## Table of Contents

- Administration ............................................................................. 3  
- Spirit of Competition .................................................................... 3  
- Student Employment Opportunities ............................................. 3  
- Liability & Assumption of Risk ..................................................... 3  
- Participant Eligibility ................................................................... 4  
- NCAA Parallel Sports ................................................................... 5  
- Code of Conduct ............................................................................ 5  
- Alcohol & Drug Policy ................................................................. 5  
- UE I.D. Policy .................................................................................. 5  
- Entry Procedures ........................................................................... 6  
- Captains Responsibilities ............................................................... 7  
- Participant Responsibilities ............................................................ 7  
- Sportsmanship Policy ..................................................................... 8  
- Sportsmanship Rating System ....................................................... 9  
- Fighting & Unsportsmanlike Conduct .......................................... 9  
- Reinstatement & Appeals Process ............................................... 10  
- Appropriate Attire ......................................................................... 10  
- Jewelry ............................................................................................ 10  
- Trainers & Injuries ......................................................................... 11  
- Blood & Other Bodily Fluids ......................................................... 11  
- Playing Schedule .......................................................................... 11  
- Forfeits & Defaults ......................................................................... 11  
- Postponements & Reschedules ..................................................... 12  
- Protests ........................................................................................... 12  
- Rankings, Seedings, & Ties ............................................................. 13  
- Awards ............................................................................................ 13  
- Inclement Weather ......................................................................... 14
**Administration**

**Jeff Chestnut** – Director – Fitness Center  
**Seth Woodason** – Assistant Director – Fitness Center, Intramurals, & Club Sports  
**Angie Stauber** – Administrative Assistant – Fitness Center  

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Student Fitness Center  
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**Spirit of Competition**

Modern team sport activities find their origin in the basic human need for play. Winning and losing are mere outcomes of this play spirit. Abusive language, poor attitude, and manipulation of the rules to further winning are not "just part of the game." What is part of the game is the simple satisfaction of playing and the interdependence of teamwork, improving fitness, and enhancing friendships. Without your opponent, you have no game, no contest, and absolutely no fun. You are indebted to them as they are to you. In a fundamental way, then, competing against an opponent is based on cooperation. Upholding high standards of integrity and fair play acknowledges this idea of cooperative competition. An intentional violation of the rules, no matter how small, is considered cheating and a direct offense against these principles. Thus, “Play Hard, Play Fair and Have Fun”.

**Student Employment Opportunities**

Each year over 65 students are employed on a part-time basis by the Intramural Department, and this number will increase as our program expands. There are a number of opportunities such as a sports official and supervisor. Stop by the Intramural Office in the Fitness Center to find more about working with Intramural Sports.

**Liability & Assumption of Risk Statement**

*WARNING* you may suffer physical and/or mental injury from participating in these activities.

Participation in Intramurals is completely voluntary. Individuals participate at their own risk and assume responsibility for their own health and safety. Intramurals and the University of Evansville are not liable for injuries sustained during participation in any Intramural sponsored activity.

It is strongly recommended that all participants *CONSULT A PHYSICIAN* and/or have a physical exam prior to participation. The University of Evansville does provide emergency medical insurance for extreme circumstances. Therefore, participants are urged to secure their own adequate health coverage.
The participants expressly understand and agree to save the University of Evansville (its employees, agents, representative, etc.) harmless from and against any and all claims, liabilities, cost, expenses, injuries and/or deaths, which arise from, or caused by, the use of facilities, or from participation in activities provided within the areas of Intramural and Recreational Sports Programming. The participants further understand that participation in the program is made at the sole risk of the individual involved and that neither the University nor the Recreational Sports Office makes any claims to the contrary.

**Participant Eligibility**

A. A current valid University of Evansville ID card must be presented to be eligible to participate in the Intramural Program. If the ID is lost, it is the participant’s responsibility to contact and notify the IM Office between the hours of 1:00pm – 10:00pm.

