

WHAT ARE “INTRAMURAL SPORTS”?

The Intramural Sports Program at the University of South Florida is designed to provide an opportunity for all students, faculty, and staff to participate in organized recreational competition. Structured leagues and tournaments are offered in over 30 different sports and activities during the fall, spring, and summer semesters. So satisfy your urge to play, come by Campus Recreation and stop by the Intramural Office or contact Intramurals at 813-974-4449 or rec-imsports@usf.edu.

THE INTRAMURAL SPORTS STAFF

The Intramural Sports Staff is here to serve you. We hope you will have a fun and safe intramural sports experience and we will do everything possible to achieve the goals of the University and the Campus Recreation Department. We encourage constructive comments and want to hear from you. If we can be of service, come by the Intramural Office or call us at 813-974-4449. One of our friendly staff members will be glad to be of assistance.

INTRAMURAL GENERAL RULES

- **All participants are required to bring their USF student or USF staff ID card to ALL GAMES.** The USF ID must have a clear name, UID number, and picture. No other form of identification will allow the participant to play in intramural sports.
- Team roster sizes are capped at twice the amount it takes to field a full team with the exception of individual or dual activities unless otherwise noted. (Example: 7 on 7 flag football roster caps at 14 players/co-rec softball caps at 20 players).
- In case of rain, lightning, or other threatening weather conditions, check the IM Sports Twitter account (@USFIMSports) and personal email for updates. Updates will be made once a decision is made. If there is no news posted, then games are on. The decision to start or postpone a game will be made by the Intramural Staff as the weather conditions dictate. This decision may or may not be made prior to game time.
- **No Pets** - Pets are not to be brought on to any of the intramural fields, nor can pets be tied to a fence on the outside or held in a purse.
- All spectators are to stay off the field/court at all times!
- No jewelry may be worn in most Intramural Sports. Specific sport rules will clarify. Individuals will be removed from the contest until the jewelry is removed.
- Athletic attire is required for most events. Specific sport rules will clarify.

ELIGIBILITY

All officially enrolled students at the University of South Florida are eligible. Faculty and Staff members must have an active membership to the Campus Recreation Center at the University of South Florida to be eligible for participation in the Intramural Sports Programs. Faculty and Staff can contact Membership Services at 813-974-7084 for information on memberships.

- Students representing fraternal societies in intramural competition must be members of their respective units or organizations. Active and legally processed pledges are eligible to participate in the Fraternal Society Division.
 - Each Fraternity/Sorority shall be required to keep an updated membership on file with the Office of Fraternity and Sorority Life of all active members and pledges. This list shall also be kept up to date and new members or pledges added to this list prior to intramural participation. An individual is not eligible to participate for a fraternity/sorority unless his/her name appears on this membership list. Fraternities/Sororities not complying with this rule shall not be permitted to participate in intramural events in the Greek Leagues until their membership list is on file in the Office of Fraternity and Sorority Life.

