
TENNESSEE TECH
INTRAMURAL SPORTS

Intramural Handbook

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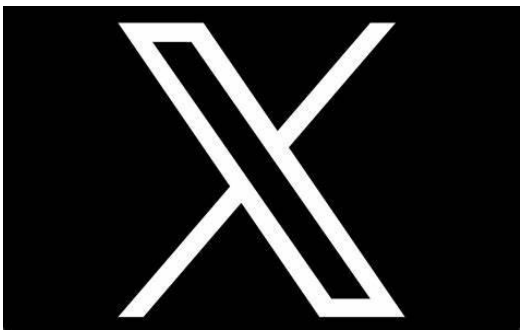
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Tennessee Tech Intramural Sports Program

The Intramural Sports Office reserves the right to change or modify the policies and procedures contained within this document at any time and without notice.

Purpose

This handbook is designed to educate participants about the general policies and procedures that govern all activities sponsored by the Intramural Sports Program. Please understand that all participants are expected to review this handbook prior to participation, and failure to review the manual is not an excuse for failure to comply. By registering for competition, participants agree to abide by the policies and procedures outlined in this handbook and the decisions of intramural sport staff.

Mission Statement

The Intramural Sports Program strives to provide all members of the Tennessee Tech University community a wide variety of recreational opportunities in a fun and safe environment while promoting lifelong physical fitness, social interaction, student development and engagement, and overall well-being.

Acknowledgement, Release, Indemnification, & Consent to Medical Treatment

When registering for intramural leagues, tournaments, and contests, each participant will read and agree to the following. If the participant chooses not to accept, he or she cannot complete the registration process.

ACKNOWLEDGEMENT, RELEASE, INDEMNIFICATION AND CONSENT TO MEDICAL TREATMENT

I acknowledge that I have voluntarily chosen to participate in the following activity:

TENNESSEE TECH INTRAMURAL SPORTS

I understand that there may be risks associated with my participation in this activity and that such risks could result in loss, damages, injury or death. In addition to the general risks inherent in all activities (e.g., travel risks, premises risks, bodily injury risks, equipment risks and unforeseeable risks), I acknowledge that this activity may present specific risks including but not limited to the following:

Sprains, strains, broken bones, concussions, muscle injuries or other catastrophic injury

I acknowledge that I have had an opportunity to investigate the activity's requirements and the conditions under which I will be participating in the activity.

I represent that I am physically fit to participate in the activity and that I have adequate health insurance necessary to provide for and pay for any medical costs that I may incur during or arising from my participation in this activity. I acknowledge and accept full responsibility for any expenses incurred as a result of such emergency treatment to the extent such expenses are not covered by my insurance. I also agree to indemnify Campus Recreation, Tennessee Tech University and the Intramural Sports Office for any liability, including attorney's fees, for any actions brought against Tennessee Tech University for any unpaid medical costs or bills I incur.

I will conduct myself in a responsible manner, act safely, abide by all federal, state, and local laws or ordinances, and follow the rules, procedures, or instructions of the activity. I also agree to abide at all times by Tennessee Tech's rules related to student conduct when participating in this activity.

Photo & Video Disclaimer

The Intramural Sports Office may photograph or videotape participants during scheduled activities for use in its marketing campaign and promotional materials. If you do not wish to be photographed or recorded during intramural participation, please notify a professional staff member of the Campus Recreation Department.

Eligibility

Students

- Fall & Spring Semesters
  - Undergraduate and graduate students must be currently enrolled at least half time (6 hours) to be eligible for participation. Alumni, spouses, & other dependents are not eligible and cannot participate in Intramural activities.
- Summer Semester *Only when offered*
  - During the summer terms, a student must be enrolled during the summer term or be enrolled for the upcoming fall semester to participate in intramural activities.

Faculty/Staff

- Currently employed Tennessee Tech faculty and staff must have an active Fitness Center membership to be eligible to participate in intramural events.
- Adjunct Faculty members may participate during their term of employment with a valid Fitness Center membership.

Campus Ministries

- Employees from campus ministries may be eligible to participate in Tennessee Tech Intramurals as long as they complete the following:
  - Must show proof of Full-Time employment of the Campus Ministry,
  - Must be an official organization with Tennessee Tech University, and
  - Must have a valid Fitness Center membership.
  - **Must Contact IM Department to Register**

Professional Athletes

- Any individual that has received payment for trying out for a professional team or for participating on a professional team is ineligible for registering for his or her sport or related sports for a period of five (5) years after his or her affiliation with the professional team has ended.
- Any individual that has received payment for competing in a professional individual sport such as golf, tennis, or wrestling is ineligible for registering for his or her sport or related sport for a period of five (5) years after their last event.
- Professional athletes may participate in all non-related sports without a waiting period.