A. Any full or part-time students, as designated by the Office of the Registrar, and all full-time faculty or staff will be eligible for intramural activities. (Faculty, Staff, & Student Spouses are **NOT** eligible to participate, unless they have a PAID membership to the UE Student Fitness Center)

B. Restrictions – The following will be ineligible for participation in intramural activities
   a. Any athlete (scholarship or non-scholarship) having been designated as being a participant on a varsity or junior varsity team and appearing on an official roster may not participate in that parallel sport during that school year. A full calendar year must be sat out before they will be eligible to participate. ***EXAMPLE:*** If the athlete was a member of the 2000 – 2001 Volleyball team, their year-out would be 2001 – 2002. That athlete may participate in 2002 – 2003.
      *A red-shirt is considered a year of eligibility since that athlete normally practices with their varsity team. Thus, all red-shirts are ineligible to participate within the program in their parallel sport.

C. A player may represent only one single sex team (Male/Female) and one CoRec team in a sport in a given season. After entering one contest with a team, a player may only transfer to a team in another league. Only one transfer is allowed per player, per sport. **EX: Player A** plays one game for an “A” league team and decides to transfer for a “B” league team, and no more transfers can happen for the duration of the season.

D. Any player using an assumed name or false ID shall be disqualified for at least one contest, and may be reinstated by only the Intramural Director. The false ID shall be confiscated, and the team using the ineligible player will **FORFEIT** that contest.

E. A player must participate with his/her team in a minimum of one (1) regular season contest in order to be eligible for playoff competition. To participate means that the player’s name appears on the official game-sheet for one of the regular season games. Player’s names appearing on the game-sheet of games won/lost by forfeit or default will be considered participants.
**Parallel Sports**

A parallel sport is one that may be similar to a varsity sport that an athlete may participate in at the University of Evansville. Any person who participates at the varsity level in a sport is ineligible to participate in the corresponding intramural sport.

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<thead>
<tr>
<th>SPORT</th>
<th>ASSOCIATED SPORT</th>
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<tr>
<td>Volleyball</td>
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<td>Team Volleyball</td>
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<td>Wiffleball</td>
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**Code of Conduct**

All participants in Intramural and Recreational Sports scheduled activities or sports are expected to adhere to the posted schedule and participate in all activities they enter. Some changes may occur in the schedule, and you may be notified by the Intramural Office if such a change occurs.

**Alcohol & Drug Policy**

All intramural participants regardless of age or university affiliation will not be permitted to participate in any intramural event while under the influence of alcohol or any other controlled substance. If it is suspected that the participant is intoxicated they will be asked to exit the contest permanently and could be asked to leave the facility. Failure to comply with these instructions will result in UE Safety & Security involvement and forced removal from the contest site. First time offenders will be suspended from intramural events for a selected duration of time and be referred to the Dean of Students. Second time offenders will be suspended from all intramural events indefinitely and will be referred to the Dean of Students. Furthermore, the participant’s team will receive a sportsmanship rating of “0” for that contest.

**UE I.D. Policy**

A valid University of Evansville ID card must be presented to be eligible to participate in any Intramural activity. Failure to have one of these items will result in non-participation. If an ID is lost, you must contact the Intramural Office between the hours of 1:00pm – 10:00pm, to notify them of the situation to be eligible to participate. IDs must be shown to Intramural Supervisors/Officials prior to participating in any activity. If an ID is not shown at the start of a contest, the participant will not be able to participate. Participants can obtain an ID between the hours of 8:00am and 5:00pm.

*This also includes all Faculty must present a valid card.*
Entry Procedures

Entries:
Information sheets will be provided at the beginning of each semester. These sheets are posted on the IMLeagues.com. All entries, team and individual, must be made on IMLeagues.com. Every participant must create an IMLeagues.com account in order to gain entry onto the team roster. Failure to be on the printed roster by playoffs may result in a player being deemed ineligible. Additions to any team roster must be done before playoffs begin. This can be done by adding players on IMLeagues.com or players requesting to join the team on IMLeagues.com. Rosters are unlimited; teams can have as many players as they choose to be on their team.

Intramural Events & Activities:
The Intramural Office makes every attempt to maintain a diverse group of sports and activities throughout the intramural season. Not all the events listed below will take place each year as we attempt to offer different activities and sports each semester. Below is a list of all the activities we have planned over the years.

