

MOREHEAD STATE UNIVERSITY
Intramural Handbook
(updated: July 2012)

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WELCOME

This handbook is designed as an information resource for individuals interested in learning more about the intramural programs and services offered by the Morehead State University Recreation and Wellness Department. It is our sincere hope that you will take advantage of the variety of opportunities offered.

Calendar of Events

FALL SEMESTER 2012

ACTIVITY	ENTRY DEADLINE	PLAY BEGINS	SITE	ENTRY FEE*
Softball League	August 29	Tues., September 4	City Park	\$25.00
Bowling (Team)	September 12	Mon., September 17	Wilson Lanes	\$15.00
Tennis (S/D)	September 19	Sun., September 23	Sadler Courts	FREE
Beach Volleyball Tourney	September 26	Fri., September 28	Sand Courts	\$5.00
Racquetball (S/D)	September 26	Sun., September 30	RECW RB Courts	FREE
Golf (Individual)	October 3	Fri., October 5	Eagle Trace G.C.	TBA
Corn Toss (D)	October 31	Fri., November 2	RECW Lawn	FREE
Volleyball League	October 31	Wed., November 7	RECW Gym	\$25.00
Flag Football Tournament	November 7	Fri., November 9	RECW Lawn	\$15.00
Turkey Shoot	N/A (drop-in)	Mon., November 12	Button Rifle Range	FREE
Wallyball Tournament	November 14	Sun., November 18	RECW RB Courts	\$5.00
Table Tennis (S/D)	November 28	Fri., November 30	RECW Gym	FREE
Dodgeball Tournament	December 5	Fri., December 7	RECW Gym	\$10.00

SPRING SEMESTER 2013

ACTIVITY	ENTRY DEADLINE	PLAY BEGINS	LOCATION	ENTRY FEE*
Basketball League	January 23	Mon., January 28	RECW Gym	\$25.00
Free Throw Competition	N/A (drop-in)	TBA	RECW Gym	FREE
Spot Shot Competition	N/A (drop-in)	TBA	RECW Gym	FREE
3-point Shot Competition	N/A (drop-in)	TBA	RECW Gym	FREE
Badminton (S/D)	February 6	Fri., February 8	RECW Gym	FREE
Bowling (S/D)	February 6	Mon., February 11	Wilson Lanes	FREE
Fun Run/Walk	February 20	Sat., February 23	RECW	FREE
Swim Meet	February 27	Thurs., February 28	RECW Pool	\$15.00
Soccer League	March 13	Tues., March 26	Jacobs Field	\$25.00
Ultimate Frisbee	March 13	Tues., March 26	Jacobs Field	\$25.00
Horseshoes (S/D)	April 3	Mon., April 8	City Park	FREE
Golf - 2 person scramble	April 17	Fri., April 19	Eagle Trace G.C.	TBA
Tug-of-War	May 1	Thurs., May 2	RECW Lawn	\$10.00

Accurate as of August 12, 2012 - These dates are tentative and subject to change. Entry deadlines are Wednesdays. Rosters and team entry fees ***must*** be submitted on-line via IMLeagues.com before the specified entry deadline date/time. Visit or call the Intramural Office (Recreation and Wellness Center, Room 109P; 606-783-5284) or view our website: <http://www.moreheadstate.edu/intramurals> .

STAFF DIRECTORY

Yvette Kell.....	Director, Recreation & Wellness
Margaret LaFontaine.....	Intramurals & Family Programs Coordinator
Eric Spurlock.....	Manager, University Bowling Center
Jane Tenyer.....	Assistant Director Fitness Wellness & Student Development
Stephanie Evans.....	Fitness & Special Programs Coordinator
Jenny Duncan.....	Aquatics Coordinator
Patrick Langendorfer.....	Outdoor Recreation Coordinator

PHONE NUMBERS

Intramural Office (RWC, Room 101P).....	783-5284
Equipment Room/Racquetball Court Reservations	783-5286
Wilson Bowling Lanes (Room 111, LHB).....	783-2812
Natatorium	783-2391
Member Services Desk.....	783-2083
Outdoor Recreation Center	783-2149

MISSION STATEMENT

The Department of Campus Recreation and Wellness (CRW) at Morehead State University is committed to providing opportunities which enhance and encourage healthy lifestyle choices. CRW is dedicated to promoting student development through diverse recreational programming, employment and leadership opportunities.

INFORMATIONAL RESOURCES

Handbook and Calendar of Events - The handbook contains information regarding all Intramural programs and services as well as policies and procedures for participants.

E-Mail - Have your questions regarding Intramural programs and activities answered by sending a message to intramurals@moreheadstate.edu

IMLeagues.com - A free website used for online participant/team registration. All participants are required to have an imleagues.com account. This site also provides information on upcoming sport leagues and activities, game schedules, league standings, etc. To register for an account, visit: www.imleagues.com/MoreheadState/Registration and provide the appropriate information.

Intramural Office - For the latest information regarding programs, activities and schedules, including inclement weather announcements, call (606) 783-5284 or stop by room 101P in the Recreation and Wellness Center.

STUDENT EMPLOYMENT OPPORTUNITIES

Students are the backbone of our program. Each year, we employ a number of students to assist in the provision of recreational services to the MSU community. Interested individuals should visit the MSU Career Services website (<http://www2.moreheadstate.edu/career/>) and register for an account with MSU Job Links. Once the account is activated, an applicant may search for available positions (employer listed as: MSU Recreation & Wellness Center) and submit application materials online. Available Intramural positions include: Equipment Room Attendant, Intramural Sports Official (seasonal), Intramural Sports Scorekeeper (seasonal) and Intramural Activity Supervisor (seasonal). Other positions within Campus Recreation and Wellness include: Equipment Room Attendant, Fitness and Wellness Supervisor, Fitness Attendant, Group Instructor, Personal Trainer, Aquatics Supervisor, Lifeguard, Bowling Center Attendant, Facility Supervisor, and Member Services Representative. We hire students via the federal and institutional student employment program. Prospective employees are encouraged to periodically check the Job Links site and apply early, as hiring decisions are often made, and training sessions scheduled, in advance of the position's start date.