Varsity Athletes

- Any individual that appears on the roster for a collegiate varsity team is ineligible for participation in his or her sport or related sports for one (1) calendar year (365 days) from the end of their affiliation.
- Current and former varsity athletes may participate in non-related sports without a waiting period.

Related Sports Table

Professional/Varsity Sport	Related Intramural Sports & Activities
Baseball/Softball	Softball
Basketball	Basketball
Football	Flag Football
Soccer	Soccer, Indoor Soccer, TeqBall
Volleyball	Volleyball, Sand Volleyball
Pickleball	Pickleball
Wrestling	Wrestling
Water Polo	Innertube Water Polo
Disc Golf	Disc Golf
Hockey	Floorball
Ultimate Frisbee	Ultimate Frisbee
Tennis	Tennis

Sport Club Athletes

- A sport club athlete is any individual that appears on the current roster for a University approved sport club team (e.g. Volleyball, Table Tennis, Tennis, Ultimate Frisbee, & Soccer).
- Once a player joins a sport club, the Intramural Sports Office shall consider that player a member of the sport club for the entire year.
- All sport club athletes are required to compete in the highest league offered.

Registration

Tennessee Tech University students, faculty, and staff will register for all sports on Fusion Play Player App.
Download Link:
Google Play: Fusion Play - Apps on Google Play
App Store: Fusion Play on the App Store
Participants should sign up during the posted registration periods for each sport. Late registrations may or may not be accepted, and the Intramural Sports Office cannot guarantee placement into a league or tournament. After the registration deadline has passed for the larger league sports (Flag Football, Soccer, Volleyball, Basketball, & Softball), a waitlist will be created. Waitlisted teams will join a league if (a) time slots are available or (b) the Intramural Sports Office removes teams due to forfeits or by the request of the team captain. Given that the league is currently in season, a waitlisted team must accept the division and game time(s) offered by the Intramural Sports Office.

If a waitlisted team has not joined a league by the conclusion of the second week, the Intramural Sports Office recommends that the players attempt to join other teams.

Free Agents

Student, faculty, and staff who are unable to find a team may sign up as free agents. The Intramural Sports Office does not place free agents on teams. Team captains may contact free agents, and the free agent may choose to join that team or decline the invitation. Free agents may also initiate the process by contacting captains. The Intramural Sports Office may create a team for the Free Agents if there are enough free agents to complete the roster size limit needed for the sport.

Team Captains

The team captain is the liaison between the Intramural Sports Office and his/her team. The team captain is responsible for communicating all information received from intramural staff to his or her team in a timely manner.

Captain's Responsibilities

- ✓ Reviewing the TN Tech Intramural Handbook
- ✓ Checking the eligibility of all team members
- ✓ Completing the registration process for the team
- ✓ Completing all preseason requirements (e.g. Captain's Meeting, Captain's Quiz etc.)
- ✓ Reviewing the sports rules
- ✓ Ensuring that team members understand and comply with Intramural rules, policies, and procedures
- ✓ Notifying his/her team members of the current date, time, and place of each scheduled contest
- ✓ Ensuring that all team members arrive at least **15 minutes (15:00)** prior to the contest
- ✓ Verifying that all team members have signed in for the contest
- ✓ Serve as the point of contact between the team and Intramural Sports staff
- ✓ Bear responsibility for the behavior of the team and anyone affiliated with the team
- ✓ Check the accuracy of the contest results on the Fusion Play App

Intramural Staff Communication Guidelines

All communication with the Intramural staff will only be made by the captain of each team. This communication must be appropriate and professional at all times. This includes written, verbal and/or electronic communication. Failure to communicate with intramural staff on an appropriate and professional manner may result in suspension from the intramural sports program and will require a meeting with members of the intramural staff. In addition, negative social media messages directed at, or about, the intramural staff will result in suspension from the intramural sports program.

Team Names

The Tennessee Tech University Intramural Sports Office reserves the right to change any team name deemed inappropriate or offensive to participants. Please use proper judgement when selecting team names and uniform artwork. If you are unsure about the chosen name or artwork for your team, please contact the Intramural Sports Office for advice.

Inappropriate team names may include but are not limited to the following

- ➢ Promoting intolerance
- ➢ Degrading a racial, ethnic, national origin, ability, gender, sexual orientation, or religious group
- ➢ Inferring sexual content or innuendos
- ➢ Referring to alcohol or drug use
- ➢ Referring to destructive behavior or language that is abusive, vulgar, or profane.

Team names within this context are considered offensive to members of the Tennessee Tech University community. Additionally, team names that may confuse an opponent into thinking there is no game or opponent (e.g. TBA, TBD, No Game, Forfeit, Bye, etc.), will also be considered a violation of the team name policy. When a team chooses a name that is inappropriate, the intramural sport s office will change the team name to "Try Again". The team will then be able to change the name to a name that follows the team name policy.