Team Events:
1. Team Flag Football
2. Team Outdoor Soccer
3. Volleyball
4. 4 on 4 Sand Volleyball
5. Team Futsal
6. Team Basketball
7. 3 on 3 Basketball
8. Team Floor Hockey
9. Team Softball
10. Bocce Ball
11. Team Ultimate Frisbee
12. 3 on 3 Wallyball
13. Inner Tube Basketball

Duel/Individual Sports:
1. Tennis (Singles & Doubles)
2. Fall Golf
3. Pickleball
4. Euchre
5. Racquetball
6. Table Tennis
7. Tennis Doubles
8. Badminton
9. Racquetball (Singles & Doubles)
10. 5k Race

Student Organization IM Chairs:
IM Chair’s for student organizations have the ability, as designated by the Assistant Director of the Fitness Center, to register multiple teams for their student organization. IM chairs that register teams for individual/duel sports must have the rosters for those sports completed at IMLeagues.com by the Friday prior to the tournament at 5:00pm. Failure to have rosters set by
this time will result in dismissal of the team from the tournament unless otherwise approved by
the Assistant Director of the Fitness Center under special circumstances.

Levels of Competition
A League – Competitive League (Men & Women)
This level of competition is for those that feel they are GOOD or STRONG participants
in particular sport or activity. This is the highest level of competition that we offer.

B League – Player’s League (Men & Women)
This level of competition is for those participants who feel that are not as good in a sport
or activity, but still feel they can compete. The level of play is intermediate. There is
less emphasis on winning and losing.

C League – Recreational League (Men & Women)
This league is for beginners in the sport or activity. This League is the fun league, and
there is minimal emphasis on winning and losing.

CoRec League – Recreational League (Men/Women play together)
This league consists of men and women playing together on the same team. Seasonal
sports will have A and B leagues available. There will be amended rules for each sport if
necessary.

Captain Responsibilities
Each team entered in any intramural activity must have a team captain who will act as the
official liaison between the team and the Intramural Office. Information sent out by the
Intramural Office should be read with care and followed with appropriate action. Each captain
must see that the members of his team are given the opportunity to read all pertinent information.

Team’s Captain’s duties include but are not limited to:
A. Complete the mandatory Sport Quiz on IMLeagues.com.
B. Keep their names and contact information current on IMLeagues.com.
C. Organize the team and enter it into competition before the deadline date.
D. Keep the team members informed as to the time and place of the scheduled activity
and see that they are present.
E. Be familiar with all intramural eligibility rules and see that their team plays only
eligible players.
F. Make an effort to see that those representing his/her team play according to the rules
of the game and conduct themselves as good sports.
G. Help assist in making arrangements for postponed games.
H. Make a regular check of the Intramural bulletin boards to keep informed of changes
and/or updates. During tournament play a daily check of IMLeagues.com
recommended.

Team Name Policy

The Intramural Department reserves the right to prohibit or alter any team names
including but not limited to names deemed inappropriate, discriminatory, sexually explicit,
derogatory, degrading in nature, or not within the spirit of good sportsmanship. We are
committed to assuring that our program is free from discriminatory, inappropriate, and
disrespectful conduct and communication. This is a direct reflection of the entire team, please use good judgment when selecting names and artwork associated with your team. Student Life will be informed of all related matters and additional intramural infractions may follow.

**Participant Responsibilities**

1. A participant may only play on one team during a sport. Participants are not permitted to participate on teams in different leagues, but a participant MAY participate on a single sex and CoRec team, if CoRec is offered.

2. All participants must be listed on an official roster and meet all eligibility requirements.

3. All participants are expected to conform to any special rules or regulations as assigned by the Office of Intramurals for a scheduled activity.