- A player is allowed to participate on one Co-Rec team while also participating on one single gendered team (single gendered includes Fraternity, Sorority, Men's Independent, and Women's Independent). A person may not change teams after participating for a team.
 - The first team a player checks in with is considered his/her legal team.
 - A player may be removed from a roster if he/she is injured and cannot participate in intramurals anymore. To do this, the player must come into the IM office with the team captain and a doctor's note verifying the injury during office hours. The injured player will no longer be allowed to play Intramurals.
 - A player must provide a release form from the doctor to return from being medically removed from a roster. The player will have to play on the team they were removed from. If that team is already full, the player will not be allowed to play in that league for the rest of the season.
- New fraternity/sorority pledges are eligible to switch to fraternity/sorority teams, with approval of the independent team captain in which the individual is leaving within the first four weeks of school. This applies only to team sports: flag football, volleyball, basketball, softball, and soccer.
- Individuals on a team which forfeits the first game and is dropped are eligible to play on another team. The captain is not eligible to play on another team in that league.
- Rosters of teams shall be comprised of team members' names as they are listed on IMLeagues. Once a name appears on IMLeagues, they are to be considered members of that team. New players may be added throughout the regular season only as long as they have not previously played on another team. Players that have not participated may be removed from the roster. No new player can be added after the playoffs begin.
- Varsity Intercollegiate Athletes:
 - USF Intramurals follows NIRSA eligibility guidelines regarding former intercollegiate varsity athletes. Varsity athletes that appear on an official intercollegiate squad list for more than 3 weeks are not eligible to compete in the same intramural sport for the same academic year, regardless of whether the name is removed after the fact. If a former varsity intercollegiate athlete appears on an official intercollegiate squad list for 4 or more years, they are not eligible to compete in intramural sports for that respective sport until one full academic year has lapsed from the final academic year they were listed on a school's varsity squad list. Please visit <http://nirsa.net/nirsa/nirsa-championship-series/player-eligibility-requirements/> for more details.
 - In the case of an intramural sport that precedes or coincides with a varsity sport, a squad member may participate in both until such time as the official squad list is published.
- Professional Athletes:
 - A professional athlete is barred from the sport in which he/she was a professional for a period of five years from the time he/she last played as a professional.
 - A **professional athlete** is one who receives any kind of payment, directly or indirectly, for athletic participation, or who has participated in competition with a professional team.
 - A **professional athletics team** is any organized team that provides any of its players more than actual and necessary expenses for participation on the team and/or declares itself to be professional.
 - USF Intramurals expects participation to be based on one's self-identified gender and that it is done in good faith and is consistent with a player's expressed gender identity.
 - A participant's gender identity will be applied when there are gender specific rules or player ratio requirements for co-rec divisions.
 - Transgender individuals may play on the team that best matches their gender identity, not purely

on the sex indicated in official school records.

- Player eligibility will be based on the gender identified on the official team roster.

INELIGIBLE PLAYERS

The Intramural Staff does not assume the responsibility for checking upon all aspects of the eligibility of individuals participating, but any cases of ineligibility called to the staff's attention will be dealt with according to the policies. Team captains will be responsible to check the eligibility of their own players and should check that of their opponents.

- Types of ineligible players:
 - Non Student, Non Faculty/Staff, or Faculty/Staff without membership
 - Participant playing on two or more single gendered or Co-Rec teams
 - Current Intercollegiate Athletes
 - Ejected Participants
- The Intramural Staff will forfeit any contest immediately upon discovery of an ineligible participant(s).
- Teams may not play ineligible players even by mutual agreement of both team captains and the other players in the contest.
- During league play, all contests in which an ineligible player participates shall be recorded as a forfeit win for the opposing team and the ineligible player will be suspended for the remainder of that specific sport.
- During playoffs, the contest in which the ineligible player was legally protested upon and discovered in shall be recorded as a forfeit win for the opposing team.

REGISTRATION AND CAPTAIN'S MEETINGS

All registrations and captain's meetings take place on IMLeagues.com/USF unless otherwise indicated by the events description on IMLeagues. The team captain must have an active IMLeagues account to register a team.

- **Major Sports** – Major sports will have a window of registration a week prior to games.
- **Minor Sports/Special Events** – All minor sports and special events are open for registration the first day of classes per semester and close 2-4 days before the actual event takes place or begins. Please be aware of all registration deadlines. There are no captain's meetings for Minor Sports or Special Events.
- Team names are subject to the approval of the Intramural Professional Staff. Any names deemed inappropriate will not be permitted to be used in any fashion. Although a team name may be accepted at time of entry, after review it may be deemed inappropriate and changed. Teams may not use names to discourage opponents from showing up such as *Bye Week*, *No Game*, *Open*, etc.
- Player substitutions in individual tournaments are not permitted **AFTER** play has begun.

LEAGUES OF PLAY

Most sports will be conducted in three separate leagues of play:

1. Greek (Fraternity/Sorority)
2. Independent (Men's/Women's)
3. Co-Rec

The league separations are followed in order to equalize competition, to present an avenue for everyone to participate, and to schedule competition according to organizational interests.

1. **Greek** teams include social organizations registered by the Office of Fraternity and Sorority Life and

recognized by the Interfraternity Council and Panhellenic Council. A participant's name must appear on the official membership list of his/her organization in the Office of Fraternity and Sorority Life before he/she may compete. No pledge is eligible to represent the organization until his/her name officially appears on the official pledge list filed with and recognized by the Office of Fraternity and Sorority Life for the semester in question. An organization must compete and not forfeit out of 3 of the 5 major sports (Basketball, Flag Football, Soccer, Softball, and Volleyball) the previous year to remain eligible to compete in a Greek League. Greeks must be eligible at the end of the year to be considered for the Sport Points Award.

