our web site at www.urec.appstate.edu

INTRAMURAL SPORTS STAFF

Administrative Staff

Eddie SimmonsAssoc. Dir. of University Recreation/Director of Intramural Sports
Jamie Seay..... Coordinator for Intramural Sports
Jeanne Lawrence Administrative Assistant

INJURIES/ASSUMPTION OF RISK

*****Warning: You may suffer physical and/or mental injury from participating in activities offered by the Intramural Sports Program.**

Participation in the Intramural Sports Program is completely *voluntary* on the part of each individual. It is strongly recommended that all participants have a physical examination and secure adequate medical insurance prior to participation. All injuries should be reported to the Intramural Sports Supervisor in charge of the activity and a complete report of the injury should be recorded on the proper form and filed with the Intramural Sports Office. This report, when appropriate, should be completed at the site of the activity.

ENTRY PROCEDURES

Each team captain or Intramural Sport representative is responsible for forming and entering his/her own team. The following procedure should be used for each sport:

1. Keep watch for special notices that will be posted in the Student Recreation Center and at various spots across campus that provides information for each activity. Deadlines for entries will also be announced on the **Information Hotline at 262-UREC (8732)** and also in the **University Recreation Pocket Calendars**.
2. Come by the Intramural Sports Office in the Student Recreation Center and pick up an entry form and return it to the office by 5:00pm on the specified date.
3. For sports that require your attendance at a *Mandatory Team Representative Meeting*, all teams must be represented at these meetings. The representative must be listed as Team Captain, Co-Captain, or listed on the roster in order to pick up the roster at the meeting and must show proof of identification. The team representative must stay the entire length of the meeting. If a team is not represented at the Mandatory Meeting or leaves early, the captain of that team must report to the Programmer of that sport and pay a twenty-five dollar (\$25) fee before they will be permitted to pick up their game schedule. The team must also choose between taking a loss on their record, or losing twenty (20) All-University Points. If taking a loss is chosen, it will be added to the regular season record. If a team representative comes in after the meeting has started, but before 10 minutes have lapsed in the meeting, a (\$10) fee will be charged to the team captain.
4. ***Please complete your entry form neatly and accurately!*** **INCOMPLETE FORMS ARE NOT PREFERRED!**
5. Schedules for all activities will be available as soon as possible and may be picked up at the Intramurals Sports Office by any team member (preferably team captains). **No schedules will be mailed or given out over the telephone.** Please make sure your team has someone assigned to pick up schedules for your team!

NOTE: If you are interested in participating in any activity but are having problems finding enough of your friends who are interested in participating in the activity, notify the Intramural Sports Office for assistance. Usually there are some teams who are short on players and would like to have you join their team.

RESPONSIBILITY OF TEAM CAPTAINS

Each team entered in any Intramural Sports activity must have a team captain who will act as the official liaison between the team and the Intramural Sports Office. It is the team captain's responsibility to turn in his/her team roster at the specified time, check eligibility of each of his/her players before and during the season, and keep his/her team informed on rules, policies, and regulations governing each sport. Information sent out by the Intramural Sports Office should be read with care and followed with appropriate action. Each captain **must** see that the members of his/her team are given the opportunity to read all pertinent information. Some of the team captain's duties are to:

- a. Organize the team and enter it into competition before the deadline date.
- b. Ensure a representative from the team attends the Mandatory Team Representative Meeting.
- c. Keep their names, address, and telephone numbers up to date in the Intramural Sports Office.
- d. Be familiar with all Intramural Sports eligibility rules and see that their team plays only eligible players.
- e. Keep the team members informed as to time and place of the scheduled activity and see that they are present.
- f. Make an effort to see that those representing his/her team play according to the rules of the game and conduct themselves as good sports.
- g. Help assist in making arrangements for postponed games.
- h. Make a regular check of the Intramural Sports bulletin board to keep informed of changes and/or updates. During tournament play a daily check is recommended.
- i. Provide extra personnel such as scorer/timers when requested.