ID CARDS

A valid Morehead State University ID (Eagle Card) must be presented to participate in all Intramural activities and/or enter the Recreation and Wellness Center. If an ID card is lost or stolen, you may participate in certain outdoor intramural activities by presenting proof of identification (photo ID) *and* proof of current enrollment at MSU. Different policies exist for entering the Recreation and Wellness Center without a valid ID. Replacement ID cards may be obtained (for a \$20 fee) during business hours from the Card Access Center, located on the ground floor of ADUC.

EQUIPMENT LOAN

Individuals and groups may borrow equipment for basketball, volleyball, racquetball, softball, table tennis, badminton, and a variety of other activities from the Equipment Room, located in the Recreation and Wellness Center during normal hours of operation.

A valid Eagle Card or Recreation and Wellness Center ID must be presented to borrow equipment. There is no charge to the individual/group, as long as the equipment is returned in good condition after use. The borrower(s) will be held responsible for lost/damaged items.

POLICIES AND REGULATIONS

It is the responsibility of each team/participant to be knowledgeable of existing intramural rules. **IGNORANCE OF ANY INTRAMURAL RULE IS NOT AN EXCUSE!!** In the interest of safety and fair play, the Recreation and Wellness Department reserves the right to effect rule changes or modifications regarding equipment, facilities and/or participant eligibility.

RESPONSIBILITY FOR ELIGIBILITY

- A. Questions regarding participant eligibility should be brought to the attention of the Intramural staff for appropriate action as soon as possible. **Team captains/managers will be held responsible for verifying the eligibility (i.e., current student, resident, and/or Greek/Club membership, resident, faculty/staff) of their team members.**
- B. Each participant **must** possess an active account on IMLeagues.com, and be listed as a member of the team for which s/he is participating. With advanced technology (i.e., 'smart' phones), it is possible for an individual to register for an IMLeagues.com account and join a team at the game site. However, due to time concerns, it is strongly recommended that a participant register at least two hours before the contest. Team captains/managers should not allow the participation of an individual without an IMLeagues.com account.
- C. An individual is not eligible to participate for a team unless his/her name appears on that team's roster. Team captains/managers may add new players until the last game of the regular season. However, unless otherwise indicated, an individual must participate in at least two regular season contests/games to gain eligibility for post-season play.
- D. The team captain is responsible for ensuring player additions or changes to the team roster via IMLeagues.com. Such additions/changes are considered official, and new players will be considered eligible for participation ***only*** after the information is submitted to IMLeagues.com. Once submitted, a participant's name may not be switched from one roster to another team's roster (see Participant Eligibility, Item D).

PARTICIPANT ELIGIBILITY

- A. A current Morehead State University ID card is required to participate in the intramural program, both indoor and outdoor activities. If an ID card is lost or stolen, you may participate in certain outdoor intramural activities by presenting proof of identification (photo ID) **and** proof of current enrollment at MSU. Different policies exist for entering the Recreation and Wellness Center without a valid ID. Replacement ID cards may be obtained (for a \$20 fee) during business hours from the Card Access Center, located on the ground floor of ADUC.
- B. Participants must be undergraduate or graduate students at Morehead State University. Faculty/Staff ('benefits eligible employees) may participate, without restriction, in Independent divisions. They may not participate in Greek or Residence Hall divisions unless certain criteria are met (i.e., recognized member of Greek organization or occupant of the residence hall). Part-time ('non-benefit eligible') employees, retirees and alumni are not eligible for participation.
- C. A participant may represent only one league/division team in a sport during any given season. After competing in one contest with a team, a player may not transfer to another team in that sport. (The individual's name on the scorecard constitutes participation, regardless of whether or not s/he entered the contest.) However, an individual may participate on a men's or women's team **and** a co-rec team. In the event a player's team forfeits out after the first two games of the season, s/he may appeal to the Intramural & Family Programs Coordinator for placement on another team.

- D. Any participant using an assumed name or false ID shall be banned from all intramural sports for the remainder of that academic year and may be reinstated only after meeting with the Intramural & Family Programs Coordinator. In addition, the team captain who knowingly allowed an ineligible participant to represent his/her team will also be sanctioned. In the absence of the team captain, the individual who served as 'proxy' captain for the contest (in which an ineligible participant was used) will be sanctioned.
- E. Players, coaches, or spectators removed from an intramural contest for any reason including, but not limited to, unsportsmanlike behavior, fighting, physical or verbal abuse of an opponent or staff member will be suspended from **ALL** intramural activities until reinstated. Participants receive an automatic, one game suspension for an unsportsmanlike conduct ejection. Offenses deemed serious enough will be presented to the Recreation and Wellness Director and/or the Dean of Students for further disciplinary action.
- F. Unless specified otherwise, an individual must participate with his/her team in a minimum of two (2) regular season contests in order to gain eligibility for post-season competition. Participation is achieved when the individual's name appears on the score sheet of games won/lost. If a game is won by forfeit or default, all individuals whose names appear on the score sheet will receive credit for participation. It is the captain's responsibility to ensure participant IDs are presented and recorded on the score sheet of a defaulted/forfeited game.
- G. A person listed on an NCAA roster may not play for an intramural team in the same (or similar) sport during the season s/he is participating in the varsity sport. This includes, but is not limited to, individuals categorized as scholarship, redshirt, walk-on, junior varsity, or 'practice squad' members. NCAA 'non-qualifiers' (individuals recruited to the university, but not yet cleared for varsity athletic competition) are also ineligible for participation on an intramural team in the same (or similar) sport. A current varsity athlete is encouraged to consult with his/her head coach prior to participating in any intramural activity to prevent violation of team/NCAA policy.
- H. Students who have earned varsity letters or whose name is on an NCAA sports roster (including athletic grants-in-aid and 'non-qualifiers'), as determined by respective coaches, at any four year or two year college or University are subject to the following:
Team sports: Such participants shall be ineligible for intramural participation in that sport, or its related sport, for the remainder of the current academic year. If the varsity athletic season ended during the spring semester of 2012, the individual could begin participating in the fall of 2013. The rule is in effect even if the athlete leaves the team during the academic year. Exception: If the individual is a graduating senior and/or has exhausted all his/her NCAA eligibility, s/he may participate in that sport but not during the same semester.
Ringer Rule: This rule allows former varsity athletic team members an opportunity to participate in their sports (or related sport) in the intramural program. The following number of "ringers" are allowed: One (1) ringer for a sport requiring 4 to 8 team members (basketball, soccer, team bowling, volleyball, ultimate Frisbee, etc.); Two (2) ringers for a sport requiring nine (9) or more participants (softball, etc.). An individual who received a varsity award will be considered a "former letter winner" for a period of two (2) academic years following the completion of the academic year in which s/he received his/her award.
Individual/Dual Sports: Such participants shall be ineligible for intramural participation in that sport or its related sport for a period equivalent to the current academic year.