- If a Greek Fraternity or Sorority is interested in becoming a part of the Greek League, they must contact the IM Coordinator to provide official registration by the Office of Fraternity and Sorority Life and recognition by the Interfraternity Council, National Pan-Hellenic Council, Unified Greek Council, and/or Panhellenic Council. This will begin a one year probationary period to ensure commitment of the organization to the Greek League in which they must compete in and not forfeit out of 4 of the 5 major sports.

2. **Independent** teams may consist of any eligible student, faculty, or staff, regardless of unit affiliation.
3. **Co-Rec** teams may consist of any eligible student, faculty, or staff, regardless of unit affiliation. The primary emphasis in the Co-Rec program is placed on fun and socialization. Co-Rec participants may also participate in one of the single gendered divisions.

CHAMPIONS

An Intramural Sports Championship T-Shirt will be awarded to the overall winners in each league of all activities offered during the fall and spring semesters. Major sports will receive individual sport championship shirts; all other champions will receive generic cotton championship shirts. No shirts will be given out for summer champions unless there are extras from the fall/spring.

SO YOU WANT TO BE A TEAM CAPTAIN?

Each team entered in an intramural activity must have a designated team captain who will act as the official liaison between the team and the Intramural Office. Team captains should be interested in the welfare of their team.

Team captain responsibilities include but are not limited to:

- Getting players on the roster on IMLeagues by appropriate deadlines.
- Organizing teams and entering them into competition before the deadline date.
- Continually checking the online schedule as it is updated constantly.
- Keeping the team members informed of activities available, stimulating and promoting participation.
- Notifying their teams of time and place of scheduled activity and seeing that they are present.
- Becoming familiar with the rules and regulations governing each sport.
- Checking the eligibility of each player before and during the season.
- Making an effort to see that those representing the organization play according to the rules of the game and conduct themselves as good sports.
- Seeing that their team never forfeits a contest. Responsible for paying the forfeit fee for the team.

DON'T HAVE A TEAM BUT WANT TO PLAY? BECOME A FREE AGENT!

All individuals are encouraged to participate in intramural sports. Teams are formed from students in residence halls, student organizations, hometown affiliations, and often groups of friends. However, if you want to play but do not have enough people to form a team, you can still get involved! You can sign up as a free agent on

IMLeagues, come to the Intramural Sports Office, or contact our staff at rec-imsports@usf.edu for more assistance. We will do everything in our power to get you involved!

WAIT LIST TEAMS

All efforts will be made to include wait list teams in a league or tournament; however, there is no guarantee. Please sign up during the scheduled registration period to ensure your spot on the schedule or tournament bracket. If a team representative does not attend the captain's meeting, representatives of wait list teams that are present at the captain's meeting will replace teams not present based on a priority list determined by order of registration. As the season progresses, wait list teams will be called to fill vacancies that become available due to teams dropping out of the league.

FORFEITS/DEFAULTS/POSTPONEMENTS

FORFEITS

- Game time is forfeit time! Any team or individual that fails to be ready to play a contest at the appointed time with their current USF ID will forfeit to the opponent! If neither team nor individual is ready, both will be charged with a forfeit. To obtain a contest victory by forfeit, the required number of participants must be present and ready to play. Players must be properly equipped and ready to start competition to be considered ready to play.
- Forfeited contests will not be rescheduled, and the forfeiting team will receive a one sportsmanship rating. The opposing team will receive a six sportsmanship rating.
- All captains of teams that forfeit a contest will have a charge placed on their university account for the following amount: \$25 Major Team Sports (regular season only), \$10 Minor Team Sports/Special Events/Tournaments with officials (Exception: Bowling and UnBULLievable Race), or \$5 individual or dual sports and tournaments/meets in which you are competing head to head against an opponent. These charges are to stabilize leagues and reduce the number of forfeits. Captains listed in IMLeagues are responsible for their team showing up and participating regardless of the circumstances. Appeals must be made to the intramural coordinator via e-mail within 24 hours of the forfeit. All charges will be placed on the captain's personal USF account.
- If a team forfeits their first league game, they will be charged and removed from the league to allow teams on the waiting list into the league. If the spot is not filled, the forfeiting team will be contacted in regards to staying in the league. The forfeit charge will not be removed. After a team forfeits two games in a sport they will be dropped from the league and will not advance to the playoffs.