LEAGUES

DIFFERENT LEAGUES OFFERED:

A team may enter any one of the three (3) different leagues in each sport based strictly on the talent level of your team. In most activities there will be a cross section of Greeks, Independents, and Residence Hall teams all near equal talent. The three leagues will be defined as follows:

1. **AAA League** – designed to meet the needs of the highly skilled, competitive participants. Teams may be Greeks, Independents, or Residence Hall organizations. The AAA point system will apply for all teams in this league. The champions of the AAA league will receive award T-shirts. There will be no scheduled post-season play against other AA or A league teams.
NOTE: All ex-professional and ex-varsity players are limited to the AAA League.
2. **AA League** – designed to meet the needs of intermediate skilled yet still competitive participants. Teams may be Greeks, Independents, or Residence Hall organizations. The AA point system will be in effect for all teams competing in this league. The champions of the AA League will receive award T-shirts. There will be no scheduled post-season play against other AAA or A league teams.
3. **A League** – designed to meet the needs of participants who are at a lesser skill level than AAA and AA yet still desire to compete against teams who are at the same level. The A point system will apply for all teams in this league. The champions of the A League will receive award T-shirts. There will be no scheduled post-season play against other AAA or AA league teams.

NOTE: In some activities it will be necessary to have only an AAA League and/or AA League due to an insufficient number of entries. Watch for notices on our activity information sheets concerning this matter.

SPECIFIC LEAGUE ELIGIBILITY RULES

Independent Teams

1. Independent teams are primarily designed for students who live off campus, graduate students, and for campus organizations other than Greeks (social fraternities).
2. Independent teams may enter the AAA, AA, or A Leagues depending on the talent level of their team.

Greek Teams

1. Greek organizations may be represented by individuals who are active members or pledges of that organization.
2. Greek Alumni enrolled in classes may participate on a Greek team provided they are listed on the scholarship role in the Office of Student Services and have paid active dues.
3. Fraternities and Sororities may enter the AAA, AA or A Leagues depending on the talent level of their team.

Residence Hall Teams

1. Residence hall teams must be represented by individuals who live within the limits of their hall.
2. Residence hall teams may enter the AAA, AA, or A Leagues depending on the talent level of their team.

SCHEDULING

Regular Season

Schedules for regular season play will be based on the number of teams entered, the number of fields/courts available for play and the availability of times. Schedules will be in round robin format.

Playoffs/Tournaments

League Tournaments: The number of teams that will qualify for each league tournament will depend on the availability of facilities. Teams will be notified as soon as a decision can be made. There will be a tournament draw meeting for all teams who qualify for the playoffs. All teams will be given the opportunity to draw for placement within the bracket according to their final regular season record.

TOURNAMENT GAMES MUST BE PLAYED AS SCHEDULED – NO POSTPONEMENTS OR RESCHEDULES WILL BE CONSIDERED.

POSTPONEMENTS/RESCHEDULED GAMES

Since all Intramural Sports teams have the opportunity to specify no more than one hour per day in which they will be unable to play when they submit their entry form, postponements and rescheduling of contests are extremely rare. However, the Intramurals Sports Office is willing to cooperate in extraordinary circumstances by allowing occasional postponements of contests, but because of the many entries and short playing seasons, these will be kept to a minimum. A valid reason must be presented to postpone a regularly scheduled contest. Must contact Intramural Coordinator and the request must be submitted the Thursday prior to the week your game is scheduled by 2:00pm.

PARTICIPANT ELIGIBILITY

GENERAL ELIGIBILITY RULES

The following set of eligibility rules applies to all persons participating in the Intramural Sports Program. In addition, rules applying to the various leagues are used to determine the eligibility of all players. It is the responsibility of each team to know the existing Appalachian State University Intramural Sports rules. **IGNORANCE OF ANY INTRAMURAL SPORTS RULE IS NOT AN EXCUSE!!!!** The Intramural Sports Office reserves the right to put into immediate effect any rule changes or modification regarding eligibility. The Intramural Sports Office does not assume responsibility for investigation of the eligibility of all participants. The Intramural Sports Office will however investigate any case as requested.

- I. All current full-time semester undergraduate and graduate students, or part-time students on the Boone campus (ASU), enrolled as a student and who has paid the student activity fee shall be eligible to participate in all Intramural Sports activities offered during the semester provided they meet all other eligibility requirements listed in this handbook.