Professionals: For intramural purposes, a professional athlete is defined as an individual who signed a contract and is/was compensated (salary, room/board, etc.) for playing a particular sport. Any individual who competed in a sport as a professional shall be ineligible for intramural competition in that sport, or its related sport, for a period of two years following his/her professional participation.

Club Team Members - Individuals representing a recognized Morehead State University club sport team (i.e., men's soccer, bowling) may participate on (related) intramural teams. Participation by club sport team members will be governed by the Ringer Rule. Club sport team members may not participate in (related) individual/dual activities. Sport club members are persons who: 1) have participated in extramural games with the club team; 2) have paid membership dues to the club team; 3) are on the club's team roster; and/or, 4) are recognized by the club officers as a team member for valid reasons other than those listed above. Any violators of these rules are subject to the stated penalties plus further discipline by the Intramural Office. Questions about the interpretation of these rules should be presented to the Intramural & Family Programs Coordinator. Please contact the Coordinator of Student Organizations, Leadership Development & Greek Life for a list of 'recognized' club sports.

- I. Members of Greek Organizations (fraternities and sororities) are eligible to represent their chapter, provided they are recognized (listed) on the official chapter roster as an "active", "holdover", or "graduate" member. "Inactive" members may **not** participate. Updated, official chapter rosters are provided to the Intramural Office by the Coordinator of Student Organizations, Leadership Development and Greek Life on a regular basis.
- J. Participants representing a Residence Hall must be a current occupant of that building. Individuals who change residence during an activity season may continue to participate with the original team for the remainder of the season. However, the participant must represent the new residence hall in subsequent activities. Upon request, an affidavit of residence must be provided to verify residency.

ENTRY PROCEDURES

The Intramural Office utilizes the website www.imleagues.com to provide information regarding current/upcoming activities, collect team and individual/dual registrations, publish schedules and results, etc. In order to participate, all individuals must register for a free IMLeagues.com account.

To create an **IMLeagues** account:

(Note: IMLeagues offers a **live support button** in the upper right corner of all pages. Please use this button or contact the Intramural Office if you encounter any difficulties.)

1. Go to www.imleagues.com/MoreheadState/Registration

OR

Go to www.imleagues.com and click **Create Account**

OR

Go to 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 the school (steps 2-4)

2. Enter your information, **use your School email** (@moreheadstate.edu or @morehead-st.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 the Morehead State University page – If not, search for Morehead State University 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 the “Morehead 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 (i.e., Men’s Independent, Sorority, Co-Rec Independent, 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/her team
 - iii. Finding the team and captain name on division/league page and requesting to join
 - iv. Going to the captain’s playercard page, viewing his/her 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.
- A. **Information and Entries** - Event/Activity information will be available on IMLeagues.com, and entries will be accepted for team and individual/dual activities, at least two weeks prior to the entry deadlines for each event. When creating a team,

captains/managers should: 1) indicate scheduling preferences (dates/times), and 2) ensure minimum player requirements are met before the first game of the season.

For assistance with IMLeagues.com, click the 'Online Chat' button at the top right of the website, or contact the Intramural Office (101P RECW or 606.783.5284) during business hours.

- B. **Entry Fee** - An entry fee will be required for each team sport and designated special events (see the chart on page 2). The fee may be paid at the Member Services Desk of the Recreation and Wellness Center any time when the facility is open for business. Acceptable methods of payment include cash, check (payable to MSU), credit card (MasterCard, Visa, Discover, American Express) or Beaker Bucks.

Participation in Individual/Dual activities is free of charge, with the exception of the 2-person golf scramble.

- C. **Roster Additions** - Unlimited roster additions are allowed up to, and including, the last game of the regular season. However, to qualify for post-season tournaments, an individual must participate in at least two regular season games. All roster additions must be made via IMLeagues.com prior to that individual's participation. An individual will not be allowed to participate until his/her name appears on the team roster. Rosters/Score cards are printed at approximately 3:30 p.m. on the day of play.

DIVISIONS OF INTRAMURAL COMPETITION

Most sports will offer four separate divisions: Greek, Residence Hall, Independent, and Co-Rec.

Greek - These teams include social organizations registered with the Student Activities, Inclusion & Leadership Development (SAIL) Office and recognized by the Interfraternity, Panhellenic, and Pan-Hellenic Councils. A pledge is not eligible to represent an organization until his/her name appears on the official pledge list filed with, and recognized by, the Coordinator of Student Organizations, Leadership Development & Greek Life (in the SAIL Office) for the semester in question. "Holdovers" and "Graduates" may participate. "Inactives" may not participate. MSU faculty/staff may represent a Greek organization if they are recognized as an active member, or chapter advisor, of that chapter.