DEFAULTS

- To avoid a forfeit charge, a team representative must call the Intramural Sports Office by 12pm the day of their contest to default. If the contest is a Friday, Saturday, or Sunday, the default must be received by 12pm on Friday. Teams are allowed two defaults per sport and each default will count as a four towards their sportsmanship rating. The opposing team will receive a six sportsmanship rating.

POSTPONEMENT

- If a regular season game is cancelled then both teams will receive a six sportsmanship rating.
- If a playoff game in progress is postponed due to severe weather and the make-up starts from the point of postponement then ONLY those players checked in at the time of the postponement can participate during the scheduled make-up. No new players are allowed to check in and participate even if they are on the IMLeagues roster.
- If a team defaults in the playoffs and the game is cancelled due to inclement weather, then the defaulting team will be given the opportunity to participate in the reschedule.

SPORTSMANSHIP POLICY

A part of the philosophy of the Intramural program at USF is that sportsmanship is vital to the success of each and every program we offer to the university community. Sportsmanship is respect for opponents, officials, spectators, fair play, and polite behavior in a sport or other competition, whether spectating or participating. All intramural participants will be subject to the IM Sportsmanship Policy.

- A team's sportsmanship will be evaluated each game by the officials. At the conclusion of your game, the officials will rate your sportsmanship on a scale of 0 – 6 (0 – unacceptable, 6 – exceptional). Ejections, verbal abuse towards the intramural staff or opponent, disruptive behavior by team or fans, and poor sportsmanship will warrant low sportsmanship scores. Additional points will be subtracted at the conclusion of the game if a team is found to be responsible for excessive trash left at game sites.
- If a team has a sportsmanship rating average lower than four at the end of the season, that team will not be allowed to participate in the playoffs. Teams are responsible for tracking their sportsmanship throughout the season.
- The final sportsmanship rating for the regular season will be carried over and treated like a score for one playoff game. While in the playoffs, if a team drops below a four in sportsmanship rating at any time, they will have a one game probationary period to get their rating above a four. If a team cannot mathematically obtain a four sportsmanship rating after a probationary game they will not be receive a one game probationary period. The Intramural Office will contact the team in regards to the probationary period prior to the next scheduled game. A team may only be placed on probation once throughout the entire playoffs.
 - **Example:** If Team A ends the regular season with a sportsmanship rating of five and then receives a two in their first playoff game, their sportsmanship rating will be at a 3.5 for the playoffs. Team A will be on a one game probation for their second playoff game. If they do not get their sportsmanship rating above a four during their probation game, they will not advance in the playoffs even if they win. The advancement of the opposing team will only occur if the team receives a 5 or 6 sportsmanship rating in that game.
- Intramural Sports Student Supervisors and game officials reserve the right to warn, penalize, and/or eject participants or teams for poor displays of sportsmanship before, during, or after the game. The Intramural Coordinator will rule on further penalties to be issued. This policy has been implemented to ensure and continue the high level of sportsmanship with all Intramural activities.

PLAYER CONDUCT

The development of sport attitudes is a major goal of the Intramural Sports department. Good sportsmanship is vital to the conduct of every contest in the Intramural Sports program. The playing field is not a venue for physical or verbal abuse from the players or the spectators. Players and teams must be able to accept defeat wholesomely without blaming others. A team is responsible for the actions of individual members and for spectators directly related to their team. The conduct of players and spectators before and after the game is as important as the conduct during the game. If an ejected player forces a team to fall below the required minimum number to play, the team will forfeit that contest. To discourage unsportsmanlike conduct, the following actions are prohibited:

- **Disrespect Toward Staff or Officials**

Any individual addressing a staff member or official in an unsportsmanlike, discourteous, or threatening manner will immediately be disqualified and ejected from that game/event.

Suspension; minimum of 1 week from all contests

- **Intentionally Shoving, Striking, or Attempting to Shove, Strike a Staff Member or Official**

This shall result in immediate ejection from the game/event.