- II. All full-time faculty and staff members employed by Appalachian State University are eligible to participate in the Intramural Sports program provided they have a valid faculty or staff ID card and meet all other eligibility requirements.
- III. Each team or individual competing in the program must submit a complete roster containing players names, team name, ASU Box #'s, team captain signature, email address and phone number of the team captain. Rosters must be turned in by 5:00pm on the day of the entry deadline or at the time specified on the fact sheet for each sport.
- IV. Team Sports: each player must be signed up on the team roster form in the Intramural Sports Office prior to his/her participation.
- Team rosters are limited to 20 participants and there will be 2 stipulations for T-shirts: T-shirts will be given to twice the number it takes to play the sport (example: Basketball – 10 T-shirts given) Persons receiving T-shirts had to play at least one regular season game or a playoff game. Captains will be responsible for designating the people who are eligible to receive a T-shirt.
- V. To be eligible for the post-season tournament, a participant must be added to the team roster before the 3rd Thursday of the regular season.
- VI. Team captains will be responsible for checking the eligibility of their own players and should check that of their opponents. For individual/dual entries, each participant is responsible for his/her own eligibility.
- VII. Individuals must compete under their own name. Any player using an assumed name will be barred from Intramural Sports participation during the season and the team will be penalized with forfeits for all games in which the violator participated. The Intramural Sports Office and the University Recreation Council reserves the right to bar any organization that willfully uses an ineligible player.
- VIII. A person may compete for only one team. Once that person has participated in one game for a team, he/she is not eligible to transfer to another team for any reason. Violators will be barred from further Intramural Sports participation and the second team the violator played for will forfeit all games in which the violator participated. Team captains should keep in constant touch with all of their players to avoid penalty to his/her team. NOTE: Players with special problems should contact the Intramural Sports Office (262-2100) and we will make every effort to work out something that will be fair to all people involved.
- IX. An individual who is competing in **PROFESSIONAL ATHLETICS** shall be barred from competing in that Intramural sport or its counterparts.
- A. People who try-out with professional teams but are cut and are never officially on the roster during a season may participate in the **AAA League** only. Teams are limited to only **one (1)** such person and must abide by the deadlines for adding players to their roster.
- B. People who have competed (played in a regular season game) in a professional sport and have been out of that sport for at least **three (3) years** may participate in that Intramural sport and any of its counterparts. Such players must participate in the **AAA League** only and teams may not have more than **one (1)** such person on their roster.
- C. People who have participated in semi-professional sports such as AAU, Foreign Leagues, or equivalents will be required to show proof that they have received **no** pay to the University Recreation Council who will make the final ruling concerning his/her eligibility.
- NOTE: People who have played professional sports will always retain their professional status.**
- X. Varsity athletes will not be eligible to compete in the sport which they hold varsity status or any counterparts to that sport.
- A. A person is considered to be a member of a varsity team if he/she has participated with a varsity or junior varsity team during the current academic year or is receiving aid in the form of athletic scholarships, work study, etc. from the Appalachian State University Athletic Department.
- B. Walk-ons, red shirts, and others who are working out with the team are considered varsity athletes and will not be eligible to compete in that sport or its counterparts.
- C. Any person who is dismissed from a varsity team or voluntarily quits the team will not be eligible to compete in that Intramural sport or any of its counterparts until the first day of the following school semester. For eligibility purposes the semesters will be divided as **January 1- May 27, May 28 – August**

14, and August 15 – December 31. Players may not participate in a varsity sport and the same Intramural sport during any one time frame. Such person must also satisfy the following requirements:

1. Show proof in writing from the head coach in that sport that he/she is no longer affiliated with the team and the date of his/her termination.
2. Must be able to prove that he/she is no longer receiving aid from Appalachian State University Athletics and that they have paid the mandatory student activity fee.
3. Must be added to an Intramurals Sport team roster according to Section V of these rules.
4. Must not play for a team that has another player, who fall into the category of ex-professional or ex-varsity athletes.
5. Must not play for a team with any club sports players on it.

EX-VARISTY ATHLETES are defined as people who have participated in a junior varsity or varsity sport in the past two (2) calendar years. These players are limited only in the sport in which they held varsity status. This includes walk-ons, red shirts, and dismissed players, players who quit the team and scholarship athletes. Teams may not have more than **one (1) ex-varsity player** on their roster and they must compete in the AAA League.

• **All ex-professionals and ex-varsity athletes are allowed to participate in the AAA League only in their particular sport.**

CLUB SPORTS ATHLETES are defined as people who meet any of the following criteria:

- A. Have participated in scheduled practices and/or extramural games/matches with the club team
- B. Have paid membership dues to the club
- C. Are listed on the Club Sport roster
- D. Are recognized by the Club President as a team member for valid reasons other than those listed above

A Club Sports member will maintain their club sport status for one full academic year (Fall – Summer) regardless of when their competitive season is.

Teams may have **one (1) Club Sports member** on their roster regardless of the number of required players for that sport in the **AA League**.

Team may have **two (2) Club Sports members or one (1) ex-varsity/ex-professional** (no combination) on their roster regardless of the number of required players for that sport in the **AAA League**.