Roster Information

- ➢ For all league and tournament team sports, the captain may update the team's roster until the start of the last game of the regular season.

- A captain may not alter his or her team's roster during the postseason.
- Team captains are advised to check their team's online roster and report any discrepancies.
- A team that has more players on the roster than allowed will result in a forfeit.
- **Participants may play for one (1) single gendered team and one (1) co-recreational team no matter league difference (Ex. 1 Men's Rec and 1 Men's Elite = 2 Single gendered teams)**
- **A participant is considered to have officially played for a team once he or she has checked in for a team's game or match. The participant does not have to physically play for that game. After he or she signs in for a single game with a team, that player may not transfer to another team for the duration of that sport. For games that are forfeited at the game site, all players who had checked in prior to the forfeit ruling will be considered to have participated in the game.**
- **If a player plays on two (2) single gendered teams of the same sport in the same season, those teams may be forfeited out of the season and the player and captains involved will be suspended from intramurals indefinitely.**
- **Any player that attempts to check-in using someone else's information will result in a suspension and possible team forfeit.**

Roster Limits

Sport	Roster Minimum	Roster Maximum
Softball	10	12
Ultimate	7	12
Sand Volleyball (4v4)	4	6
Flag Football	7	12
Archery Tag	4	6
Indoor Volleyball	6	10
Basketball	4	10
Soccer	8	12
Inner-Tube Water Polo	4	10
4v4 Flag Football	4	6
Indoor Soccer	5	8

Divisions and Levels of Competition

In an effort to accomplish our mission to provide the Tennessee Tech University community a fun, engaging, and appropriately challenging recreational experience and to meet the needs of our diverse community, the Intramural Sports Office offers different leagues and divisions for our sports. When the number of team registrations for a particular league is low, the Intramural Sports Office reserves to the right to consolidate leagues.

Leagues

- Tennessee Tech University abides by the rules and policies stated in SECTION 1. Tennessee Code Annotated, Section 49-6-310, This bill states that

  1) Intercollegiate or intramural athletic teams or sports that are designated for "females," "women," or "girls" and that are sponsored, sanctioned, or operated by a public institution of higher education or by a private institution of higher education whose students or teams compete against public institutions of higher education shall not be open to students of the male sex.

  2) For purposes of this section, an institution of higher education shall rely upon the sex listed on the student's original birth certificate, if the birth certificate was issued at or near the time of birth. If a birth certificate provided by a student is not the student's original birth certificate issued at or near the time of birth or does not indicate the student's sex, then the student must provide other evidence indicating the student's sex.

- This will be enforced by the intramural sports office.

- ***Men's Leagues:*** For students of the male or female sex.
  - Elite: (Offered for select sports) The elite league appeals to the team and individuals with above average skill who desire a high level of competition. Participants in this league typically played the sport in high school, play(ed) in local leagues, or have played for many years.
  - Recreational: The recreational league appeals to players and teams of various skill levels who desire a more relaxed and fun atmosphere with some occasional competitive matchups.
  - Casual: (Offered for select sports) this league appeals to participants that have beginner level experience playing that specific sport. This league is intended for fun and relaxed play only. This league will not have a playoff.
    - **Women who decide to play in men's leagues cannot participate in the women's league for the duration of the sport.**
- ***Women's Leagues:*** For students of the female sex.
  - Elite: (Offered for Select Sports) The Elite league appeals to the team and individuals with above average skill who desire a high level of competition. Participants in this league typically played the sport in high school, play(ed) in local leagues, or have played for many years.
  - Recreational: The recreational league appeals to players and teams of various skill levels who desire a more relaxed and fun atmosphere with some occasional competitive matchups.
- ***Co-Recreational League:*** (Offered for Select Sports) This league is comprised of teams with a combination of males and females. Most games are fun and relaxed with a few competitive matches. This league has the same number of females and males or will have more females than males. (4:4, 5:3)
  - ***This league may have Elite and Rec***
- ***Open Leagues:*** These leagues allow any gender to participate with no restrictions. The Open league is available for select sports.

Scheduling Format

- *Leagues Sports*

  ○ League sports will typically have a two (2) to three (3)-week regular season followed by a single elimination post-season tournament.
    - The number of teams that sign up for the league will determine how many teams qualify for the post season
- *Tournament Sports*

  ○ Teams will be placed in a single elimination or double elimination bracket, and each contest's day and time will be set by the Intramural Sports Office.
- *Individual/Dual League Sports*

  ○ The Intramural Sports Office may schedule these games or ask teams to schedule their contests. In the case of the latter, both teams should decide upon a time to complete the match before the deadline for that week's contests.
- *Individual/Dual Tournament Sports*

  ○ These tournaments may be one (1) day events or a series of matches that take place over a few days.
- *Contests/Competitions*

  ○ These contests and competitions are annual events that are scattered throughout the school year.