4. All participants are expected to exhibit good sportsmanship, fair play, and abide by all rules of the scheduled activity.

   a. Any participant expelled, or warned excessively during an activity due to an unsportsmanlike act of a non-physical nature will be subject to discipline by the intramural office. The unsportsmanlike act can be made to participants, employees, spectators, or officials. On the second such occurrence for that individual during the school year, the individual will be suspended for the remainder of that sport and/or the next season sport depending on when the second violation occurred. Actions from a previous year’s activities may also be identified. The individual may also be referred to the Dean of Students for disciplinary action.

   b. Any person expelled from a contest due to an unsportsmanlike behavior of a physical nature will be suspended for a duration of time as determined by the intramural office and/or the Dean of Students. On the second such occurrence ANYTIME while that student is enrolled at the University of Evansville, the participant will be banned from participating in any intramural event and be subject to the Dean of Students for judicial action.

   c. Any individual physically striking an intramural employee or verbally abusing an employee can be permanently banned from all intramural activity from the remainder of that student’s academic career at the University of Evansville. The participant WILL be referred to the Dean of Students office immediately.

**Sportsmanship Policy**

A part of the philosophy of the Intramural Program is that good sportsmanship is vital to the conduct of every contest. Clearly, sporting contests are important to the participant but the importance should not become so overriding that players lose sight of appropriate behavior. The playing field is not a venue for physical or verbal abuse for players and spectators. In order to encourage proper conduct before, during and after the scheduled contest, officials, supervisors, and administrative personnel will make decisions on whether to warn, penalize, or eject players or teams for unsportsmanlike conduct.

Participants and spectators who choose to follow unsportsmanlike practices during a contest, whether directed toward an opponent or an official, before, during, or after the contest, maybe
ejected from that contest. The ejection may be administered by a contest official, intramural supervisor, or a member of the intramural staff. Examples of unsportsmanlike conduct which will result in ejection include excessive swearing, vulgar or abusive language, unnecessary roughness, excessive technical fouls, flagrant actions toward an opponent, flagrant actions toward an official, and fighting or inciting a fight.

Any individual(s) ejected from a scheduled contest as result of unsportsmanlike conduct automatically suspend themselves from all intramural competition until official reinstatement. The team captain is responsible for the conduct and actions of any player of the team and for spectators directly related to them. The conduct of all players and spectators before and after the game is as important as the conduct during the game and teams will be held responsible for conduct as these times as well as during the game.

**Sportsmanship Rating System**

After each game, the officials and supervisor will award a Sportsmanship Rating to each team. The captain must sign the score sheet after the game to ensure the scores are correct and that the team is aware of their sportsmanship rating. The teams will be rated in whole numbers on a scale of 0-3 and must maintain a 2.5 and above average to qualify for playoffs. The 2.5 and above average must also be maintained throughout playoffs. Any team receiving below a 2.5 throughout playoffs will forfeit their game immediately and the opposing team will advance (given they have maintained above a 2.5 and above average).

### Rating System Scale

**(3) Three: Average Sportsmanship and Conduct** (*“Normal game”; teams begin at this level*)
- Couple complaints—questioning some calls; Cooperate with Staff; Reasonable and Rational Conversations; Captain exhibits control over team; Respect is Shown; One team or individual warning given—no infractions; Defaulted game

**(2) Two: Fair Sportsmanship and Conduct**
- Not cooperative with staff—captain exhibited little to no control over team/Repeated complaints—questioning of calls; Unsportsmanlike conduct penalty in SB, VB, FFB, DB, PB, Bad; Yellow card in Soc; Technical or Intentional Foul in BB; Captain’s called—Sportsmanship talk given during game to individual or team(s) after One warning given; Forfeited game

**(1) One: Poor Sportsmanship and Conduct**
- Captain is unresponsive and uncooperative with staff; Continued complaining—questioning calls after sportsmanship warning and/or penalties given; Flagrant foul in BB; Physical contact in an aggressive or threatening manner (ex: pushing, kicking, head butting, excessively swinging elbows) are considered actions for immediate ejection; Ejection(s); Intimidation, taunting, threatening staff or participants; Improper use of UE ID card—using another student’s ID card to participate

**(0) Zero: Unacceptable Sportsmanship and Conduct**
- Team has no regard for opponents, staff, or authority; Conduct is unacceptable of all IM and University expectations; Alcohol-drug—harassment—bias violations; Fighting—an attempt to fight whether contact was made or not; Bench clearings
- *All players on a team receiving a zero may be subject to probation or suspended INDEFINITELY. There is zero tolerance on fighting or alcohol, drug, harassment, or bias violations.*
**Fighting & Unsportsmanlike Conduct**