Residence Halls - The Residence Hall leagues consist of teams organized by/for the occupants of University-operated residence halls. In order to compete for a residence hall, an individual must reside in that residence hall. If a member of a team moves from a residence hall during a sports season, s/he may finish the remainder of the schedule, but will not be eligible for future competition with that hall. MSU faculty/staff may represent a residence hall if they reside, or are a hall director/advisor of that residence hall.

Independent - Independent teams consist of any eligible individual. Participants who are not eligible to compete in Greek or Residence Hall leagues may compete within this division. Any membership requirements are set by the sponsoring organization/club (i.e., Phi Sigma Pi, Baptist Campus Ministries, Newman Center, etc.), not the Intramural Office. Faculty/Staff may participate on Independent League teams.

Co-Rec - Co-Rec teams consist of men and women participating on the same team. The primary emphasis is placed on fun, recreation and socialization. Any membership requirements are set by the sponsoring organization/club (i.e., Phi Sigma Pi, Baptist Campus Ministries, Newman Center, etc.), not the Intramural Office. Faculty/Staff may participate on Co-Rec League teams.

Faculty/Staff - leagues may be developed in the future if sufficient participation warrants.

RESPONSIBILITY OF TEAM CAPTAINS/MANAGERS

Each team should have a captain/manager to serve as the official liaison between the team members and the Intramural Office.

The duties of a team captain include:

- attend mandatory captain's meetings.
- create team profile/page via IMLeagues.com and submit team entry fee before the deadline date.
- organize the team and invite members to join the roster before the first game of the season.
- encourage team members to frequently check the IMLeagues.com team page to obtain information regarding the date, time and place of scheduled activities.
- be familiar with intramural eligibility policies and ensure team members are eligible for participation (during regular and post-season play).
- encourage team members to be familiar with Intramural policies, play according to the rules governing each sport, and exhibit good sportsmanship.
- assist with the rescheduling of postponed games by communicating with team members in a timely manner and advising the Intramural Office of team availability.
- maintain regular contact with the Intramural staff and check IMLeagues.com frequently to obtain up-to-date information regarding schedules.
- provide assistance (i.e., timers and scorers) when requested.

Information provided by the Intramural Office during captain's meetings and via IMLeagues.com should be read with care and followed with appropriate action. Each captain **MUST** provide members of his/her team with an opportunity to read all pertinent information

SCHEDULING

Regular Season - Schedules for regular season play will be based on the number of teams entered, the number of courts/fields available, and the dates/times offered. Efforts will be made to maximize participation for each team. In most cases, a round robin schedule will be implemented.

Playoffs/Tournaments - The number of teams advancing to post-season play will depend upon a combination of variables including, but not limited to, the number of accessible courts/fields, won/loss record, the dates/times available and the potential for inclement weather. In tournaments not preceded by a regular season, every effort will be made to maximize the number of games scheduled for each team. Teams will be notified of the tournament type as soon as possible.

POSTPONEMENTS/RESCHEDULED GAMES

Efforts are made to avoid postponements and the rescheduling of contests by allowing teams to specify which days/times they are available for play. However, scheduling preferences cannot always be honored. On occasion, and under extraordinary circumstances, a team's captain may request postponement and rescheduling of a game. A valid reason must be provided before postponement of a regularly scheduled contest will be allowed. The following are **NOT** considered valid reasons:

- Group social functions scheduled *after* the intramural schedule has been published.
- Organization or chapter/house meetings.

- Absence of team members. (Exception: a contest may be rescheduled if the MAJORITY of team members are involved in a university-sponsored/sanctioned activity.)
- Tournament games must be played as scheduled - postponements will not be allowed. (Exception: inclement weather)

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. Usually, decisions are not made until 3:00pm. Postponements due to inclement weather are made to protect the participants and, in the case of outdoor activities, the venue.

Team captains/managers should check with the Intramural Office regarding rescheduled games. If games cannot be rescheduled, the game will not count in the standings.

FORFEITS AND DEFAULTS

The object of any intramural program is to involve the participants in an active program. If a team forfeits a game, the objectives of the program are not met and the participants are deprived of an opportunity to expend energy in a constructive manner. With this principle in mind, the following policies regarding forfeits and defaults will be observed:

Forfeits

- A. To obtain a contest victory by forfeit, the minimum number of players for the sport must be present, on the game roster/score sheet, and ready to play.
- B. In team sports, an intramural contest may start or continue with the minimum number of players at any given time.
- C. Forfeits shall be assessed for the following reasons: use of an ineligible player, a player participates under an assumed name, unsportsmanlike conduct, and nonappearance at a scheduled contest. Nonappearance is defined as not having the minimum number of players present and ready to play.
- E. Any team receiving a forfeit during the regular season will not advance to playoffs.
- D. Any team receiving a second forfeit will be automatically dropped from further competition in that sport.

NOTE: The Intramural & Family Programs Coordinator reserves the right to allow or disallow participation in post-season play.

Defaults

- A. A team that knows in advance that they will not be able to play a regularly scheduled contest is provided the opportunity to default that contest.
- B. In order to request a default, the team captain/manager must contact the Intramural Office by 12:00 p.m. on the day of the game. A loss will be assessed for the default, but a forfeit will be avoided.
- C. A team is allowed to default only one contest during a sport's season. A second request to default will be considered a forfeit (and the team will not advance to the playoffs).