Related Sports Include:

<u>Varsity/Club Sport</u>	<u>Intramural Sport</u>
Baseball, Softball	Softball
Basketball	Basketball
Football	Flag Football, 4-on-4 Flag
	Football, Arena Football
Golf	Golf
Racquetball	Racquetball
Soccer	Soccer, Indoor Soccer
Tennis	Tennis
Ultimate Frisbee	Ultimate Frisbee
Volleyball	Volleyball, Sand Volleyball, Walleyball

INELIGIBLE PLAYERS

The Intramural Sports Staff may forfeit any contest immediately upon discovery of any ineligible participant(s). Any game played with an ineligible player will result in a forfeit for the team with the ineligible player. Teams may not play ineligible players even by mutual agreement of both team captains and other players in the contest. Such players shall be ineligible for all Intramural Sports competition until reinstated. During play-offs, the last contest in which an ineligible player participated shall be recorded as a forfeit win for the opposing team. NO reorganization of the tournament shall occur.

SPORTSMANSHIP RATING POLICY

Rating Method

Each team will be rated by officials, supervisor, and scorer/timer following each game. To be eligible for play-offs, a team must have an average sportsmanship rating of 2.5 or greater. During play-off games a team must maintain an average of 2.5 or better if they wish to remain in the tournament.

Rating Scale

A – 4.0 – Excellent Rating:

- *The team captain has full control of his/her teammates and fans.
- *Team and fans cooperate fully with the officials, supervisors, scorer/timers, and opposing team.
- *Team converses reasonably and rationally with IM staff about rule interpretations/calls.
- *No vulgar language or gestures were displayed.

B – 3.0 – Good Rating:

- *Minor language issues (profanity, derogatory term, including slang). When warned discontinues using the language.
- *There is little or no complaining and an attitude of cooperation existed for the most part.
- *The team captain has control over teammates and spectators.

C – 2.0 – Fair Rating:

- *Any team that has a player ejected will not receive a rating greater than 2.0
- *Team members and spectators are disrespectful of officials and opponents on a few occasions.
- *Captain exhibits minimal control over themselves and teammates.
- *There were numerous displays of vulgar language or gestures (including slang).

D – 1.0 – Poor Rating:

- *Team as a whole is disrespectful of officials and opponents on a regular basis.
- *Captain has little or no control over their team.
- *Team had to be warned continuously about language and/or gestures

F – 0.0 – Unacceptable Rating:

- *A team receiving an unacceptable rating must meet with the Intramural Sports Coordinator before their next game.
- *The team captain has no control over the team, spectators, or self.
- *Officials had to end the game because they could not regain control of the game.

Note:

- *At any point during the regular season or playoffs, the captain may come by the UREC office to check their team's sportsmanship rating.
- *Advanced Default = Both teams receive a rating of 4.0
- *Forfeit = Team that forfeits receives a rating of 0.0, and the other team receives a rating of 4.0

POLICIES & PROCEDURES

INTRAMURAL SPORTS POLICIES

Violation: Ejection from game due to rule infraction or unsportsmanlike conduct.

Penalty: First Offense – automatic suspension from that game. All ejected participants must meet with the Intramural Sports Coordinator prior to further participation.
Second Offense – suspension from participating in the remainder of that activity.

Violation: Ejection from a game due to fighting.

Penalty: First Offense – automatic suspension from next game and 1 year probation.

Second Offense – suspended from participating for 1 full year and 1 year probation. If individual violates this suspension, the team is dropped from Intramural play.

Violation: Team benches emptying onto playing field/court.

Penalty: First Offense – automatic forfeit of that game by both teams and mandatory meeting with the Intramural Sports Coordinator and the Associate Director of University Recreation.

Second Offense – automatic suspension of individuals on teams rosters from participating in that activity for remainder of the season and 1 year probation.

Violation: Continuous evidence of unsportsmanlike conduct by individuals, teams, or spectators throughout Intramural Sports competition.

Penalty: Mandatory meeting with Intramural Sports Coordinator and possible penalties which may include:

- a. Probation or suspension of team for the remainder of sport/activity.
- b. Probation or suspension of individual players, captains, and/or spectators for the remainder of sport/activity.

Violation: Misconduct of individuals, teams, or spectators during or after the last game of the season.

Penalty: Mandatory meeting with the Intramural Sports Coordinator and possible penalties which may include:

- a. Probation of individuals on team roster for upcoming activities
- b. Suspension of individuals on team roster for upcoming activities.

Violation: Verbally abusing or threatening any member of the UREC staff.

