

Intramural Handbook
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Letter from the Vice Chancellor of Student Affairs

Dear UAFS Students:

Our university is growing and changing right before our eyes. In addition to new academic programs and a new residence hall, a new intramural field is on the way. But whether your favorite game is played on the field, court, or other venue, I strongly encourage your participation in our rapidly growing intramural program.

One of our goals in Student Affairs is to encourage lifelong healthy habits related to fitness and wellness. Participating in intramurals is a great way to build healthy habits. Regardless of your skill level or present fitness level, we have a place for you. It's a great way to enjoy friends, practice teamwork, and develop your physical and mental skills.

College life typically involves long hours of study and work. Caring for and challenging your body helps consistently meet these demands. This is the very practical side of intramurals.

So, intramurals is fun, it can develop healthy lifelong habits, and it prepares you to successfully negotiate the rigors of college life. What's not to like? So, sign up today and get in on the action.

Dr. Lee Krehbiel
Vice Chancellor of Student Affairs

Letter from the Coordinator of Intramurals

Dear Participant,

The Intramural Sports program is one of the most exciting and fastest growing programs at UAFS. Intramurals brings together students, faculty, and staff to provide a way for you to have fun, be competitive, and relieve some of the stress of college life. All students should take advantage of the opportunity to participate in intramurals and make your experience at UAFS even better.

The motto of the intramural program is "Where intensity meets integrity." We emphasize an environment of competition that enhances a participant's mental, physical, and social wellbeing. We maintain a level of integrity that allows for the participation of all individuals no matter the skill level.

I encourage each student, faculty, and staff member to join the trend on campus and become an active part of the Intramural program. You won't regret it!

Greg Gilliam
Coordinator of Intramurals

What are Intramural Sports?

The Intramural sports program is an entity of the Student Affairs division at the University of Arkansas – Fort Smith. The program offers team and individual activities on both a league and tournament basis for men and women.

Participation is not required, and an individual does not have to be highly skilled to participate. In fact, the Intramural program is designed to accommodate all skill levels. Intramurals range from traditional sports such as flag football, basketball, and softball to nontraditional sports like table tennis, Ultimate Frisbee, and Texas Hold ‘Em. Some events will be one day tournaments while others can last up to a month. Most teams play once a week and contests are almost always scheduled for late afternoon and evening hours.

We hope you will get involved in the sports program. It’s a great opportunity to compete with your friends and meet other students, faculty, and staff. If you have any questions, please contact the Intramural Office at 788-7222.

Mission

The mission of the UAFS Intramural Program is to have fun through friendly competition while promoting a positive atmosphere for the social, mental, physical, and spiritual self.

Intramural Objectives:

- Practicing collaboration, integrity and good sportsmanship;
- Organized physical activity in a low-key, but competitive environment;
- Better life skills;
- Stress Relief through activity;
- Maintaining better mental, physical, and spiritual health through activity;
- Having Fun.

Organizational Structure of Intramural Sports

Vice President of Student Affairs
Coordinator of Intramurals
Student Supervisors
Intramural Officials
Participants

The Intramural Office is located in the 51st St. Annex. Any official information concerning individuals or teams may be obtained there. Managers are responsible for obtaining this information for their teams. Current information can also be found on www.imleagues.com or obtained by contacting Greg Gilliam at Greg.Gilliam@uafs.edu

How to Enter an Intramural Sport

1. Watch for special notices which will be posted on the website and periodically emailed to campus through campus announcement. More information can be found through IMleagues.com or by e-mailing Greg Gilliam at Greg.Gilliam@uafs.edu
2. Player Eligibility:
 - a. Any student at UAFS enrolled in at least six (6) credit hours that have a 2.0 semester GPA. Students who do not have a semester GPA of 2.0, but have a cumulative GPA for 2.0 or higher can complete an appeal form in order to become eligible. The appeal forms can be obtained by contacting the intramural coordinator. Appeals will only be granted one time per person. Participants cannot appeal if both the semester GPA and cumulative GPA is under a 2.0
 - b. Faculty/ Staff who are employed by UAFS.
 - c. Any first semester student who has not acquired a UAFS GPA must only meet the six (6) credit hour requirement until a GPA is established.
3. Team Sports: Sports that have more than one participant. If the sport has five (5) or more participants, you will be required to

attend a managers meeting for your team to participate. **Failure to attend a manager's meeting will disqualify your team from participation.** See manager's meeting section for more details

4. Individual Sports: Each participant must sign up on www.imleagues.com before the deadline in order to participate.
5. Schedules for all activities will be made available as soon as possible. It is the intent of management that they will be made available at all managers' meetings. Schedules will be posted on www.imleagues.com.

