

Floral Arrangements Rules

Any rule and situation not specifically covered are subject to the judgement and discretion of the Intramural Sports staff.

All rules are subject to change at the discretion of the Intramural Sports Office, and the Intramural Sports Office has the final decision on all situations covered and not covered by the 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 with a current, active membership to the fitness center may participate in intramural leagues, tournaments, and contests.
- ✓ Prior to each contest and event, participants must check in with a member of the IM staff.
- ✓ **Players can compete for only one (1) team in each single-gendered league** and, if applicable, **one (1) co-rec league**. Once he or she checks-in for one (1) team, that player **CANNOT** transfer to another team in that league for the duration of the season.
- ✓ **For postseason eligibility, a player must have participated in at least one (1) regular season game.**
- ✓ Current varsity athletes cannot participate in their sport or related sport. Former varsity athletes cannot participate in their sport or related sport for one calendar year (365 days) after their official affiliation with a college or university team has ended.
- ✓ Current professional athletes cannot participate in their sport or related sport. Former professional athletes cannot participate in their sport or related sport for five (5) years after their official affiliation with a professional team has ended.
- ✓ Intramural Sports Professional staff shall make the final decision on eligibility issues.

Registration

- ✓ Teams should register by the deadline by registering on the Fusion Play App.

Rule 2: Format & Team Composition

Competition Format

- ✓ This competition will take place on one (1) night.
- ✓ Each player will receive a bundle of flowers.

Team Composition

- ✓ This is an individual competition.

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

Defaults

- ✓ There are not any defaults for Intramural Floral Arrangements
- ✓ All defaults will be considered as forfeits.

Forfeits

- ✓ A forfeit is defined as one (1) of the following:

- Failing to field a team for an intramural contest without contacting the Intramural Sports Office before 2:00pm on the day of contest.
 - The final score shall be 2-0.
- Receiving three (3) or more conduct warnings before, during, and after an Intramural contest.
 - If the forfeiting team is ahead, the final score shall be 2-0 in favor of the opposing team.
 - If the non-forfeiting team has the higher score, the game shall end with the existing score.
- Defaulting two (2) games during pool play.
- ✓ If a team forfeits its first (1st) game of the season, that team may be dropped from the league and replaced with a team on the waiting list.
- ✓ Sportsmanship Rating will be as followed:
 - Winning Team = 8
 - Forfeiting Team = 2
- ✓ A second (2nd) forfeiture may result in removal from the league.

Grace Period

- ✓ There will not be a grace period for the intramural Trivia contest.

Protests

- ✓ Intramural Sports Graduate Assistants and Professional Staff will consider protests.
 - ✓ During the contest, teams may protest (a) the misinterpretation or the misapplication of a rule or (b) a scoring error. The protest must be submitted immediately, and, if the protest is denied, a timeout will be charged to the protesting team.
 - ✓ Protests regarding the judgement of the game officials will **NOT** be recognized.
 - ✓ When protesting player eligibility:
 - *Regular season:* The eligibility of any player **MAY** be protested at any point during the regular season (e.g. before, during, and after the contest; anytime during office hours)
 - *Postseason Tournament:* Player eligibility **MUST** be protested before the start of the contest.
- Protests made after the start or end of the game will NOT be recognized**

Rule 4: Playing Area & Equipment

Playing Area

- ✓ This competition will be held at the Marc Burnett Student Recreation Center

Equipment

- ✓ Each contestant will receive a bundle of flowers that will be provided by the Intramural Sports Office

Clothing

- ✓ All attire and equipment are subject to the approval of Intramural Sports staff. Any clothing or equipment that is deemed unsafe or illegal must be removed prior to competition.
- ✓ IM staff reserves the right to ask participants to remove or conceal clothing that, in the opinion of IM staff, displays offensive or demeaning language or imagery.

Rule 5: Timing

Contest Length

- ✓ Each contestant will have fifty-five minutes (55:00) to arrange the flowers.

Rule 6: General Rules

Rules

- ✓ The winner will receive a T-Shirt and the Floral Arrangements will be put at the front desk of the Intramural Office.

Rule 7: Judges

Judges

- ✓ The judges will be comprised of Floral Arrangement professionals.
- ✓ They will be shown each project anonymously and will get two minutes (2:00) to judge each project.
- ✓ Each judge will rank each project.
 - For Example: If ten (10) projects are completed, the judge(s) will rank each project on a scale of one (1) to ten (10). One (1) being the lowest and ten (10) being the highest ranked.
- ✓ After all the judges have ranked the projects, the person with the highest accumulative rank will be declared the winner.



