Art Competition Rules

Rule 1: Player Eligibility & Registration

Player Eligibility
- ✓ Currently enrolled (at least half-time), fee-paying Tennessee Tech University students as well as faculty and staff of the University, that hold a valid fitness center membership, may participate in intramural activities.
- ✓ Intramural Professional Staff shall make the final decision on eligibility issues.

Registration
- ✓ Teams should register online on FusionIM (recreation.tntech.edu) by the posted deadline.

Rule 2: Format & Team Composition

Competition Format
- ✓ The competition will take place over a couple of weeks.
- ✓ Students will have until a certain date to submit their projects.
- ✓ The winners will be decided by a group of diverse judges.

Team Composition
- ✓ This is an individual competition

Rule 3: Defaults, Forfeits, Grace Periods, & Protests

Forfeits
- ✓ A forfeit is failing to agree to a time to play with an opponent without contacting the Intramural Sports Office or by not playing at the previous agreed time.

Protests
- ✓ Eligibility protests will be considered by Intramural Sports Graduate Assistants and Professional Staff.
- ✓ During the contest, teams must resolve game-related issues as games are self-officiated. Intramural staff shall settle disagreements over the rules.
- ✓ Teams may protest player eligibility before the start of the tournament.

Rule 4: General Rules

- o After registration concludes, participants will be told of the prompt and the guidelines.
- o All art must be hand drawn or painted on a white background.
- o Size may range from 8.5in x 11in to 16in x 20in
- o Any type of art utensils can be used to complete this project
- o All art will be given back to the participants.
- o The winner will receive and T shirt and a copy of the art will be hung up in the Intramural Office for the next year.

Rule 7: Judges

- o The judges will be comprised of 5 TTU employees and students
- o They will be shown each project anonymously and will get 2 minutes to look at each project
- o Each judge will have to rank each project. For example, if 10 projects are submitted then the judge will give every project a rank with 10 being best and 1 being the lowest.
- o After all judges have ranked the submissions, the person with the highest accumulative rank will be declared the winner.