PROTESTS

Protests, other than those concerning eligibility, must be made on the field/court of play immediately following the incident in question. **No protest will be accepted for consideration unless it is registered with the responsible official (i.e., umpire, referee, activity supervisor) in charge of the contest at the time the question occurs.** Do not wait until the contest has been completed to register a protest. The following procedure **must** be observed for protesting:

Judgement Calls

1. Protests will not be considered if based solely on a decision involving the accuracy of judgment on the part of a game official.
 - A. Examples of protests which will not be considered include, but are not limited to:
 1. Whether a batted ball was fair or foul.
 2. Whether a runner was safe or out.
 3. Whether a ball/player was in bounds or out of bounds.
 4. Whether a pitched ball was a ball or a strike.
 5. Whether or not an opponent was fouled.
 - B. Any other matter involving only the accuracy of the game official's judgement.

Rule Interpretations

1. Protests regarding the misinterpretation of a playing rule will be settled on the field/court, and should be handled in the following manner:
 - A. All protests concerning rule interpretation **must** be announced as soon as possible after the play in question, and before play continues. The protesting captain should request time out to stop play and lodge the protest with the game official(s). Should play continue before a protest is lodged, the issue will be considered null and void.
 - B. Only the team captain (and/or one designee) may confer with the game official(s).
 - C. The official(s) will note the game situation (i.e., time remaining, inning/period, score, ball possession, etc.) in the event the protest is upheld.
 - D. In contests where a timer is used, the clock will be stopped during discussion of the protest. However, the official has the authority to restart the clock if, in his/her judgment, the protest is being used stall progression of the game or run out the clock.
 - E. The official(s) will clarify the protest and render a decision.
 - F. If a satisfactory resolution to the protest is not reached, the activity supervisor will join the discussion to assist with the ruling. The clock will be stopped during this time. The activity supervisor's decision will be final, **and may not be appealed.**
 - G. If the rule was administered incorrectly, adjustments will be made and the game will resume from the point of interruption. The team lodging the protest will regain the time out used to stop play. The time out will be lost if the protesting team loses the petition.
 - H. Examples of possible rule misinterpretations include, but are not limited to:
 1. Failure to award a merited free throw.
 2. Failure to award the correct number of bases on a thrown/batted ball leaving the playing field.
 3. Permitting the wrong player to attempt a free throw.
 4. Erroneously counting or cancelling a score.

Participant Eligibility

1. Protests concerning the use of an ineligible participant should be handled in the following manner:
 - A. The Intramural & Family Programs Coordinator, or an assigned designee, will rule on all eligibility issues.
 - B. All protests concerning participant eligibility **must** be verbally brought to the attention of the game officials and/or activity supervisor at the time of the infraction, and before play continues. If necessary, the team captain (or designee) should request a time out to lodge a protest. A team may not wait for the outcome of the game before deciding to lodge a protest. Failure to announce the protest before play resumes will imply acceptance of the ineligible participant *and* the end result of the contest.
 - C. If appropriate, the captain of the protesting team may be proactive and bring questions of eligibility to the attention of game personnel before the contest begins. Team rosters are available and may be viewed on IMLeagues.com.
 - D. The captain of the team allegedly using an ineligible participant will be notified of the protest as soon as possible after it has been lodged.
 - E. If the game/contest has not yet started, the captain of the accused team may:
 - 1) elect to remove the participant in question from the game to nullify the protest;
 - 2) continue to use the participant, thereby agreeing to accept the consequences (i.e., forfeit) if the participant is deemed ineligible; or
 - 3) if practical, delay the start of the game for a few minutes to determine the individual's eligibility. (This option may not be feasible for activities held outside the Rec Center, away from available rosters and other resources.)
 - F. If extraordinary questions regarding participant eligibility (i.e., participant not listed on greek chapter roster, or not a resident of the hall represented) arise after the contest has concluded, a **written** protest may be reported (in writing) to the Intramural Office by 12:00 p.m. on the next business day.
 - G. If the protest is upheld and the participant is deemed ineligible to participate, the offending team will be charged with a forfeit. The Intramural Coordinator may impose additional sanctions for violations involving, but not limited to, policies outlined in Section D of Participant Eligibility (page 5).
 - H. If the protest is not valid, the game will be resumed from the point of interruption. The team lodging the protest will lose the time out used to stop play.
 - I. **NOTE:** To avoid a delay in tournament progression, the time requirement for submitting written protests regarding eligibility may be changed during post-season play.
 - J. Examples of ineligible participants include, but are not limited to:
 1. Individuals who have already participated on another team in the same league.
 2. Individuals whose names do not appear on the scorecard and/or team roster *before* entering the contest to participate. (Remember, all participants must have an IMLeagues.com account and be listed on the roster of the team represented.)
 3. Individuals who don't reside in the residence hall represented.
 4. Individuals who are not officially listed on the fraternity/sorority chapter roster.
 5. Individuals who are not currently enrolled (as undergraduate or graduate students), or employed at Morehead State University.

TIE BREAKER PROCEDURE

For post-season tournaments, the following procedure will be used to determine seeding of teams with the same won/lost record:

If a two-way tie exists:

- A forfeit or default during regular season play will result in a lower seed.
- Head-to-head competition (provided teams played each other during regular season).
- Point differential (total points scored vs. total points allowed) in all scheduled games.
- Total points scored in all scheduled games.
- Fewest points allowed in all scheduled games.
- Coin toss.

If a tie exists between three or more teams:

- A team that forfeits or defaults during regular season play will be dropped to the lowest possible seed of the teams involved in the tie.
- Head-to-head competition
- Point differential for all games involving the tied teams. For example: A defeated B 7-0, B defeated C 7-6, and C defeated A 13-6. Team C, with a PD of +7, would be placed highest of the three teams, Team A, with a PD of 0, would receive the next highest seed, and Team B, with a PD of -6, would receive the lowest seed.
- If two teams have the same point differential, then head-to-head competition will determine tournament seeding.
- If all teams involved in the tie have the same point differential, then total points scored will determine tournament seeding.
- If two teams have scored the same number of points, then head-to-head competition will determine tournament seeding.
- If all teams involved in the tie have scored the same number of points, then the fewest points allowed will determine tournament seeding.
- If two teams have allowed the same number of points, then head-to-head competition will determine tournament seeding.