Leagues and Divisions

Leagues: Leagues are broken into men, women, and co- rec (men and women)

Regional Competitive Division: Currently, only offered in Men's League play. Teams play for a chance to compete in the statewide tournament. These games tend to be for those players who are highly competitive and are played in a more intense setting.

Campus Competitive Division: Offered in all Leagues. This is for individuals who want to be competitive but are playing for the fun of the sport

Team Managers

The Team manager is responsible for the actions of the team, fans, and the following:

1. Enter his/her team for competition promptly when the announcements are made from the Coordinator.
2. Make sure each team member's name is on the roster
3. Filing all paperwork with the Intramural office prior to deadline including rosters, protest, rescheduling games, replacing players, and liability forms.
4. Cooperate fully with the Official in charge of the games, with regard to score, line-up, and other data pertinent to the contest.

5. Team Managers are REQUIRED to attend a Team Manager Meeting PRIOR to the start of a season. **Failure will result in the team not being able to play.** If the situation is an emergency and you cannot make the meeting then contact the Coordinator of Intramurals IMMEDIATELY!
6. Team Managers are responsible for teaching the rules, regulations, and code of conduct to the team players prior to the start of the season
7. Team Managers are the only ones on the field aloud to talk to Referees
8. Team Managers are in charge of regulating any fans, guests, and player's action. Team Managers are responsible for these individuals.
9. Team Managers are responsible for informing players of their scheduled games.
10. Team Managers shall also be responsible for any other information, rules, or regulations deemed necessary by the coordinator of Intramurals.
11. Team Managers will follow the chain of command which in order is Referee, Student Supervisor, and then Coordinator

Manager's Meeting

Each Intramural team sport having more than five (5) players on a roster has scheduled manager's meetings before season starts. Every team must have a representative at one meeting to ensure entry. Meeting dates and times will be posted on IMLeagues. All meetings will be held at the UAFS 51st Annex, which is located off 51st street across from the physical plant and next to the Baptist Student Ministry. The meeting will cover schedules, rescheduling procedures, forfeits, inclement weather procedures, disciplinary action, protest, and all rules.

Free Agent

To facilitate participation in team sports a Free Agent form is available on IMLeagues. All students wishing to participate in Intramurals team sports are to register using this form and submit it prior to the deadline for team rosters. The hope is to place all Free Agents on a team at the manager meetings. We cannot guarantee placement.

Injuries

Each manager will be responsible for getting all players to sign a liability form prior to competing in a contest. This form releases the University of Liability for injury. It is strongly encouraged that all participants obtain a physical and obtain insurance prior to play. Participation in any Intramural activity is on a voluntary basis. All Intramural Officials are certified in CPR and First Aid. We also will have a First Aid Kit at all sports considered a risk of injury.

Dress

Any type of sportswear is appropriate for the activity is sufficient. All participants must wear athletic shoes at all times in order to be eligible to play. NO METAL CLEATS. All jewelry is strictly prohibited and must be removed or taped down prior to play. We strongly discourage pants/shorts with pockets due to a higher chance of injury. Flag Football prohibits pants/shorts with pockets. If a team's jerseys are not all the same or are not easily recognizable from the other team, an Official will require the team to play with an Intramural Jersey.

Awards

All winners will receive a Intramural Champion Shirt and team name on a plaque. If the team is a regional competitive team then they will be given the bid from the university to participate in the regional and/or state tournament. No player can win more than two Intramural Champion Shirts in a given year.

The All Sports Cup and Residential Life Trophy will be awarded to the teams scoring the most points at the end of the year. Trophies will be awarded at Numas. Most Valuable Player is judged by the Officials. All trophy participation

must be registered prior to the first scheduled Intramural match. All Sports cup participants are automatically entered into the regional competitive division if applicable.