Penalty: First Offense – automatic suspension of the individual from the remainder of that game. All ejected participants must meet with the Intramural Sports Coordinator prior to further participation.

Second Offense – suspension of that individual for the remainder of that activity and possible suspension from all Intramural Sports activities for the remainder of the semester.

Violation: Shoving, striking, or physically abusing any member of the UREC staff.

Penalty: Automatic suspension of individual for the remainder of the semester. And in addition, suspension of individuals on team roster for upcoming activities for the following semester.

**** All penalties listed are minimum. Stiffer penalties may be prescribed by the University Recreation Staff, University Recreation Council, or the Judicial Council.**

FORFEITS & DEFAULTS

The object of any Intramural Sports program is to involve the members of the student body, faculty and staff in active programs. If a team forfeits a game, the objectives of the program are not met and students are deprived of active participation. It is with this principle in mind that the following policies governing forfeits and defaults have been made:

Forfeits

- A. A forfeit results in any contest when an individual/team does not show up at the scheduled game time. To obtain a contest victory by forfeit, the minimum number of players for that sport must be present and check in with the Intramural Sports Staff.
- B. Forfeits shall be assessed for the following reasons: use of an ineligible player, a player who participates under an assumed name, non-appearance at a scheduled contest (non-appearance is defined as not having any players present) and unsportsmanlike conduct.
- C. Any team receiving their **second forfeit** will be automatically dropped from further competition in that sport.
- D. The penalty for a forfeit will be a twenty dollar (\$20) fee assessed to the forfeiting team. The forfeit fee is due within twenty-one (21) days of the forfeit or it will be transferred to the team captain's student fee account.

Defaults

- A. Any individual/team knowing in advance that they will be unable to play a regularly scheduled contest is provided the opportunity to default that contest.
- B. In order for a contest to be considered a default, the team captain must come by the Intramural Sports Office by 2:00pm the day of the game and fill out an advanced default form. **No defaults will be taken over the phone!** A loss will be assessed for the default, but a forfeit would be avoided.
- C. A team will be given a default if they do not have the minimum number of players required to start a contest.
- D. A team is allowed to default only one contest during a sport's season. The second default will be treated as a forfeit.
- E. If a team defaults three (3) times they will be dropped from competition in that sport.

ROSTER ADDITIONS

Additions must be made prior to participation. Roster addition may be completed by the Intramural Sports Office or from a supervisor on duty at the game sites. Players may be added to the roster up through the last day of regular season. **NO ADDITIONS DURING PLAYOFFS**

INCLEMENT WEATHER POLICY

Decisions concerning the postponement of games due to inclement weather will be made as soon as possible on the day of the scheduled activity. Under normal circumstances, decisions will not be made until 3:00pm. Teams should call the **Information Hotline at 262-UREC (8732)** to be informed of the postponements. Postponements due to inclement weather are made to protect the participants and the playing fields. Check the Intramural Sports bulletin board in the Student Recreation Center for rescheduled games. In the event games cannot be rescheduled, each team will receive a win.

TIE BREAKER PROCEDURE

(Taken from the procedures utilized at the National Invitational Flag Football Championships)

- A. If a two-way tie exists, it will be decided as follows:
 - 1. A forfeit during regular season play will place such team at the lower seed.
 - 2. Head-to-head competition (may still be tied if game was rained out and not rescheduled).
 - 3. As in B-3
 - 4. As in B-5
 - 5. As in B-7
- B. If a three-way tie exists, it will be decided as follows:
 - 1. Forfeit – A forfeit among any of the tied teams will drop that team to the lowest possible seed among the three tied teams.
 - 2. Head-to-head competition.
 - 3. The difference between total points scored versus total points allowed. For example:
Team A defeated Team B 7-0, Team B defeated Team C 7-6, and Team C defeated Team A 13-6.

Team A		Team B		Team C	
7	0	0	7	6	7
<u>6</u>	<u>13</u>	<u>7</u>	<u>6</u>	<u>13</u>	<u>6</u>

13 13
Diff = 0

7 13
Diff = -6

19 13
Diff = +6

Thus Team C finishes first. Team A finishes second and Team B does not qualify.

4. If two teams have the same point differential, then who beat whom in head-to-head competition will determine play-off placement.
5. If all three teams have the same point differential, then the total points scored will determine play-off placement.
6. If two teams have scored the same number of points, then who beat whom in head-to-head competition will determine play-off placement.
7. If all three teams have scored the same number of points, then the fewest points allowed will determine play-off placement.
8. If two teams have allowed the same number of points, then who beat whom in head-to-head competition will determine play-off placement.