Defaults, Forfeits, & Grace Periods

Defaults

A default is a game not played without penalty to either team (e.g. being dropped from the league or being assessed a fee). To receive a default, the team captain or representative must notify the Intramural Sports Office by **2:00 PM on the day of the contest**. Once a team defaults, they cannot change their decision even if the games for that day were cancelled due to weather. **The sportsmanship rating for a defaulted contest will be as follows:**

- **Team that requested the default will receive a 5**
- **Team that was defaulted against will receive an 8**

Forfeits

A forfeit is defined as one of the following:

(a) Failing to field a team for an intramural contest without contacting the Intramural Sports Office
(b) Receiving three (3) or more conduct warnings before, during, and after an Intramural contest
(c) Defaulting two (2) games during the regular season
(d) Having ineligible players participate during a contest

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. A single forfeiture will result in ineligibility for the postseason, and a second (2nd) forfeiture may result in removal from the league. Once a team forfeits, they cannot change their decision even if the games for that day were cancelled due to weather. **The sportsmanship rating for a forfeited game will be as follows:**

- **Team that forfeited the contest will receive a 2**
- **Team that was forfeited against will receive an 8**

Grace Period

If at least **ONE (1)** team member has **checked in by game time**, the team will be granted a **five-minute (5:00)** grace period. Once a team reaches the minimum number of players to start the game, the team must start when directed by IM staff, and the game clock will be adjusted accordingly.

Postseason Eligibility

All leagues will consist of a pool play section followed by a postseason tournament. Team records, results, and overall sportsmanship rating will be considered final at noon (12:00pm) on the day following the end of the regular season. Team captains should notify the Intramural Sports Office of any errors before the deadline. Please note that postseason eligibility and inclusion is subject to change due to unforeseen circumstances (e.g. weather, time constraints etc.)

Any player that is wanting to compete in postseason play must check-in into at least one (1) regular season game. Any player that has not checked-in into at least one (1) regular season game will be removed off the roster and their name will be written down to where they cannot be added to the roster during the postseason. If a team only has one (1) game due to weather and/or other team forfeitures, the team will be allowed to add anybody to the roster for the first (1st) postseason game ONLY, and their roster will be locked after the first (1st) postseason game.

To be eligible for the postseason, each team must have zero (0) forfeits and a 6.0 or higher sportsmanship rating.

The Intramural Sports Office reserves the right to promote teams to a more competitive division for the postseason. Regular season performance and observations by Intramural Graduate Assistants and Professional Staff will determine a team's promotion. When a team is promoted to a higher division for the postseason, regardless of their regular season record and performance, that team will receive the lowest seed. Teams that will be promoted will receive notification from the Intramural Sports Office.

Once a team meets all of the above requirements, postseason qualifications will vary by division. If space and time allows, additional teams may be included in the postseason tournament. The following criteria will determine **pool rank** and **league rank**:

1. Winning Percentage
2. Wins
3. Sportsmanship
4. Point Differential
5. Games Played
6. Coin Toss

Playoff Draft

Playoff seeding will be decided by the rankings after regular season games have concluded. Once the total number of teams advancing to the post season tournament has been decided, teams will get to pick their spot based on their rankings. Each team should look at the possible game times and opponents when making this selection. The draft date and time will be given to each captain after the regular season has finished. If the captain does not join the draft and choose their teams position, the intramural office will randomly place them in a remaining spot in the bracket.

During the postseason, teams must maintain a sportsmanship rating of 6.0 or better to advance to the next round. A team must maintain a 6.0 average during the playoffs to keep playing. The average will begin with the first game played in the playoffs. In the event that a team will not advance due to sportsmanship, the next round will be decided without a game being played. No team will advance in the tournament after losing even if the team that defeated them cannot advance due to sportsmanship. The Intramural Sports Office reserves the right to suspend players with poor sportsmanship and/or remove the entire team from the postseason tournament.

Playoff Draft Instructions

The day after the regular season ends @ 12:00 PM

Playoff Draft Details:

1. You will receive a message on Microsoft Teams about the ranking and when able to pick in the draft.
2. You will have 45 seconds to pick your spot.
3. If you miss your pick or want to change your pick, you will have to wait until the conclusion of the draft and during the Post Draft time (usually 3-5 minutes) to be able to pick or **you can join the Microsoft Teams Meeting to tell us where you want or email/message us immediately.**

Instructions:

1. Log in to your Fusion Play account as you normally would using your Tech credentials. ONLY THE CAPTAIN.
    a. If you need another player to select for you, then you can add them as captain.
2. You will access the Draft that will be provided at the top of the page.
3. The draft page will have all the information that you need to help make the best choice for your team. Remember to look not only at the first-round game times. It is your responsibility to select games that your team can attend. **Game times may not be changed.**
4. Picking your spot in the bracket
    a. To pick your spot in the bracket simply click on the slot you wish to enter your team.
    b. All of the available slots will be noted. Look for possible first round byes when choosing for your team.
    c. Once in your desired spot, you have completed your responsibilities for the Draft.

d. Remember, if you want to change your pick, you will have to wait until the Post Draft time period or **you can join the Microsoft Teams Meeting to tell us where you want or email/message us immediately.**

There will be a Microsoft Teams Meeting for the Draft on (Example date and time) - Thursday April 14th, 2021 at 12:00 PM. You do not have to join the meeting, but we are going to be there to help anyone who has issues or questions. You can use this meeting to pick your draft pick.