INJURIES & ASSUMPTION OF RISK

WARNING: You may suffer physical and/or mental injury from participating in Intramural activities. Participation in the Intramural and Recreational Program is completely voluntary. Individuals participate at their own risk and assume responsibility for their own health and safety. Morehead State University and the Recreation and Wellness Department are not liable for injuries sustained during participation in any Intramural and Recreation sponsored activity. It is strongly recommended that all participants consult a physician and/or have a physical exam prior to participation. Morehead State University does not provide personal accident/health insurance. Therefore, participants are urged to secure their own adequate health coverage.

All injuries should be reported to the Intramural/Facility supervisor on duty, and a complete report of the injury should be recorded on the proper form. This report, when appropriate, should be completed at the activity site.

PROPER ATTIRE

Teams are encouraged to have shirts or jerseys which provide identifying numbers and uniformity in color for all participants. **Legal numbers, with digits between 0 and 5 (i.e., 10, 15, 25, 55...not 66, 78, or 99) are highly recommended.** In cases where teams do not have uniforms of one distinguishing color, all players may be required to wear a scrimmage vest provided by the Intramural Office.

If two opposing teams are wearing the same or similar color jersey, one team may be required to wear scrimmage vests. The game officials will decide which team will wear the vests if a mutual agreement is not reached.

All participants are required to wear appropriate footwear for competition. Athletic shoes with non-marking soles are required for indoor sports such as racquetball, basketball and volleyball. For softball and other outdoor team sports, the following types of shoes are prohibited: combat boots, metal, metal-tipped, or removable cleats that screw into the shoe sole, and 'five finger' shoes. Molded soles are permissible for these activities. 'Five finger' shoes may be worn for individual activities. All metal (knee) braces should be covered to prevent the steel from being exposed. Members of the Intramural staff, including student supervisors and game officials, may ban the use of any footwear or equipment deemed hazardous to participants.

SPORTSMANSHIP

Good sportsmanship is vital to the conduct of every contest. Sporting contests are important to the participant, but the importance should not become so overwhelming that players lose sight of appropriate behavior. The playing field or court is not a venue for physical or verbal abuse toward participants or spectators. In order to encourage proper conduct before, during, and after the contest, members of the Intramural staff, including administrators, game officials, and student supervisors are empowered to make decisions on whether to warn, penalize, or eject participants, teams and/or fans for unsportsmanlike conduct.

Behavior that promotes intolerance or prejudice, degrades any racial, ethnic, gender or religious group, infers an explicit sexual reference, or promotes destructive behavior is considered disrespectful to the University and its members, and will be addressed and dealt with accordingly. This includes intramural team names.

Participants and spectators, who chose to exhibit unsportsmanlike behavior during a contest, whether directed toward an opponent or an official, during and/or after the contest, may be ejected from that contest. The ejection may be administered by a contest official, intramural supervisor, or a member of the Intramural staff. Examples of unsportsmanlike behavior which will result in ejection include, but are not limited to, excessive swearing, vulgar or abusive language, unnecessary roughness, excessive technical fouls, flagrant actions toward an opponent or official, and fighting or inciting a fight.

Any individual ejected from a scheduled contest as a result of unsportsmanlike behavior will automatically suspend themselves from all intramural participation until official reinstatement. Please refer to "Reinstatement & Appeal Process" on page 16.

The team captain/manager is responsible for the actions of any team member or spectator directly related to the team. The conduct of all players and spectators before and after the game is as important as the conduct during the game.

FIGHTING AND MISCONDUCT

All incidents involving fighting and misconduct are subject to sanctions imposed by the Dean of Students and/or Director of Recreation and Wellness.

- A. Shoving or striking an Intramural staff member or game official is a serious offense and shall result in suspension from all Intramural activities for the remainder of the individual's academic career. This also includes an attempt to strike, even if contact is not made.
- B. Any display of 'total disrespect' toward an Intramural staff member or official, including, but not limited to, addressing a staff member or official in an unsportsmanlike or discourteous manner, with continuous abuse toward the staff member or official, shall be ejected from the game and asked to leave the area/facility. Disqualification (depending upon the severity of the situation) may be for the remainder of the season, or, if during tournament play or mid-season, for the next semester. If the incident is severe enough, disqualification may be for a year or more.
- C. Anyone identified as being involved in a fight will be suspended from further participation in intramural activities for one year. Excuses such as "S/he hit me first" or "I was just defending myself" are not acceptable. If a 'team' fight (involving most/all team members or fans in attendance) occurs, the team will be suspended from all intramural activities for a period of one year. A year is considered to be the remainder of the semester plus two enrolled semesters. All individuals listed on the score sheet under the team's name at the time of the fight will be subject to disciplinary action. Team members will not be suspended if they are able to prove that they weren't present.

INELIGIBLE PARTICIPANTS

Any game played with an ineligible player will result in a forfeit for the team using the ineligible player. Teams may not, by mutual consent, agree to the use of ineligible players. During tournaments and post-season play, the last contest in which an ineligible player participated shall be recorded as a win (by forfeit) for the opposing team. The discovery of an ineligible player will not be grounds for tournament reorganization.

REINSTATEMENT AND APPEAL PROCESS

Any player, coach, or spectator who is ejected from an intramural contest is automatically suspended from all intramural activity until official reinstatement. Any player, coach, or spectator that verbally or physically abuses any Intramural staff will be suspended for one year. Any player who purposely touches an official during an activity will be automatically suspended from all intramural activity for one year.

To gain reinstatement, the individual must meet, in person, with the Intramural Coordinator, or designee, as soon as possible following the ejection and/or expiration of the suspension. Individuals will *not* be reinstated prior to such meeting.