All participants are expected to exhibit good sportsmanship, fair play, and abide by all rules of the Intramural office, and the scheduled activity. Remember, that it is a privilege to participate in Intramurals, and that can be taken away from you. In those cases where unsportsmanlike acts occur, the following will happen:

A. Any foul language, no matter whom intended for, will not be tolerated.

B. Shoving or striking a Staff member or Official:
   This can result in a suspension from all intramural sports for the remainder of his/her academic career. (This also includes an attempt to strike, even though there may not be contact.)

C. Total disrespect toward Staff and Officials:
   Any individuals addressing a Staff member or officials in an unsportsmanlike or discourteous manner, with continuous abuse toward the Staff Member shall be ejected from the game and will be asked to leave the facility. Failure to comply will result in UE Safety & Security being called and the participant forcibly removed from the facility. The participant WILL be referred to the Dean of Student's office.

D. Becoming involved in a fight:
   1. If the instigator(s) can be identified they can be suspended from further participation in Intramurals for a year. He/she hit me first, or I was just defending myself are not acceptable excuses.
   2. Any team which is involved in a (most of all the team members present or fans) fight will dropped from the sport and all participants will be referred to the Dean of Students office. A team will include all participants listed on the scoresheet at the time of the fight. Members that are not present will not be suspended.

E. Any participant, ejected or warned excessively during an activity due to an act(s) of unsportsmanlike behavior of a non-physical or physical nature must meet with the Assistant Director of Intramurals prior to their team’s next game or the player will be ineligible to play the game.

**Reinstatement & Appeals Process**

Any player, coach, or spectator who is ejected from an intramural contest is automatically suspended from all intramural activity until official reinstatement. Any player, coach, or spectator that verbally or physically abuses any Intramural staff must meet with the Assistant Director of Intramurals prior to being reinstated. Any player who purposely touches an official during an activity will be automatically suspended from all intramural activities for a minimum of one game. The guidelines, which apply to reinstatement, are as follows:
A. To be reinstated, one needs to meet with the Assistant Director of Intramural Sports as soon as possible following the ejection.

B. The period of suspension for each person who is suspended from all Intramurals shall be determined by the Assistant Director of Intramurals. The minimum suspension for any ejection is a three month probationary period.

C. No individual will be reinstated prior to a personal visit with the Assistant Director of Intramurals.

**Intramural Suspension**
The individual may not participate in any intramural activity, whether it be a team sport, individual event, or a special event until the suspension is lifted. See Reinstatement Procedures.

**Intramural Probation**
The individual may continue his/her participation in intramural sports with the full recognition that any further reports of unsportsmanlike conduct will result in suspension from intramural sports for a minimum of two (2) games and a maximum of indefinite suspension.

**Appropriate Attire**
It is highly encouraged teams have their own same color uniforms with numbers which are permanently attached to the back. Intramural Sports does have pennies available, but these are NOT washed between contests.

All participants are required to wear proper or appropriate footwear for competition. At no time will any steel toed boots, metal cleats, and/or open toe/heal footwear be allowed. Molded soles are permissible for these activities. All metal braces shall be covered so none of the metal can be seen or felt. It is the discretion of the intramural staff to ban the use of any footwear or equipment that he/she may deem hazardous to participants. No person shall have a shirt with numbers made out of tape. Jerseys will be provided if such occurs, or play will not be allowed.

**Jewelry**
There is a safety concern with jewelry worn by participants during a physical activity. THUS:

1. All jewelry must be removed from all visible parts before the participants are permitted to play. (Exceptions: wedding bands and medical ID bracelets (taped down if possible).

2. Participants cannot tape over a piece of jewelry to participate (exception noted above). The items must be completely removed. A participant who will not or can’t remove a piece of jewelry will not be permitted to play. Friendship bracelets, ankle bracelets, and Livestrong bands are considered jewelry, and must be removed.