Policies & Procedures

Championship T-shirts

At the conclusion of our tournaments and leagues, championship shirts are awarded to the winners. A t-shirt will be given to each person that participated in at least one (1) regular season game (**NO COACHES)**. The roster maximums will be used to determine the total amount of shirts that will be given.

Proper Attire

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. Intramural 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.

Non-athletic clothing including but not limited to jeans, dress pants, dresses, khakis, and blouses is prohibited. Athletic attire is typically breathable and loose fitting to allow a player to safely and effectively perform physical movements. Non-athletic clothing typically is not designed for sports and may lead to injury. Participants will be asked to change into athletic wear or may not be permitted to participate.

Players are required to wear athletic shoes (e.g. basketball shoes, running shoes, tennis shoes) for all sports. Players cannot play bare footed, and footwear including but not limited to boots, flip flops, open-toed shoes, crocks, and sandals are not allowed. For outdoor sports such as flag football, soccer, and softball, molded rubber cleats and screw-in cleats with studs are allowed. The Intramural Sports **Office prohibits spiked cleats, screw-in metal cleats, and metal studs for all sports.**

- Exception: Sand Volleyball – **NO SHOES ALLOWED**

Jewelry

Participants must remove all watches and necklaces prior to each contest, and Intramural staff reserve the right to disallow anyone with jewelry that may pose an injury risk. For their safety and the safety of others, Intramural staff will not allow individuals with permanent or non-removable jewelry to participate. However, Intramural staff reserves the right to make the final decision on whether or not jewelry worn could be taped or must be removed prior to play.

- If warned multiple times, sportsmanship may be docked. This is captain's responsibility.

➢ **All Air Pods/Ear Buds/Headphones are PROHIBITED during IM Contests.**

Blood Policy

Participants that are bleeding, have an open wound, and/or have an excessive amount of blood on the uniform must leave the contest for first aid care. The bleeding must be stopped, the open wound must be covered, and/or the bloody uniform must be changed/cleaned before the player can return to the game.

Pads/Casts/Braces

Leg & knee braces that are made with soft, pliable material and free of any sharp edges are allowed.
Compression sleeves and wrist sweatbands are permitted above the waist.
Casts may **NOT** be worn on any part of the body.

Lost and Found

The Tennessee Tech Intramural Office is not responsible for lost, stolen, or left items at any of our playing surfaces. Participants are encouraged to leave all valuable personal belongings in their car or at home. In the event that items are found by Intramural Staff, the following procedures are followed: Wallets/Eagle Cards/Phones/Jewelry and any other items of significant value will be stored in the Main Office at the Tennessee Tech Fitness Center. Equipment/Clothing/Shoes or similar items will be stored at the Intramural Pavilion or Lost & Found at the Fitness Center. Email our office at intramurals@tntech.edu with any inquiries.

Pets

Pets are not allowed in the Marc L. Burnett Fitness Center, Sand Courts, or Intramural Pavilion. Pets are also not allowed on the playing surfaces (e.g. flag football/soccer fields, softball fields, sand volleyball courts).

Pets may be brought to the Intramural fields. Owners are solely responsible for the behavior and actions of their pets. **Owners MUST leash their pets and pick up all pet droppings.** There are designated locations with dog waste stations. Please take your pets to these locations for clean-up. Intramural Sports staff reserves the right to ask owners and their pets to leave the fields.

Rules

All TN TECH Intramural sport rules are based on rule publications of the National Federation of High Schools (NFHS) and professional associations. When appropriate, rules are modified and/or created to level the playing field and foster a safe and enjoyable experience for all participants. The Intramural Office has the right to modify any rule.

Protests

- Misinterpretation or Misapplication of a Rule
  - During a game, participants may protest the misinterpretation or misapplication of a rule. After the conclusion of the play and before the start of the next sequence (e.g. Down, possession), the team captain should inform an official that he/she would like to protest the enforcement of a rule.

