

2007-2008 Intramural Sports Captains Manual

1. Mission

The goal of the Southwest Baptist University Intramurals program is to provide facilities, programs, and services that address all physical, recreational, and leisure pursuits of the university community. Emphasis will be placed on participation and sportsmanship.

2. Eligibility

The intramural program does not assume responsibility for, but reserves the right to verify the eligibility of each participant. All questions regarding eligibility should be directed to the Assistant Director of Intramural Athletics. Participants in the program have the primary responsibility of monitoring player eligibility.

These people may participate in the intramurals program:

- SBU undergraduate and graduate students. (Dual enrolled high school students are exempt.)
- SBU faculty, staff, and their spouses.
- SBU alumni.

Graduate students and alumni will be asked to pay extra fee.

3. Participation Limitations

Professional Athletes: not allowed to participate in the particular sport they played professionally or the SBU intramural equivalent sport.

Varsity Letter Winners: an individual who has received a varsity letter from a four year college or university is only eligible to compete at the highest level offered in that sport. The SBU intramural staff can impose additional restrictions to how many Varsity Athletes can be on one team.

Current Varsity Athletes: a Current Varsity Athletes is defined as an SBU student whose name appears of the official team roster registered with the Athletic Department as well as players who are ineligible, walk-ons, or red-shirts. A Current Varsity athlete is ineligible to compete in their specific sport or SBU IM equivalent. Should a Varsity Athlete be removed from varsity participation, he/she will remain ineligible in his/her specific sport or SBU IM equivalent for the remainder of that academic year. Should a student stop practicing with or be cut from a varsity athletic team within the first thirty days of organized practices, he/she will not be considered a Varsity Athlete for that sport and will be eligible for intramural competition.

Sport Club Members – a student who has participated or practiced with an SBU Sport Club during the current academic year (Summer, Fall, and Spring) must compete at the highest level of competition in their specific sport or SBU IM equivalent. The SBU IM staff may impose additional restrictions as to the number of Sport Club Members that can compete on the same team.

Participants may only play on one team for each sport. **NO EXCEPTIONS!** (This includes filling in for one game.)

Rosters: To be considered a member of a “team” in any one sport an individual must have his/her name submitted by the captain and pays the necessary fee needed to be part of the team. No players may be added to the roster following the 2nd game.

Penalties: If it is found that an individual has played on two different teams, then the team the player played with initially shall forfeit all games where the individual participated.

4. Registration

All registration will take place in the Intramurals Office in Student Life or the Office in the Meyer Residence Hall.

Deadlines will be posted at the captains meeting.

Necessary Information: When registering a team the captain must have this information: team name (subject to change at Director’s discretion), phone number, SBU email address, and SBU ID #.

Fees: TBA

5. Captains Responsibilities

The captain is the link between his/her team and the Intramural Office. It is important that he/she follow these guidelines:

Captains Meeting: For meeting times, refer to fliers posted throughout campus. It is **mandatory** that he/she attend this meeting. League schedules will be made following the meeting so it is mandatory that he/she attend or his/her team will not be allowed into the league. League rules will be distributed at the meeting.

All captains must bring their SBU ID card with them to the meeting. This is to ensure that all captains are current students.

It is the captains’ responsibility to make sure all players are eligible. All games played with an ineligible player will be forfeited.

All captains must sign the score sheet following his/her game. This will make the game official.

It is imperative that all captains know the rules and inform the team of these rules. Rules sheets will be made available to captains.

6. Forfeits

There will be a 10 minute grace period given for each game. After ten minutes if one team is not on the site or does not have enough players, the game will be considered a forfeit. If both teams fail to show up both will receive a forfeit and the game will not be rescheduled.

The number of players required to start a game will be sport specific. See the team rules for each sport.

Two forfeits will disqualify a team from participating in the playoffs.

A team who cannot make a game and notifies the Office of Intramurals will receive a default and not a forfeit. This will still count as a loss in the standings. To receive a default the team captain must notify the Director or Assistant Director by noon on the day of the game.

7. Jewelry

No jewelry will be allowed. Any participant wearing jewelry will be asked to take it off or be ejected. Medical bracelets will be allowed. They must be taped to the body with information being visible.

8. Cancellations/Inclement Weather

Any regular season game may or may not be rescheduled. This is up to the discretion of the director.

All playoff games will be rescheduled.

Cancellation of a game during the activity will go to the rules. If it is an official game then it will not be rescheduled.

9. Safety

Despite efforts to make the playing environment as safe as possible, some Intramural participants are apt to be injured. Participants, coaches, and spectators are advised to take protective measures when participating in or watching an Intramural event.

Participation in the Intramural Sports Program is voluntary. Southwest Baptist University does not provide insurance for students who are involved in Intramural events. The Department of Student Activities strongly recommends that all Intramural participants obtain adequate medical insurance coverage.

10. Sportsmanship

Unsportsmanlike Conduct: The definition of unsportsmanlike conduct includes, but is not limited to, arguments with staff or officials by any coach, player, manager, or spectator, flagrant fouling, fighting (before, during, or after a contest), etc. Ejections will fall under the Unsportsmanlike Conduct rule.

A player who is ejected must leave the playing field immediately. The game will not continue until he/she does so. He/she will be suspended for one game following the incident.

Sportsmanship grades: Intramural referees will meet after each game and give a sportsmanship grade. A's and B's are considered satisfactory. C's are considered average. D's and F's are unsatisfactory.

A: Outstanding sportsmanship and conduct. All players cooperate fully with staff and officials and the captain maintains control. (4 pts)

B: Good sportsmanship and conduct. Team members are in control throughout the contest. Team does not show aggression towards the opposing team or staff. (3 pts)

C: Average sportsmanship and conduct. Any team receiving an unsportsmanlike foul will not receive a grade higher than a C for that game. (2 pts)

D: Below average sportsmanship and conduct. Team members continually show disrespect for officials, staff, or opponents before, during, or after the game. Team captain shows little or no control. Teams receiving multiple unsportsmanlike fouls will receive no higher than a D for that game. (1 pt)

F: Poor sportsmanship and conduct. The team is completely uncooperative and out of control. Team captain shows no control over team. Officials have to end the game before it is over. (0 pts)

Teams must have a Sportsmanship GPA of **2.5** or better to participate in the postseason. If in the postseason a team's sportsmanship drops below 2.5 they will immediately be dropped from the postseason bracket.

11. Tie Breaker Procedures

Two team tie breakers will be decided by head to head competition. In case of a three way tie for one spot, the overall point margin will be used. If there is a three way tie for the last two spots, two procedures will be used. First, a point margin to determine the first team in the postseason. Then a head-to-head tiebreaking procedure will be used. The # of teams competing in the postseason will be determined by the # of teams participating. All information will be released with the schedule.