3. All hats with hard bills must be removed before playing in an intramural activity of a physical nature. Soft hats are acceptable, as long as they have no protruding areas to them.

**Trainers/Injuries**
During some events student trainers may be present to assist with injuries that may occur. Trainers should not be asked to tape ankles, or distribute equipment to participants. Trainers are there to assist participants to the best of their abilities. It is impossible to have trainers present at
all activities, at all times. Intramural supervisors will always be present and will contact the security office in an emergency situation.

**Blood/Other Bodily Fluids**

Any persons showing signs of blood on their person or clothing will be immediately removed from a game or activity, and will not be permitted back into an activity until the clothing has been removed and the blood flow has been stopped. Therefore, players and teams are asked to bring extra clothing to their games for just such an occurrence.

**Playing Schedules**

Schedules for regular season play will be based on the number of team entered, the number of fields available for play, and the availability of times. Schedules will be in a round robin format. Schedules are available at IMLeagues.com.

**Forfeits & Defaults**

The object of any intramural program is to involve the members of the student body, faculty, and staff in an active program. If a team forfeits a game, the objective of the program are not met and students are deprived of active participation. It is with this principle in mind that the following rules governing forfeits and defaults have been made.

**Forfeits**

1. To obtain a contest victory by forfeit, the minimum number of players for that sport must be present, checked in with the intramural staff, and ready to play.
2. In team sports any intramural contest may be started or continued with the minimum number of players which can legally play in a contest at any given time.
3. Forfeits shall be assessed for the following reasons: use of an ineligible player, a player who participates under an assumed name, non-appearance (no show) at a scheduled contest (non-appearance is defined as not having the minimum number of players present and ready to play), and unsportsmanlike conduct.
4. ANY forfeits occurred by a team will remove that team from the playoffs.
5. Any team receiving their second forfeit will automatically be dropped from further competition in that sport.

**Defaults**

1. A default will result in a loss by the defaulting team, but will have no immediate effect on the team’s playoff eligibility.
2. The opponents of the defaulting team will be contacted and receive the win without needing to show up for the game. They will not receive any additional games.
3. A team unable to attend a game may default their game by contacting the Intramural Office at 488-2794. This needs be done 24 hours in advance of the scheduled game time. Monday games must be defaulted by Friday at 8:00pm. Defaults are an alternative to forfeits and hold no bearing on playoff eligibility.

**Postponements/Reschedules**

Since all intramural teams have the opportunity to specify which days they will be unable to play when they submit their entry form, postponements and rescheduling of contest are extremely rare. However, the Intramural Office is willing to cooperate in extraordinary circumstances by allowing occasional postponements of contests, but because of the many entries and short
playing seasons, these will be kept to minimum. A valid reason must also be presented to postpone a regularly scheduled contest. The following reasons are not considered valid reasons:

A. Group social functions
B. Absence of team members unless their absence is a result of a scheduled school function which involves a MAJORITY of all the team members. (A game will not be rescheduled because two or three members are involved or the starters won’t be available). Remember, you can have an unlimited number of players on your roster.
C. Tournament games must be played and no postponements will be allowed. The only way playoff games may be postponed is if inclement weather has dictated a shutdown of intramurals for the evening/day.

Reschedule Requests
Schedule changes are permitted only for TEAM SPORTS (season). Participants on their own may not reschedule games without prior approval from the intramural office.

Procedures for making a schedule change
1. Contact the intramural office as soon as you know a schedule change must happen.
2. Present your “reason” as to why your team cannot participate.
3. ONLY academic OR student organization obligations will be valid reasons to reschedule a contest. Student organization obligations must fall into the category of mandatory to be valid i.e. off campus conferences, national volunteer day, etc.