THE JUDGEMENT OF THE GAME OFFICIALS IS NOT SUBJECT TO PROTEST

  - The officials will hear the protest and decide. If either team disagrees, they may appeal the decision to a Professional Staff member. The decision of IM Professional Staff is final, and, if space and time permits, the game will be continued from the point of the protest.
- Player Eligibility
  - At any point during the regular or post season, player eligibility may be protested (this includes club members on the roster of a rec team when elite is offered). Official protests can only be made between teams who have had direct competition with each other. Regular season protests can be made at any point before the postseason. During the postseason, team captains who wish to protest the eligibility of a player must do so **BEFORE** the start of the contest. Late players must be protested at the time of their entry into the game. **No eligibility protests will be allowed after the completion of the contest during the post season.**
  - **The penalty for participation of an ineligible player may be a forfeiture of all games/matches in which the ineligible player participated**. The Intramural Sports office defines participation as having checked in for a contest regardless if the player actually actively played in the game. **Any player(s) found to be in violation of our eligibility rules will receive a minimum two (2) game suspension.**

- In addition to game forfeiture, the team captain may receive a minimum one (1) game suspension for violation of intramural policies.

Photography Policy

To protect the privacy of participants, the use of photography equipment (professional cameras, cell phones etc.) is **NOT** allowed during Intramural contests without the approval of Campus Recreation professional staff. Before attempting to take pictures, please ask.

Inclement Weather & Field Conditions

During inclement weather or unsafe field conditions, the Intramural Sports Office may delay, postpone, or cancel intramural sports activities. The Intramural Sports Office will inform teams via Email, Fusion Play, Microsoft Teams, and/or Instagram. The safety of players, spectators, and Intramural staff is paramount.

Intramural activities are cancelled on any day when the President chooses to close the University. If University is open but classes are cancelled, intramural activities may continue.

Bad weather may occur during games, and Intramural Professional Staff may ask players and teams to continue. However, in the case of lightning, Intramural Professional Staff will suspend play **thirty minutes (30:00)** from the last spotted lightning bolt. Game times will be adjusted accordingly, and games may be cancelled so later games may start when scheduled. Regular season games that end prior to half time, will not be rescheduled and will be recorded as a non-played game. If the regular season game does reach half time, then the score will be final even in the case of a tie. The sport specific weather policies are listed below.

When games get cancelled, field(s)/court(s) may be closed for a duration due to field/court conditions. During this time, nobody is permitted to be on the fields until Intramural Professional Staff reopens the field(s)/court(s).

Flag Football/Soccer/Ultimate/Basketball/Water Polo

A game is official once half time has been reached. During the post season, games that have not yet reached halftime, or are tied at any point, will be completed from the point of interruption.

Softball/ Kickball

A game is official once 4 innings have been completed, or once 3.5 have been completed and the home team is ahead. During the playoffs, games that have not reached 4 innings (or 3.5 as listed above) or have a tied score at any time, will be completed at a later time from the point of weather interruption.

Sand Volleyball/Tennis

The match will not be official with a final score and winner until a player or a team has won 2 out of 3 games.

Code of Conduct

Participation in Tennessee Tech University Intramural Sports is a privilege. Students, faculty, and staff expect a fun, challenging, and welcoming environment. Therefore, all participants who sign up for Intramural Sports agree to the following:

- ✓ Treat Campus Recreation and Intramural Sports facilities, equipment, and staff with care and respect.

- ✓ Comply with the reasonable requests of Intramural Sports staff.
- ✓ Respect the rights, physical welfare, and dignity of teammates, opponents, and spectators.
- ✓ Adhere to all University and TN TECH Intramural Sports rules, policies, and procedures
- ✓ **Abstain from using alcohol and tobacco products during Intramural activities. Alcohol and tobacco products are prohibited in University buildings and grounds as well as sidewalks. This includes but not limited to e-cigarettes and vapes.**
  - ☐ **This could result to being referred to the Dean of Students office.**
  - ☐ **Drinking alcohol before participating or during a contest may result in Player and/or Team Suspensions and University Police may be called.**
    - ✦ **Any teams suspended due to alcohol use will result in immediate forfeiture from the league for at minimum the duration of the sport.**
  - ☐ **Observers drinking alcohol before or during a contest will be ejected from the contest and University Police may be called.**

Participants that practice unsportsmanlike behavior before, during, or after a contest are subject to disqualification for that contest and/or future contests. Examples of unsportsmanlike behavior include but are not limited to the following:

- ➢ The use of profanity
- ➢ Vulgar and abusive language
- ➢ Disrespectfully addressing or contacting Intramural Sports staff
- ➢ Excessive technical and unsporting fouls
- ➢ Fighting, attempting to fight, or inciting a fight

Participants ejected due to unsportsmanlike or disruptive behavior must leave the facility immediately. Failure to comply may lead to IM staff contacting TN TECH Police and to his/her team forfeiting the game. Participants/fans ejected or removed from a contest for any reason are ineligible for further competition of any sport **UNTIL** reinstated by a Professional Staff member of the Intramural Sports Office. The disqualified player **MUST** contact a Professional Staff member and schedule a meeting. IM Professional Staff may suspend a player for additional games, for the duration of a sport, or for an indefinite period of time depending on the severity of the unsportsmanlike behavior as well as the reports and opinions of the ejecting official and supervisor.