Suspension; minimum of 1 Calendar Year from all contests

- **Unsportsmanlike or Disruptive Behavior**

Team members, captains, spectators, coaches or entire teams may be asked to leave the playing area if displaying such behavior.

Suspension; minimum of 1 week from all contests

- **Becoming Involved in a Fight**

If the instigator(s) can be identified, they will be suspended from further participation within intramurals. "He Hit Me First" or "I Was Just Defending Myself" are NOT acceptable excuses for fighting. Instances more severe in nature will result in further action being taken by the Intramural Coordinator. If the instigator cannot be identified and neither team assists in identifying the person, the entire team will be held accountable.

Suspension; minimum, remainder of semester from all contests

- **Leaving the Bench/Viewing Area**

Team Members and/or Spectators who leave the benches/viewing area to participate in any altercation.

Suspension; indefinite for team/organization, minimum of one semester from all contests

- **Playing on More Than One Team**

Forfeit for Second Team/Suspension; minimum remainder of that sport in specific division

- **Alcohol**

Alcoholic beverages are not permitted on or around the intramural playing areas on university grounds. Students who appear intoxicated due to alcohol will not be permitted to participate. The official(s) assigned to the game or any staff member has the authority and responsibility to make a decision.

All teams/individuals guilty of alcohol infractions will be asked to leave the intramural playing area

FRAUDULENT ACTS WITH IDENTIFICATION

- **Use of an Assumed Name**

Using false identification is a violation of the USF Student Code of Conduct. The fraudulent ID will be confiscated and destroyed; owner will have to obtain a new ID through the card center.

Suspension; minimum of 1 week from all contests

- **Fraudulent Acts**

Any misrepresentation of a score, playing while ineligible or under suspension or allowing an individual to use your USF ID for intramural participation is illegal.

Suspension; minimum of the remainder of that semester from all contests AND forfeit for the team

REINSTATEMENT PROCEDURES

Any player, coach, or spectator who is ejected from an intramural contest is automatically suspended from all intramural activity until official reinstatement.

- To be reinstated, the suspended participant must schedule a meeting with the Intramural Professional Staff. An email will be sent from IMLeagues to the ejected participant with contact information.
- The suspension period for each ejected participant shall be determined by the Intramural Professional Staff. The suspension will not start until meeting with the Intramural Professional Staff.
- No individual will be reinstated prior to meeting with the Intramural Professional Staff.
- Missing or showing up late to an ejection meeting may result in a longer suspension.
- The suspended individual may not participate in any intramural activity, whether it is a team sport, individual event, or a special event until the suspension is lifted.

- Multiple offenses of any kind will lead to increased disciplinary actions up to the discretion of the Intramural Professional Staff.
- Extreme offenses during Intramural Sports participation can carry sanctions such as, but not limited to: indefinite suspension, suspension from other Campus Recreation areas or programs, and referral to the Office of Student Rights and Responsibilities.

THE INTRAMURAL SPORTS ADVISORY BOARD

The Intramural Sports Advisory Board is used as an appeals committee for suspensions handed down to participants by the Intramural Sports Program. The board will render the final verdict in case of an appeal. The board consists of eight individuals broken down as follows: one representative from the fraternities, sororities, student officials association, men's independents, women's independents, Intramural Staff, and two additional individuals from the respective six groups. The chairman will be selected by the Intramural Professional Staff and will only vote on the decision if there is a split decision. Five members of the board must be present for the appeal to be heard. The suspended participant will not be eligible during the appeal process.

APPEAL PROCEDURES

- To be considered, all individuals, teams, or organizations must complete and turn in an Intramural Sports Appeals Form within 24 hours after the suspension is handed down from the Intramural Professional Staff. All forms may be obtained through the Intramural Sports Office during office hours.
- The Intramural Sports Advisory Board must notify parties of their hearing date and time, charges, and witnesses that will be called at least 3 business days prior to the scheduled date.
- Captains of each team involved in an appeal may be represented at the hearing. Each party may also call witnesses to his/her defense.
- The Appellate Hearing and the decision rendered by the board will be recorded by voice recorder.
- At the completion of the hearing, the Intramural Sports Advisory Board will have 3 business days to make a decision regarding the appeal and notify all parties of the final decision via email.