Protests
The Intramural Office realizes that on occasion an official may incorrectly interpret a rule; however, the privilege of lodging a protest must not be abused. The purpose of a protest is to insure an equal opportunity for victory, not to get a freebie win from an obvious losing situation. A protest can be voided through intelligent and constructive conversation among the team captains, officials, and intramural personnel. It is with this thought in mind that the following rules governing protests have been made:

A. Protests may be requested for rule interpretations ONLY. Judgment calls may NOT be protested. EX: A flag football official awards 6 points for a female touchdown instead of 9 points.
B. All protests will be reviewed for validity and clarity of information. A decision will be made by the on-site supervisor if possible. If the on-site supervisor cannot make a decision, the game will continue under protest and be reviewed by the intramural office the following day. All decisions may be appealed to the Intramural Director.
C. If any team player that plays for more than one (1) team is caught, each team that the player played on will receive a loss for each game that was played by the player of the many teams. The player in question will be suspended from all intramural activities until reinstated. Please refer to Reinstatement Procedures.
D. An upheld protest involving rule interpretation will result in the game being replayed from the point of the protest. Upheld player eligibility protests will result in a forfeit of the game in which the ineligible player competed. The player in question shall be
suspended from all intramural activities until reinstated. Please refer to Reinstatement Procedures.

If a team feels that one or both of the following have happened, a team MUST do the following: A protest CAN NEVER be filed on the judgment call(s) of an official

A. A protest is considered VALID only at the time that the discrepancy has taken place. For a rule misinterpretation, a team must signify their intent to protest at that EXACT time. If play has started before the protest is signified, it’s too late to protest. Once a game ends, a protest CANNOT be filed.

B. If a protest is signified in time, the protesting team captain must make themselves available to file a protest form with the on-site intramural supervisor. The protest must be filed on the official PROTEST FORM to be considered valid. This procedure will take a few minutes, as there is important information needed from participants, officials, and others.

C. The intramural supervisor will document all necessary information about the protest and game conditions. They will then make a decision on the protest if possible.

D. The game will continue under protest when all paperwork is completed and if the on-site cannot make a call at that time.

**Rankings, Seedings, & Ties**

In scheduling playoff and tournament play, every attempt will be made to prevent an organization from playing against same teams in early rounds. Please note the following:

A. For sports with no regular seasons tournaments will be a random draw.
B. For sports with a regular season consideration for seeds for playoffs are based on a total win/loss percentage of those teams involved.
C. Tiebreaker for seeding:
   1. Head to head
   2. Sportsmanship rating
   3. Total points against
   4. Total points For

**Awards**

1. The Office of Intramurals provides opportunities for recognition issuing awards for different achievements, such as the All-Sports league winners.

2. University of Evansville Intramural Championship T-Shirts are presented to any A, B, or C-League championship team or individual after the conclusion of each sport.

3. All teams, with participants receiving championship t-shirts; will have participation verified for each participant. Only participants that have played in half or more of all games will receive an award T-shirt.

4. Team captains will be emailed requesting amount of shirts and sizes needed. The order will be fulfilled by the IM Director.
5. Championship T-Shirts can be picked up at the Fitness Center front desk or intramural office located on the 2nd level of the Fitness Center.

**Inclement Weather**

1. When intramural events take place outdoors, weather can be and will be a factor. The intramural department will make every attempt to play all scheduled matches/games, but will NOT sacrifice the quality and safety of the playing surfaces. If the playing surfaces get destroyed by playing through heavy rains, thunderstorms, and other inclement weather, then that increases the risk of injury to participants and staff. It also has the potential to destroy the playing surfaces and the quality of the games/matches can decline.

2. Therefore, a decision will be made to play or cancel games/matches by 5:00pm when facing inclement weather. This only applies to when inclement weather is occurring BEFORE 5:00pm. Any inclement weather starting after games begin for the evening will be evaluated by the Assistant Director of the Fitness Center and the Intramural Supervisor staff on duty that evening.

**All Campus Intramural Points for Student Organizations**

Members of the University of Evansville campus can elect to enter their student organization based team into the All-Campus Points Program. The program tracks participation and performance of student organization teams throughout the intramural season.

A. The All-Campus Points Program will be offered for men, women, and corec teams on campus.

B. An All-Campus Points team can only consist of those members officially registered members of an organization, residence hall, or outside living unit. Teams that do not meet these criteria may petition the Assistant Director for Intramural for inclusion into the All-Campus Points Program.

C. Only members from that organization may participate on their designated teams. To be considered a member of an organization you must become an officially registered member by the end of the end of the specific sport season in which you are participating.