Participants who threatens other participants, officials, or IM Staff will be reported to TN TECH Police. A report will also be sent to the Dean of Students. Threats may cause a participant to be expelled from Tennessee Tech University.

Participants disqualified due to willful destruction of Campus Recreation & University facilities and equipment will be required to pay for repair and/ replacement.

Team captains are expected to monitor and control the actions of their fans before, during, and after the contest. Spectators that are disruptive towards players, Intramural Sports staff, and other spectators will be asked to leave.

Ejections Cont.

Any player that is ejected from a game or contest is immediately suspended from all further intramural sports activities. The suspension is indefinite until a meeting is scheduled and conducted with the participant and the Professional Sports staff from the intramural office. Regardless of the circumstances surrounding the ejection, the participant will be given a minimum suspension of one (1) game. However, the intramural sports office reserves the right to determine if further disciplinary actions are warranted. Any player

that is ejected in their team's last game of the sport will have to serve at minimum a one (1) game suspension of the next sport the player is playing. Any player that is ejected, must serve their suspension on the roster they were on when ejected and is not allowed to play any more games of any sport or league until the suspension is met for that roster they were on when ejected, UNLESS it is the final game and their suspension would be for the next sport they are playing. **All ejection suspensions must be served in only the league they were ejected in (Men's Casual, Men's Rec, Men's Elite, Women's Rec, Women's Elite, Co-Ed Rec, Co-Ed Elite). The player ejected cannot serve their suspension in two (2) leagues.**

Sportsmanship Rating System

Team Sportsmanship

The sportsmanship rating system serves to assess a team's attitude and behavior throughout the regular season and postseason**. Actions and behaviors BEFORE, DURING, and AFTER the contest are included in a team's sportsmanship score.** The team captain is responsible for educating his/her team and spectators about the sportsmanship system.

The student officials, program assistants, student game supervisors, student leads, graduate assistants, and/or professional staff will determine a final SR at the end of the contest. **Please understand that the actions and behavior of the team and its spectators BEFORE, DURING, and AFTER the contest will be considered.** Team captains may request their SR at the end of the contest and view the rating online the next day. Team captains are encouraged to speak to a Professional Staff member to receive an explanation of their team's rating. **Reminder: Playing intramurals is a privilege. You MUST act accordingly to be allowed to continue to play.**

Team sportsmanship during the regular season and postseason will be graded according to the following scale and criteria. **A team must maintain a 6.0 average during the playoffs to keep playing in postseason play.** The average will begin with the first game played in the playoffs. The listed criteria are not exhaustive, and Intramural staff may consider other criteria in determining a team's SR:

Sportsmanship Table Below: Scale of 2-8

Sportsmanship Rating Table

Rating	Criteria
8 - Good	▯ The team fully cooperates with the intramural officials/staff and presents a good attitude. The team receives no warnings, technical fouls, unsportsmanlike penalties or yellow cards. ▯ The team is respectful to the opponent and no conflicts occur.
6 - Average	▯ Team engages in few arguments and confrontations with Officials/IM staff/opposing team. ▯ Their actions result in a conduct penalty (i.e. yellow card, technical foul, or unsportsmanlike conduct penalty.) ▯ Teams that receive a conduct penalty cannot receive higher than a "6" rating.
4 – Below Average	▯ Team constantly complains to IM staff and the opposing team.

	▯ The team captain exercises no control over anyone. ▯ Team receives multiple conduct warnings and or penalties.
2 - Unacceptable	▯ **A Team Fails to Show for a Contest.** ▯ The entire team and spectators are non-cooperative. ▯ The team captain is combative and unhelpful. Team has zero respect for others. ▯ The team is absolutely out of control, receives enough conduct penalties to forfeit game.

All-Campus Competition

Only when offered

The All-Campus Competition gives teams and individuals an extra incentive to participate in Intramural leagues, tournaments, and activities. There are five (5) divisions: Residential Life, IFC, PHC, Men's Open and Women's Open. Teams earn or lose points based on sport classification (gold, silver, or bronze), team performance, defaults, forfeits, and sportsmanship rating (SR).

Men's and Women's Divisions

Students, faculty and staff members are eligible for the men's and women's divisions for the All-Campus Competition. There are two Open Divisions: Men's and Women's. Co-Recreational teams and activities will not be included in the All-Campus Competition.