PROTESTS

All protests must be made by the protesting team's captain in the presence of the officials, the supervisor, and the opposing team captain at the time and place of the incident. The protest must be made immediately (before the ball becomes alive) following the incident. Protests will try to be resolved at the game site if possible. If satisfaction is not gained by the protesting team after the head official and the supervisor have made their decision, further consideration may be obtained by filing a written protest by 5:00pm on the day following the contest. Protests made in games played on Friday, Saturday, or Sunday must be filed in the Intramural Sports Office by 5:00pm the following Monday. All protests must be typed or printed legibly and include the time and date of the contest, all details of the game including the score, time-outs remaining, fouls, position of the ball at the time of the protest, the team and/or individuals involved, and the final outcome of the contest.

The University Recreation Council will be called at the earliest possible time for a meeting to rule on the protest. Team captains from each team will be present to represent their respective teams. On protests filed immediately preceding the start of the play-offs where a meeting of the University Recreation Council is not possible, the Programmer will conduct a phone poll of the Council. Protests may be filed on misinterpretation of the rules and player eligibility. NO protests will be accepted on the judgment calls of an official! Teams who wish to check the eligibility of a player during regular season play may come to the Intramurals Sport Office and we will be happy to do a thorough check on the individual in question without charge. Protests on player eligibility during the play-offs must be done prior to the start of the contest and made known to the officials and supervisor.

REINSTATEMENT AND APPEAL PROCESS

Any player, coach, or spectator who is ejected from an Intramural Sports contest is automatically suspended from all Intramural Sports activity until official reinstatement. Any player, coach, or spectator that verbally or physically abuses any Intramural Sports Staff will be suspended. Any player who purposely touches any official during an activity will be automatically suspended from all Intramural Sports activities for one year. The guidelines which apply to reinstatement are as follows:

- A. To be reinstated, one needs to meet with the Intramural Sports Coordinator or the Associate Director of University Recreation as soon as possible following the ejection (it is the responsibility of the individual to arrange a meeting). Ejected party cannot participate in any event until reinstated.
- B. The period of suspension for each person who is ejected from all Intramural Sports activities, shall be determined by the Intramural Sports Staff. The minimum suspension for any ejection is one game plus a three month probationary period.
- C. No individual will be reinstated prior to a personal visit with the Intramural Sports Coordinator or the Associate Director of University Recreation or his/her appointee.
- D. Appeals shall be considered by the University Recreation Council by appointment only. Individuals wishing to appeal a staff decision must submit a written request after notification of the decision.

ALL-UNIVERSITY POINT SYSTEM

All organizations competing for the All-University Points Award must submit a master roster by November 1st to the Intramural Sports Office (in the Student Recreation Center). The roster has a limit of fifty (50) people.

INTRAMURAL POINT SYSTEM

I. Participation points will be awarded as follows:

- A. Team Sports: Organizations may enter two (2) teams in the **AAA League**, two (2) teams in the **AA League**, and two (2) teams in the **A League**. Each team entering any of the sports listed below will receive ten (10) participation points provided they complete the entire season:
 - * Flag Football * Team Handball * Softball * Basketball * Soccer * Volleyball
 - * Indoor Soccer * Co-Rec Volleyball * Arena Football * Dodgeball * Water Polo
 - * Water Basketball
- B. Individual/Dual Sports: Organizations may enter two (2) teams in the **AAA League**, and two (2) teams in the **AA League**. Each team entering any of these activities will receive ten (10) participation points provided they complete the entire competition.
 - * Tennis * Racquetball * Pickleball * Badminton * Horseshoes * Table Tennis
 - * 2-on-2 Basketball * 2-on-2 Volleyball * Ping Pong * 2-on-2 Sand Volleyball
- C. Special Events: For more individualized sports/activities such as those listed below, organizations will receive two (2) points per participation up to a maximum of ten (10) points.
 - * Golf * Punt, Pass, & Kick * Swim Meet * 4-on-4 Football * Hot Shot Contest
 - * Track Meet * Free Throw Contest * 3-on-3 Basketball * Sand Volleyball
 - * Fitness Challenge * Whiffleball * Turkey Trot * 5K Road Race * 3 Point Contest
 - * Mini Triathlon * Kickball * NCAA Bracket Challenge * Hit, Run & Throw

II. Victory/Loss Points: Victory and loss points will be given in each sport as shown on the following chart. The number of points given will vary depending on the event and league.