All Sports Cup

The All Sports Cup is for teams that want to compete in all sports and be the overall intramural champion at UAFS. Teams that sign up for this will be entered into all Intramural sports and placed in Regional Competitive Leagues. Teams will be allowed 20 players and those 20 people will be the team for the semester. The team will also be eligible to revamp their roster for spring semester. Those 20 players can switch out until a given sport starts but once the first game is set no changes are allowed to the roster for that sport. An example is flag football has a 14 person roster and therefore only 14 of the 20 may play flag football for the season. Teams who are participating will receive points based on regular season and playoff standing, as well as attending required meetings. Teams will lose points for forfeits and sportsmanship issues. Unless specified, all intramural sports, games, and tournaments will count towards the All Sports Cup. Whoever has the most points will win the All Sports Cup. This trophy will be returned at the end of the following year.

Intramural Sports Point System

The Intramural Point System was developed to encourage organizations/teams to participate in a variety of activities throughout the academic year. Organizations/teams accumulate Intramural points throughout the year for participation and achievement. At the conclusion of the year, awards are given to the organizations/teams accumulating the most points. The Intramural Sports Point System also attempts to discourage forfeits by deducting intramural points from organizations/teams who forfeit games and matches and display poor sportsmanship.

Entry points are awarded in all activities. These are supplemented by additional points awarded for successful performance in the regular season as well as playoffs. Points are also rewarded based on sportsmanship and meetings.

Eligibility

All students, faculty, or staff at UAFS are eligible to participate in Intramural activities if they meet the below qualifications:

1. Any student who has played professionally in any sport will be ineligible for those activities in the Intramural Sports program in which he/she has broken his/her amateur standing.
2. Varsity Athletes--- Any student, who is a member of a varsity athletic team on or after the varsity team's first scheduled game at any four year or junior college institution, will be considered a varsity athlete for the fall, spring, and summer semesters and is ineligible for that related Intramural Sport or counterpart. This includes red shirts, walk-ons, and students who are admitted to UAFS under special NCAA guidelines. Varsity athletes are eligible for all non-counterpart intramural sports. However, a maximum of 1 varsity athlete may compete on the same intramural team in any other sport.
 - a. A squad member of any current varsity sport is ineligible for Intramural competition in that sport or its intramural counterpart.
 - b. A squad member is any student who is listed on the varsity, freshman, or "B" squad roster on the opening day or who later joins the squad and is practicing on a daily basis.
 - c. Should a person's name be removed from the squad list by the coach prior to the first scheduled game for the sport and a written notice is given to the Intramurals Sports office, he/she shall be eligible for that intramural sport.
 - d. Any student who is on an athletic scholarship shall be ineligible for that sport for which the scholarship was given.
 - e. A varsity or freshman squad member of any sport who becomes scholastically ineligible for competition shall not during the period of ineligibility, participate on an Intramural team in the same sport.
3. Ex-Varsity Athletes--- Any ex-varsity athlete may participate in any intramural sports. However, a maximum of 2 ex-varsity athletes may compete on the same team in the intramural sport or counterpart in which he/she received varsity status.
4. Sport Club Members - teams are limited to one-third of the minimum number to participate in a given sport on their roster who are currently participating in an equivalent Sports Club.
 - a. a Sport Club member is defined as one who has practiced or played in a contest for a respective club at any time during the academic year.
 - b. Any player who joins as a club member and quits for any reason will still be considered a club member for the remainder of the academic year.
5. Players, after entering one contest in an activity with a given team, may not transfer to another team during that same activity. If players transfer to another team after one game has been played, such players may be suspended for one or more games.
6. Players may not compete for two teams in the same league (ex. Two men's teams). They may play on one same sex team and one co-rec team at the same time.
7. Teams may not play ineligible players, even by mutual agreement of both captains and other players in the contest.
8. The penalty for any team playing an ineligible player shall be the loss of all

games in which the ineligible person played. Entrance points may be forfeited.

9. If a team is warned about an illegal player by notifying the team manager and that illegal player plays in a subsequent game that team may be forfeited for the entire season.
10. The Intramural office will assist in checking over the eligibility of all players concerned; however, it is the duty of the team manager to check opponent's list first and report any player who ineligible according to the rules.
11. A student must be enrolled in the University for a minimum of six (6) semester hours to be eligible for Intramural Sports.
12. All players must have a semester GPA of 2.0 in the previous semester. The only exception is first semester students without an established GPA.
13. For players to be eligible to participate in an Intramural game they must present their UAFS ID at each event.

Additional Team Roster Rules

1. Rosters may not exceed the maximum number of players allowed
2. At least one third (1/3) of the roster must be of the opposite sex for all co-rec teams.
3. To be eligible for the all-sports cup teams must compete under the same name throughout the entire academic year.
4. Players must have played in at least two regular season games to be eligible to play in post season.
5. No more than 2 intramural champion shirts can be won by a player in one academic year. The academic year is August through May.
6. It is the responsibility of the Team Manager to make sure the team understands all rules and this handbook.
7. Any team who has a player removed will not have the right to place a replacement player on their roster under any circumstance.