PROTESTS

- No protest will be accepted for consideration unless it is **first registered** with the official in charge of the contest at the time the prompting incident occurs. **Do not wait until the contest is completed to register a protest. Appeals concerning play rulings, rule interpretations, or identification of an individual must be made at the time they occur!** The intramural supervisor may be called upon to settle the appeal, but only if the appeal is made before the next play begins. The team captain should tell the official they wish to protest the ruling and indicate clearly that he/she wants play stopped until the protest is resolved or written-up. Once play is resumed, a team loses the opportunity to protest a play ruling. Rulings involving the official's judgment are not subject to protest (Examples: Out/safe calls, balls/strikes, in/out of bounds, or fair/foul calls).
- All protests, except on eligibility, must then be submitted in writing upon an IM Protest Form only to the Intramural Coordinator by the close of the next working day.
- If a protest takes place during a championship game and cannot be resolved at the time of the protest, no championship awards will be given out until the Intramural Coordinator makes a ruling on the protest.

ASSUMPTION OF RISK

All individuals who participate in Campus Recreation activities will be doing so at their own risk. The University of South Florida and its Board of Trustees are not responsible for any injury that may occur to individuals participating in any Campus Recreation activity. Participation in any Campus Recreation activity is on a purely voluntary basis. Individuals are encouraged to have a physical examination and obtain adequate health and accident insurance prior to participating in all Campus Recreation activities.

OFFICIALS

All game officials are University of South Florida student employees. The officials are not professionals nor should the expectations of them be perfection. Officiating Intramurals Sports is an excellent way to meet new people, make some extra money, and develop skills that can help you in a vast array of areas. The Intramural Sports Program is always looking for self-motivated students who pride themselves on their work and continually want to improve. More information can be found on the Officials section of the Intramural Sports website.

SPORT POINTS

The Sport Points Competition begins every fall semester and runs through the end of the spring semester. It is a team based competition where participation and success are combined to determine a champion. A trophy will be awarded to the team in each of the five Sport Point Divisions (Fraternity, Sorority, Men's Independent, Women's Independent, and Co-Rec) which earns the greatest number of points via the point system throughout the year. In order to qualify for this award team must enter at least six Sport Point Events. More information can be found on the Sport Points section of the Intramural Sports website.

- A team name **must** be the same for each sport in order receive the points for that particular sport. Points may not be transferred after the season is complete.
- Teams may only enter one team per major and minor team sport to be awarded points.

INTRAMURAL SPORT POINTS SYSTEM

MAJOR TEAM SPORTS

80 Entry Points (Max 1 team)

- Flag Football
- Volleyball
- Basketball
- Softball
- Soccer

MINOR TEAM SPORTS

40 Entry Points (Max 1 team)

- Team Bowling
- Ultimate Frisbee
- 6' and Under Basketball
- 3-on-3 Basketball
- 4-on-4 Flag Football
- 6-on-6 Soccer

SPORT MEETS

5 Entry Points

- Swimming (*max 2 per event*)
- Wrestling (*max 2 per weight class*)

INDIVIDUAL & DUAL ACTIVITIES

5 Entry Points (*max 4 per individual and 2 teams per dual event*)

- Table Tennis
- Tennis
- 3-Point Shootout
- Free Throw Contest
- Racquetball
- Badminton
- Singles Disc Golf
- Punt, Pass, & Kick
- College Bowl
- Pick'Em
- March Madness Bracket Challenge

TOURNAMENTS

40 Entry Points (Max 2 teams)

- Cornhole
- Golf
- Kickball
- Doubles Disc Golf
- Floor Hockey
- Inner Tube Water Polo
- Sand Volleyball
- Dodgeball

SPECIAL EVENTS

100 Entry Points

- New Student Flag Football (*max 1 team*)
- Rock and Jock Basketball Jamboree (*max 1 team*)
- Goal Ball (*max 1 team*)
- UnBULLievable Race (*max 2 teams*)

EXPLANATION

- All teams participating for the Sport Points Trophy must enter each sport under the same name to accumulate points. Teams are responsible for contacting the Intramural Office to verify any updates, changes, or additions pertaining to Sport Points. More information can be found on the Sport Points section of the Intramural Sports website. All sports will be counted towards the Sport Points standings in all leagues of