III. Divisional Place Points: Divisional place points will be awarded for the top finishers in each division within the league. Division winners in AAA will receive ten (10) points and runner-ups five (5) points. In AA winners will receive eight (8) points and runner-ups four (4) points. In A winners will receive six (6) points and runner-ups two (2) points.

IV. League Place Points: League place points will be awarded for the top finishers in league competition. AAA League place points shall be ten (10) points for each win and five (5) points for a loss up to the finals, at which time the League winner will receive twenty (20) points and the League runner-up will receive fifteen (15) points. Points will be awarded for “byes” in tournament play. Ten (10) points will be given if following the bye, the team wins its first game, and five (5) points if the team loses its first game. AA League place points shall be eight (8) points for each win and four (4) points for a loss up to the finals, at which time the League winner will receive ten (10) points and the League runner-up will receive five (5) points. Points will be awarded for “byes” in tournament play. Eight (8) points will be given if following the bye, the team wins its first game, and four (4) points if the team loses its first game. A League place points shall be six (6) points for each win and two (2) points for a loss up to the finals, at which time the League winner will receive five (5) points and the League runner-up will receive two (2) points. Points will be awarded for “byes” in tournament play. Six (6) points will be given if following the bye, the team wins its first game, and three (3) points if the team loses its first game.

Note: Teams who receive a forfeit will lose twenty (20) points for each forfeit.

VICTORY/LOSS POINTS FOR TEAM SPORTS

<u>Number of Teams</u>	<u>AAA League</u>	<u>AA League</u>	<u>A League</u>
3 Team League	50 per win	30 per win	10 per win
	15 per loss	8 per loss	2 per loss
4 Team League	33 per win	20 per win	7 per win
	10 per loss	5 per loss	2 per loss
5 Team League	25 per win	15 per win	5 per win
	7 per loss	4 per loss	2 per loss
6 Team League	20 per win	12 per win	4 per win
	6 per loss	3 per loss	2 per loss
7 Team League	16 per win	10 per win	3 per win
	5 per loss	3 per loss	2 per loss
8 Team League	14 per win	9 per win	3 per win
	4 per loss	3 per loss	1 per loss
9 Team League	12 per win	8 per win	3 per win
	3 per loss	2 per loss	1 per loss
10 Team League	11 per win	7 per win	2 per win
	3 per loss	2 per loss	1 per loss
11 Team League	10 per win	6 per win	2 per win
	3 per loss	2 per loss	1 per loss

* The above format will be used for all team sports using a round robin style format.

INDIVIDUAL/DUAL POINT SYSTEM

	<u>AAA League</u>	<u>AA League</u>
Single Events	4 – wins, 2 – loss	2 – win, 1 – loss
Double Events	8 – wins, 4 – loss	4 – win, 2 – loss

In double elimination tournaments points will be one-half the value in the loser's bracket until the championship game. For sports such as Golf, Punt, Pass, and Kick, and ladder tourneys, points will be awarded in descending order of finish from the top of the charts. Allotment of points will be determined by the number of entries.

AWARDS

TEAM AND INDIVIDUAL AWARDS

Individual awards will be presented to the AAA, AA, and A Champions in all scheduled Intramural Sports activities. Awards will be available to pick up in the Intramural Sports Office following the championship games in Men's, Women's, and Co-Rec leagues. The awards will be available for up to thirty (30) days following the completion of the championship game.

For team activities, the number of awards that will be allowed will be two (2) times the number it takes to play in the game at one time. Teams with less than these amounts will receive an award for each member of the team (ex. Softball requires ten (10) players, thus the team may receive up to twenty (20) awards).

ALL-UNIVERSITY POINTS AWARDS

All-University Points awards will be presented to the organization that successfully wins the All-University Points Championship for the overall year. Individuals of the winning organization may pick up their awards the last week of the spring semester. The total number of awards that will be allowed for the three leagues (men's, women's, and co-rec) will be fifty (50) individual awards. The Intramural Sports Office will display three plaques with names of the men's, women's, and co-rec All-University Points Champions.

SPECIAL AWARDS

The Male and Female Intramural Participant of the Year Award will be presented annually to the outstanding athletes in both the men's and women's leagues. Organizations may nominate people from their group whom they feel are deserving of this award. Nominations will be screened by the Intramural Sports Staff and voted on by the University Recreation Council in the first week of April. On October 18, 1997, the University Recreation Male Participant of the Year Award was renamed the Kenny Potts Male Participant of the Year Award in memory of his dedication and devotion to University Recreation at Appalachian State University.