General Policies

Player Conduct

1. Any player who uses profane language or who flagrantly disobeys the rules of the contest, or who flagrantly disagrees...by actions or with words...with an official decision, shall be expelled from the game. Players will also be ineligible to play in the next game that their team plays. Forfeit games do not count.
2. Any player who repeatedly or willfully commits flagrant violations, or who instigates or join in a fight shall be expelled from that contest and will not be allowed to participate in any further Intramural Sport activities for the remainder of that academic year.
3. Any player removed from a game must meet with the Coordinator of Intramurals prior to being allowed to play in the next contest.

Team Conduct

1. It will be the duty of each organization to control the actions of all team members representing that organization. Any harassment of officials or members of the opposing team, by either player or Team Managers, shall result in the forfeit of that contest. Repeated violations of this rule will cause the suspension of that team for the remainder of that intramural season. In the event any member, or members, of a team shall move onto the playing area for purposes of a forceful protest or to be involved in a fight, that team/individual shall be excluded from Intramural Sports competition for the remainder of the academic year. The persons involved in these activities will be referred to the Vice Chancellor of Student Affairs for appropriate action.

Fan conduct

1. The conduct of fans representing a particular team will be the responsibility of that team.

In the event that fans representing a particular team use profane language, harass officials or opposing team members, or refuse to abide by acceptable standards of behavior, that team will be caused to forfeit that contest. In the event this behavior is repeated a second time that teams or organization will be excluded from further Intramural Sport competition for the remainder of that academic year.

2. In the event any fan, or fans, approach the playing area for the purpose of forceful protest or to be involved in a fight, that team or organization may be expelled from Intramural Sports competition for the remainder of the year and the fans involved will be referred to the Vice Chancellor of Student Affairs for appropriate action.
3. In the event an organization is excluded from competition for one of the reasons stated above that organization may not be eligible for reinstatement until the following academic year.

Code of Conduct

Any person or team competing in an Intramural Sport event must follow the code of conduct as listed below.

1. Any participant (player, fan, or team manager) ejected for unsportsmanlike conduct will be suspended from the team's next game and must meet with the Coordinator of Intramurals prior to their next scheduled game.
2. Any participant ejected for intentionally contacting a game official will be suspended from Intramural Sports indefinitely.
3. The second unsportsmanlike penalty by the same player or non-player per game results in disqualification of that player.
4. An individual will be removed from a sport upon receiving his/her third unsportsmanlike penalty per sport.

5. The fourth unsportsmanlike penalty per game by the same team will result in forfeiture of the game.
6. A team will be removed from a sport upon receiving its fifth unsportsmanlike penalty during a sport.
7. The Coordinator of Intramurals has the right to refuse to allow a team to participate in Intramural Sports due to disciplinary actions that have been obtained by a team.

Forfeits

1. If a team or contestant fails to appear at the scheduled place within ten (10) minutes after the scheduled time for the contest with the minimum number of players, the Official shall declare the contest a forfeit to the team or contestant ready to play. In case neither team is ready to play, both teams will be given a forfeit. Members of the squad ready to play will be given winning point but their names must be entered on the score sheet and signed by the captain of the team.
2. Any team forfeiting two games will be automatically dropped from competition.
3. Forfeits will result in loss of entry points.
4. Forfeits can result if any team member or manager participates in a fight.
5. Tournaments - the first forfeit eliminates a team from further competition.
6. Double-Header

If a team forfeits first game of double header they may play the second game if enough players are assembled.

Protest

1. A protest will be entertained only when it involves interpretation of a rule or rules, or the use of an ineligible player, and NOT the judgment of an official.
2. The protest must be made upon the field of play, before play resumes. A protest must be made to the head official. The head official has the right to make a

decision at that point. The game will continue at that point. The official shall announce that the game is being played under protest and so noted in the score book. The dispute will then be taken up by the Coordinator.

3. In addition, all protests must be made in writing and submitted to the Intramural Sports Office within 24 hours after the contest in question. Should a protest be initiated after the contest, this should be made in writing and submitted to the Intramural Office within 24 hours.
4. If the protest is towards a certain referee then the player may pick up a referee protest form from the Intramural office or Head Official.