D. There is no deadline for when a group or organization may opt to enroll in the All-Campus Points Program. Teams designating to be an All-Campus Points team will only earn points for those events that have not already ended or have yet to begin for the year.

E. The Intramural Office will devise the All-Campus Points Program system and track these points throughout the year. (See points system)

F. Sports and events designed by groups to be All-Campus Points Program events can only be those sponsored by the Office of Intramurals. **Points will ONLY be awarded to**
teams competing in the “A” Division, or highest level of competition offered for that sport/event.

G. The men’s and women’s team(s) with the most points accumulated after the last designated All-Campus Points event will be named All-Campus Points Program Champions for that year.

H. There is no limit to the number of participants that may participate on a designated All-Campus Points team as long as they meet requirements to participate with an organization.

Organization Qualifications
1. Fraternity
   a. All members MUST be active/pledges/associates, still be enrolled at the university as a student or working at the university as a graduate member. (This would include those that are considered alumni status who may be in their fifth year of school or are enrolled in a graduate level program).

2. Sorority
   a. See Fraternity

3. Campus Organizations
   a. Listed membership within this organization on file with the Director of Campus Activities.

4. Residence Hall
   a. Membership in this group must consist of members ONLY from that residence hall (Unless the residence hall the participant lives in does not sponsor a team, the participant will be permitted to participate on another.)

5. Villages
   a. Membership consisting of those students who live off-campus in housing areas of houses or apartments. Commuter students could classify with the villages as well.

6. Faculty/Staff
   a. Membership includes employees, or designated contracts of the university.

All-Campus Points Program League Point System

1. Class Systems – Points will be awarded based on the following class system.
   a. Class I: Team sports with a season (Bike Race included)
   b. Class II: Team sport tournaments
   c. Class III: Individual/Dual tournaments

2. Season Points – For Class I sports only, points will be awarded to the top three teams for their playoff performance based on the following:
   a. 1st Place = 100pts
   b. 2nd Place = 75pts
   c. 3rd Place = 50pts

3. Tournament Points – Points will be awarded to the top three teams for their tournament performance based on the following:
   a. Class I
      i. 1st Place = 300pts
ii. 2nd Place = 250pts
iii. 3rd Place = 200pts

b. Class II
   i. 1st Place = 200pts
   ii. 2nd Place = 150pts
   iii. 3rd Place = 100pts

c. Class III
   i. 1st Place = 125pts
   ii. 2nd Place = 100pts
   iii. 3rd Place = 75pts

3rd Place Points – 3rd place points will be awarded to BOTH losing teams in the semi-finals round of each tournament due to the fact that the intramural program does NOT play 3rd place contests.

Participation Points – Each organization will be awarded 25 points per sport regardless of the number of teams they enter. Performance in the season or tournament has no effect on these points.

Point Deductions – Teams are deducted 25 points for every forfeit sustained throughout the competition year.

2015 – 2016 Designated Sports

<table>
<thead>
<tr>
<th>Class I</th>
<th>Class II</th>
<th>Class III</th>
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</thead>
<tbody>
<tr>
<td>Soccer</td>
<td>3v3 Futsol</td>
<td>Singles Tennis (Tourney)</td>
</tr>
<tr>
<td>Flag Football</td>
<td>3v3 Basketball</td>
<td>Doubles Tennis</td>
</tr>
<tr>
<td>Volleyball</td>
<td>5kRace</td>
<td>Doubles Racquetball</td>
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<tr>
<td>Basketball</td>
<td>Wallyball</td>
<td>Singles Badminton</td>
</tr>
<tr>
<td>Floor Hockey</td>
<td>Singles Tennis (Season)</td>
<td>Doubles Pickleball</td>
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<tr>
<td>Ultimate Frisbee</td>
<td>Dodgeball</td>
<td>Euchre</td>
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<tr>
<td>Sand Volleyball (Season)</td>
<td>Inner Tube Basketball</td>
<td>Doubles Badminton</td>
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<tr>
<td>Bike Race</td>
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<tr>
<td>Softball</td>
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