Decisions will be based on the following criteria:

1. Sportsmanship
2. Number of activities entered
3. Success in each activity
4. Other involvement in the program (i.e. official, committees, clubs)
 - Winners of this award will receive a personal plaque and their name will be engraved on a permanent plaque located in the trophy case of the Student Recreation Center Lobby.

INTRAMURAL SPORTS OFFICIALS PROGRAM

HOW TO BECOME AN INTRAMURAL OFFICIAL

All persons interested in becoming an Intramural Sports Official may do so by one of two ways:

1. Stop by the Intramural Sports Office, fill out an application and attend the pre-season clinics.
2. Register for the Sports Officiating Course offered by the Health, Leisure, and Exercise Science Department. The individual will earn three credit hours and will be trained to officiate Intramural Sports games.

TRAINING CLINICS

No experience is necessary to become an Intramural Sports Official. We feel that the officials can learn from our program through our training clinics and on-the-field experiences which will enable them to get better and better as the season progresses. Countless hours are spent with the officials training program. Several training clinics are conducted for each major sport throughout the year. Pre-Season tournaments are held prior to the start of games in some activities. These clinics are designed to discuss the philosophy of the officials program, rules study, film reviews, and officiating mechanics.

OFFICIALS & SCORER/TIMER CLINICS

<u>Date of Clinic</u>	<u>Activity</u>	<u>Location and Time</u>	
September 2	Flag Football Scorer/Timers	6:00pm	SRC
September 2	Flag Football Officials	7:00pm	SRC
September 3	Flag Football Officials	7:00pm	SRC
September 4	Flag Football Officials	TBA	SFF
September 10	Soccer Officials	7:00pm	SRC
September 11	Soccer Officials	7:00pm	SFF
October 1	Volleyball Officials	7:00pm	SRC
October 2	Volleyball Officials	7:00pm	SRC
October 20	Team Handball Officials	7:00pm	SRC
October 21	Dodgeball Officials	7:00pm	SRC
January 20	Basketball Officials	7:00pm	SRC
January 21	Basketball Scorer/Timer	6:00pm	SRC
January 21	Basketball Officials	7:00pm	SRC
January 22	Basketball Officials	TBA	SRC
February 11	Indoor Soccer Officials	7:00pm	SRC
February 12	Indoor Soccer Officials	TBA	SRC
March 4	Softball Scorer/Timers	7:00pm	SRC
March 17	Co-Rec Volleyball Officials	7:00pm	SRC
March 25	Arena Football Officials	7:00pm	SRC

NOTE TO TEAMS & PLAYERS CONCERNING OFFICIALS

Game officials are an essential element in any team sports program. Where team sports programs exist, every administrator sees to it that the best available officials are used to officiate the games. This is exactly the approach we take here in the ASU Intramural Sports Program. We use the "BEST AVAILABLE" officials, who in our case are University students. They are the best available for within the framework of our operational budget as allocated by the Division of Student Development. The going rate for high school officials is sixty-five dollars (\$65) per game. Our present official's pay scale ranges from six dollars and twenty-five cents (\$6.25) to six dollars and seventy-five cents (\$6.75) per game. In order to maintain our policy of "no entry fees", the use of student officials is a necessity and also a desire of our program. We concentrate many hours in educating our student officials to make them become the best official they can possibly become. We hold pre-season clinics and meetings throughout the season that are mandatory for all officials. However, just as most things, officiating requires a lot of experience in order to become efficient. We grade officials in terms of improvement on a game-by-game basis. To grade inexperienced officials against perfection is unfair to them and breeds a lack of confidence in the individual officials mind concerning his/her work.

We get plenty of complaints filed about our officials and these are taken constructively by our staff. However, we also realize that the Southern, ACC, SEC, and all other athletic conferences down through the junior high ranks also receive complaints about their officials. Officials who work those games are the best in the world. Officiating is one of the jobs that people expect you to be perfect on your first assignment and improve every following game. Hopefully, all teams and participants will understand our position on this matter and play in a manner that will overcome any inefficiency on the part of an official. If you have a problem with any official you are welcome to file your complaint in our office and we will discuss the problem with you in a rational manner. Do not try to settle this problem on the field or court with the official. We give you our promise that we will make every effort to correct your problem.

"Poor officiating doesn't win or lose a game, but it can make you have to play a little harder to win." Lou Holtz, Former Football Coach, University of Notre Dame and the University of South Carolina

"Good teams never allow the officiating to determine the outcome of a game; they will always play better than the calls that are made by an official."

Paul "Bear" Bryant, Former Football Coach University of Alabama