The official team roster is limited to twenty-five (25) participants and shall be maintained on Fusion Play App. Participants may be added throughout the year. Teams may not delete participants from the official roster that have checked in for at least one (1) game throughout the year. Team captains should ensure that participants have not been added to the official roster of another team or have not played for another competing team. A team will forfeit all accumulated points to date if (a) the player is not on the official roster, (b) the official roster exceeds twenty-five (25) individuals, and/or (c) the player has competed on another Open Division team.

Teams will receive points for postseason participation and performance if they qualify for postseason eligibility.

In order for your teams points to count, your team name needs to have a declaration of what team you are receiving points for in parentheses. Example: "One Hit Wonders (ROTC)"

All teams will be awarded five (5) additional points for a second team that consists of their members for silver or bronze sports **(NOT GOLD)**. The behavior and SR of these teams will be a factor in the sportsmanship rating of the A team.

For Bronze sports, teams may choose to earn points for either singles or doubles not both. Teams must elect which one before the season starts.

****There may not be an All-Campus Competition. The Intramural Office will make everyone aware if there is All-Campus Competition.****

IFC & PHC Divisions

- ✓ For the IFC and PHC divisions, all fraternities and sororities are automatically entered into the competition. All teams must register and attend the captain's meeting.

- ✓ All team members must be registered members of the fraternity or sorority. The intramural office will maintain a copy of the official rosters received from the Greek Life Office.
- ✓ Regardless of the number of teams entered, a fraternity or sorority will gain participation points for a single team per major and minor sport.
- ✓ Teams will receive points for postseason participation and performance if they qualify for postseason eligibility.
- ✓ A forfeit will be declared if any team plays with an illegal player. Any participant not listed on the official roster is considered an illegal player. Captains are responsible for making sure participants are on the official member list with the Greek Life Office prior to participating in a contest.
- ✓ All PHC and IFC teams will be awarded five (5) or ten (10) additional points for a second team participating that consists of their members. However, the behavior and sportsmanship rating of each of these teams will be a factor in the sportsmanship rating of the A team.
- ✓ For Bronze sports, teams may choose to earn points for either singles or doubles not both. Teams must elect which one before the season starts.

****As of 07/01/2020, there are no IFC & PHC leagues.****

Residential Life

- ✓ For the residential halls, you must sign up as your specific hall you want to compete as. All teams must register and attend the captain's meeting.
- ✓ All team members must live in the hall they are competing for. The intramural office will maintain a copy of the official rosters received from the Residential Life Office.
- ✓ When Registering for teams, at the end of your team name you need to put what hall you are participating for in parentheses. Example: Gone with the winded (NHS)
- ✓ Regardless of the number of teams entered, a residential hall will gain participation points for a single team per major and minor sport.
- ✓ Teams will receive points for postseason participation and performance if they qualify for postseason eligibility.
- ✓ A forfeit will be declared if any team plays with an illegal player. Any participant not listed on the official roster is considered an illegal player.
- ✓ All Residential Halls will be awarded five (5) or ten (10) additional points for a second team participating that consists of their members. However, the behavior and sportsmanship rating of each of these teams will be a factor in the sportsmanship rating of the A team.
- ✓ For Bronze sports, teams may choose to earn points for either singles or doubles not both. Teams must elect which one before the season starts.

All-Campus Point System

	Gold	Silver	Bronze
REGULAR SEASON			
Participation	50	25	25
Elite League	30 additional pts	~	~
Win (Elite league 10 pts)	5	5	5
Loss (Elite league 5 pts)	2	2	2
Tie (Elite League 7 pts)	3	3	3
POSTSEASON			

Champion	50	25	25
Runner Up	43	20	20
Win (Elite league 15 pts)	10	5	5
Loss (Elite League 10 pts)	5	2	2
BONUS			
8.0 or Higher SR	50	25	~
Regular Season Division Champion	25	~	~
Regular Season Division Runner up	25	~	~
Extra points for second team participating	10 (Not Open)	5	5
DEDUCTIONS			
5.0 or lower SR	-20	-10	~
Forfeits	-20	-20	~

Gold, Silver, and Bronze Sport Classification

Gold	Silver	Bronze
Ultimate	Spikeball	Teqball
Softball	Sand Volleyball League	Cooking comp
Flag Football	Badminton	Smash Bros
Indoor Volleyball	Archery Tag	Billiards
Basketball	Cornhole	Madden Tournament
Inner-tube Water Polo	Table Tennis	Disc Golf
Soccer	Dodgeball	Log Rolling
Indoor Soccer	Pickleball	Chess
	Wrestling	Rocket League
	Floorball	3v3 Basketball
	Kickball	
	Dodgeball	

Extramural Policy

For certain sports, extramural events are offered by different universities across the country. Teams from all leagues are eligible to go and compete in these tournaments. Any team interested in registering may contact the intramural sports office for assistance. Teams may also look through the NIRSA website for available sports. The Intramural Sports Office will not provide teams any financial support.