The period of sanction for each person suspended from intramural participation shall be determined by the Intramural staff. The minimum suspension for any ejection is one game in the activity from which the person was ejected plus a three month probationary period.

Appeals shall be considered by the by appointment only. Individuals wishing to appeal a decision must submit a written request after notification of the decision.

Intramural Suspension: The individual may not participate in any intramural activity, whether it be a team sport, individual event, or special event until the suspension has been lifted.

Intramural Probation: The individual may continue his/her participation in intramural sports, with behavior under scrutiny, for a minimum of three (3) months and a maximum of one (1) year.

AWARDS

Appropriate awards will be presented to sport/activity winners as listed below:

Team Sports: T-shirts will be awarded to members of each championship team.

Individual/Dual Sports: T-shirts will be awarded to each champion.

Special Events: Appropriate awards will be presented to all winners in each event. Novelty or special awards may also be presented.

Annual Points: A trophy/plaque will be presented to the Fraternity, Sorority, Men's/Women's Residence Hall and Independent group and individual earning the most points for participation throughout the year.

DESCRIPTION OF EVENTS/ACTIVITIES

The following descriptions are provided only as an informational resource. The actual format of any activity is dependent upon available dates/times/facilities and the number of teams or participants entered. For specific information, please contact the Intramural Office.

Badminton - A singles/doubles event. Entrants will participate in a single elimination tournament. Racquets and shuttlecocks will be provided by the Intramural Office. This is a one day event, commencing in the afternoon and continuing until conclusion. Participants not present and ready to participate when called will be disqualified from further participation in the (singles or doubles) event.

Basketball League - A team sport with Greek (fraternity/sorority), Residence Hall and Independent leagues. KHSAA rules will govern play unless otherwise specified. Each team will play a round robin schedule. Teams that do not forfeit during the regular season will participate in a single elimination tournament to determine league champions. Games will be scheduled on the Recreation and Wellness Center courts Mondays thru Thursdays, beginning at 4:30pm and concluding at approximately 9:30 p.m.

Basketball - 3-Point Competition - An individual competition. Each participant will have sixty seconds to earn points by successfully shooting from behind the designated three point arc on the court. At least one basket must be attempted from each of five locations. The top scoring individual in each division will be declared champion. Competition will be available at specific times during the basketball league schedule.

Basketball - Free Throw Competition - An individual competition. Each contestant will shoot twenty-five (25) free throws. The individual in each division of play who successfully makes the most free throws will be declared champion. Competition will be available at specific times during the basketball league schedule.

Basketball - Spot Shot Competition - An individual competition. Each contestant will have sixty seconds to earn points by successfully shooting from five designated spots on the court. Bonus points will be awarded if at least one basket is made from each of the five spots. The top scoring individual in each division will be declared champion. Competition will be available at specific times during the basketball league schedule.

Beach Volleyball - An event for two-person teams. USVBA rules will govern play unless otherwise specified. Matches will take place on the sand volleyball courts, located next to the Women's Varsity Softball field over the course of one weekend (Friday afternoon thru Sunday). Unless otherwise stipulated before play begins, a double elimination tournament will determine champions in each division. **Club members may *not* participate in this event.**

Bowling - A team event and an individual/dual event held during different semesters. (Teams will consist of four participants.) Each participant will bowl three games scratch (without handicap). Winner will be determined by team/individual/dual participants scoring the highest. Rental shoes and house bowling balls are available at the Larry Wilson Lanes (room 111, LHB). Participants may bowl at their convenience during normal hours of operation. Competition will take place over a four to six week period, Monday thru Saturday, from 4:30 p.m. to 10:00 p.m.

Corn Toss - A doubles team event. Entrants will participate in a single elimination tournament. Corn Toss equipment will be provided by the Intramural Office. This is a one day event, commencing in the afternoon and continuing until conclusion. Participants not present and ready to participate when called will be disqualified from further participation in the event.

Dodgeball Tournament - An event for six-person teams. Matches will take place on the Recreation and Wellness Center basketball courts. Unless otherwise stipulated before play begins, a double elimination tournament will determine champions in each division.

Flag Football - An event for seven-person teams (Co-Rec = 8). NIRSA rules will govern play unless otherwise specified. Games will take place on the Recreation and Wellness Center lawn over the course of one weekend (Friday afternoon thru Sunday). Unless otherwise stipulated before play begins, a double elimination tournament will determine champions in each division.

Fun Run/Walk - An individual event. Participants will run (5K) or walk (1 mile) a designated route throughout campus.

Golf - An individual (medalist) event and a team (two-person) scramble. Each participant will play nine holes (without handicap) at MSU's Eagle Trace Golf Course. Winner will be determined by team/individual participants scoring the lowest. This is a one day event, utilizing a 'shotgun' start.

Horseshoes - A singles/doubles event (taking place at the Morehead City Park). Participants will play a single elimination tournament. This is a one day event, starting in the afternoon and continuing until conclusion. Participants not present and ready to participate when called will be disqualified from further participation in the event.

Racquetball - A singles/doubles event taking place at the Recreation and Wellness Center racquetball courts. This is a one day event, starting in the afternoon and continuing until conclusion. Participants not present and ready to participate when called will be disqualified from further participation in the event. Racquetballs and racquets may be borrowed from the RWC Equipment Room.

Soccer - A team league sport. Each team will play a round robin schedule. Teams that do not forfeit during the regular season will participate in a single elimination tournament to determine league champions. Games will be scheduled Mondays thru Thursdays, beginning at 4:30 p.m. and concluding no later than 9:30 p.m.

Softball League - ASA Slow pitch. A team league sport. Each team will play a round robin schedule. Teams that do not forfeit during the regular season will advance to a single elimination tournament to determine divisional champions. Games will be scheduled Monday thru Thursday, beginning at 4:30 p.m. and concluding at approximately 10:30 p.m. Games will be played at the City Park, located across the US 60 By-pass from campus. Softballs will be provided by the Intramural Office. A limited number of softball bats and gloves are available for check out from the RWC Equipment Room.