Postponements

No contest may be postponed without the agreement of both team's managers and the Intramural Sports Department. The request must be made 72 hours prior to the game time. If a postponement must be made, both team managers must come by the Intramural Sports Office and sign a Postponement Consent Form. If the postponement is due to an emergency that is not foreseen 72 hours in advance then the team must let the Coordinator of Intramurals know prior to 12:00 game day. Coordinator will decide to accept or reject at that time.

Inclement Weather

1. Should a contest be postponed by the Intramural Office because of bad weather or some other unforeseen conflict, new dates for the contest will be posted on the IMLeagues.
2. All inclement weather cancellations games will be called by 3:00 pm the day of the contest if possible.
3. Team managers will be emailed and it shall be posted on IMLeagues.
4. If a game is called after 3:00 pm the Intramural department will make all efforts to contact team managers.
5. If a game is called due to inclement weather during play then the team who is ahead at

the time of the game being called will be declared the winner. In cases of a tie then both teams will be given a tie and receive winning points for the contest.

6. All inclement weather games that are called are not arguable and the official calling the game decision is final.
7. The Department of Intramural Sports has the right not to reschedule games if they are cancelled.

Disciplinary Procedures

1. All initial Intramural discipline is handled by the official of the contest.
2. The Coordinator of Intramurals makes the final decision on upholding all disciplinary action if necessary

Healthy competition requires complete concentration by each competitor. During intramural competition, passions are raised to a heightened level. We strive to live by the rule: Be a good winner, be a good loser. When a competitor and/or spectator oversteps the bounds of good competitive behavior then action must be taken to 1) immediately stop the potential explosive behavior and 2) to make sure this behavior does not happen again. The procedures outlined below are structured to alleviate the harmful effects of any untoward behavior.

1. The game official is the first line of defense to prevent and/or stop any behavior that may become threatening.
 - a. By taking command of each point, game, and match the officials will defuse any potential deleterious behavior.
 - b. If the official feels he is losing control, then he must stop the competition and warn participants of the consequences of their behavior.
 - c. When a situation occurs where there is behavior that is not acceptable then the officials must take action by doing of or all of the following:
 - i. Ejecting the player, coach, manager, or spectator from the game.

- ii. Ejecting the player, coach, manager, or spectator from the building or field.
 - iii. Call University Police.
 - d. The official will submit to the Coordinator a written statement regarding a situation that causes the official to take action within 48 hours.
- 2. Any occurrence that causes game official action will be submitted to the Coordinator. If the Coordinator deems that further action is necessary s/he will contact the student to meet with him.
- 3. The Coordinator will sanction or remove sanctions as necessary.
- 4. Any player who fails to meet or set up a meeting within 24 hours of incident with the coordinator may be sanctioned without the right to have a say.
- 5. All sanctions decided by the Coordinator will be emailed to the player within 48 hours of sanctioning.
- 6. The Coordinator may also refer the matter to the Vice Chancellor of Student Affairs. The Coordinator must impose sanctions within 48 hours of receiving the report
- 7. The Coordinators decisions are all final.
- 8. A participant may appeal to the Vice Chancellor of Student Affairs.

Tie Breaking Procedure for Round Robin Tournaments

- 1. If a two-way tie exists, it will be decided by who beat whom in head-to-head competition.
- 2. If a three-way or more tie exists, it will be decided as follows:
 - a. Forfeit – the team that forfeits is dropped to the lowest position among the teams tied.
 - b. The difference between total points scored versus total points allowed. For example: T1 defeated T2 7-0; T@ defeated

T3 7-6; and T3 defeated T1 13-6.

Team T1	Team T2	Team T3
7-0	0-7	6-7
<u>6-13</u>	<u>7-6</u>	<u>13-6</u>
13 13	7 13	9 13

Diff = -6

Diff = +6

Thus Team T3 is first, Team T1 is second, and Team T2 is third.

- 3. If two teams have the same point differential, the who beat whom in head-to-head competition will determine playoff placement.
 - a. If all teams have the same point differential, then total points scored will determine playoff placement.
 - b. If two teams have scored the same number of points, then who beat whom in head-to-head competitions will determine playoff placement.
 - c. If all teams have scored the same number of points, then the fewest points allowed will determine playoff placement.
 - d. If all teams have scored the same number of points, then who beat whom in head-to-head competition will determine playoff placement.

Intramural Contact Information

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