Swim Meet - An individual/team activity taking place during the spring semester in the RWC Natatorium. Participants will compete in selected individual and team events. The participant with the fastest time in each event will be declared champion. Team champion will be determined by the number of points each individual/team accumulates. This is a one day event, starting at approximately 4:30 p.m. and continuing until conclusion. Participants not present and ready to participate when called may be disqualified from further participation in the event.

Table Tennis - A singles/doubles event taking place at the Recreation and Wellness Center. This is a one day event, starting in the afternoon and continuing until conclusion. Participants not present and ready to participate when called will be disqualified from further participation in the event. Table tennis equipment will be provided by the Intramural Office.

Tennis - This is a one day event, starting in the afternoon and continuing until conclusion. Participants not present and ready to participate when called will be disqualified from further participation in the event. Tennis balls and racquets will be provided by the Intramural Office if the participant.

Tug-of-War - A team event taking place on the Recreation and Wellness Center lawn. A team will consist of six participants. No spikes of any kind will be allowed; flat soled shoes only. Gloves may be worn. Teams will participate in a double elimination tournament against opponents (best two of three matches). This is a one day event, starting in the afternoon and continuing until conclusion. Teams/Participants not present and ready to participate when called will be disqualified from further participation in the evening's event.

Turkey Shoot - This is an individual event, held in the Button Rifle Range. Participants will be allowed a specific number of shots at a paper target. The individual with the highest score in each division will be declared champion. Ammunition will be provided by the Intramural Office. Rifles will be provided and supervised by members of the MSU ROTC detachment. Dates/Times of participation will be provided for 'drop-in' participation.

Ultimate Frisbee® - A team activity. Ultimate is a non-contact sport played by two seven player teams. The object of the game is to score goals. The disc may only be moved by passing, as the thrower is not allowed to take any steps. A goal is scored when a player

successfully passes the disc to a teammate in the end zone which that team is attacking. Games are played on Jacobs Field.

Volleyball - A team and league sport. Each team will play a round robin schedule. Teams that do not forfeit during the regular season will advance to a single elimination tournament to determine divisional champions. Games will be scheduled Monday thru Thursday, beginning at 4:30 p.m. and concluding no later than 10:00 p.m. Games will be played on the Recreation and Wellness Center courts.

Wallyball - A team sport. A fast moving, off the wall game of volleyball played in the Recreation and Wellness Center racquetball courts. Teams consist of four participants. Unless otherwise stipulated before play begins, a double elimination tournament will determine champions in each division. This is a one day event, starting in the afternoon and continuing until conclusion. Teams/Participants not present and ready to participate when called will be disqualified from further participation in the evening's event.

POINT SYSTEM

The intramural point system has been established to stimulate participation in all phases of intramural activities and to offer an incentive beyond the immediate desire to excel in any particular activity. All points earned by a team in any sport count toward the final intramural league standings. Entry points are awarded in all activities. Supplemental points are awarded for successful performance.

A. Point system for major team sports, round-robin competition:

	Enter	Forfeit
Softball	50*	-25
Volleyball	50*	-25
Basketball	50*	-25
Soccer	50*	-25

*The IFC (Intrafraternity Council) voted in September, 2004 to award 125 entry points to all fraternity teams entered in the sports of Softball, Volleyball, Basketball, and Soccer.

1. In the sports listed above, each team entered would receive 50 entry points. Should a team forfeit during league play, it would lose 25 points/forfeit. If a team is dropped from league play, 50 points are forfeited by that team. Teams forfeiting twice are dropped from the league.

2. When round robin competition is scheduled, each team within the league will receive, in addition to entry points, points as listed below. If a club or organization enters more than one team in the same league, it will receive the points accumulated by the most successful team. Clubs/Organizations will not receive points for every team entered.

Playing a divisional game	1 point
Winning a divisional game	3 points
Finishing first in divisional play	30 points
Finishing second in divisional play	15 points
Finishing third in divisional play	10 points
Finishing fourth in divisional play	6 points

B. Point system for teams participating in single elimination tournaments or “placement” events:

When a single elimination tournament is used to determine league (Fraternity, Sorority, Residence Hall and Co-Rec) champions for **Softball, Volleyball, Basketball, Soccer, Tug-of-War, Beach Volleyball, Wallyball or Ultimate Frisbee®**, each qualifying team will receive points as listed below, based upon its finish in the tournament. This point system will also be used for teams participating in “placement” events such as **Bowling, Golf, and Swimming**. If a club/organization is represented by more than one qualifying team, it will receive the points accumulated by the most successful team. Clubs and organizations will not receive points for every team participating in the single elimination tournament. Teams which forfeit during tournament or placement events will not receive points.

First place (League champion)	50 points
Second place (League runner-up)	40 points
Third/Fourth place	30 points
Fifth through Eighth place	15 points
Ninth through Sixteenth place	5 points
All other participants	1 point

C. Point system for individual/dual sports, single elimination and placement events.

	Enter		Enter
Tennis	50	Spot Shot	50
Racquetball	50	3-point	50
Table Tennis	50	Badminton	50
8 Ball Billiards	50	Bowling	50
Free Throw	50	Horseshoes	50
Golf	50	Air Hockey	50
Corn Toss	50	Foosball	50
Swimming	50		

Each participant will receive the points listed below, based upon his/her finish in the tournament. A competing unit will only receive the tournament (not entry) points accumulated by its three most successful representatives.

First place (League champion)	50 points
Second place (League runner-up)	40 points
Third/Fourth place	30 points
Fifth through Eighth place	15 points
Ninth through Sixteenth place	10 points
Seventeenth through Thirty-second place	5 points
All other participants	1 point