

WHAT IS “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 Sports Office or contact the Intramural Department at 974-4449 or imsports@admin.usf.edu.

THE INTRAMURAL SPORTS STAFF

The Intramural Sports staff is here to serve you. We hope you will have a fun, 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 974-4449. One of our friendly staff will be glad to be of assistance.

SPORTSMANSHIP

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. Intramural Sports Student Supervisors and game officials reserve the right to warn, penalize, and/or eject participants or teams for poor displays of sportsmanship. The Intramural Coordinator will rule on further penalties to be issued. All affected participants must report to the Intramural Coordinator before their next scheduled game before they are eligible to be reinstated to play.

SPORTSMANSHIP POLICY

All intramural participants will be subject to the IM SPORTSMANSHIP POLICY! Your team's sportsmanship will be evaluated each game by your officials. At the conclusion of your game, the officials will rate your sportsmanship on a scale of 0-8 (0-poor, 8-exceptional). Ejections, verbal abuse to the official, 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. This includes but is not limited to empty water bottles, cups, and trash. If a team has a sportsmanship rating average lower than 4.5 at the end of the season, that team will not be allowed to participate in the playoffs. The final sportsmanship rating for the regular season will be carried over and treated like a score for one (1) playoff game. While in the playoffs, if a team drops below a 4.5 in sportsmanship rating at any time, they will have a one (1) game probation period to get their rating above a 4.5. (EX: If Team A ends the regular season with a sportsmanship rating of 5 at the end of their regular season, and then receives a 2 in their first playoff game, their sportsmanship rating will be at a 3.5 for the playoffs and Team A will be on a one (1) game probation for their second playoff game.) If they do not get their sportsmanship rating above a 4.5 during their probation game, they will be dropped from the playoffs. The team that was beaten will still not advance. If the probationary game occurs in the championship game and they do not bring it above a 4.5 after the game, there will be no champion for that particular sport. This policy has been implemented to ensure and continue the high level of sportsmanship with all USF Intramural Activities.

PLAYER CONDUCT

SECTION 1

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. 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 the players or the spectators. An individual or team 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. Team/organizations will be held responsible for their group's conduct. To discourage unsportsmanlike conduct, the following policies have been adopted:

- A. **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.*
- B. **Intentionally Shoving or Striking a Staff Member or Official:** This shall result in immediate ejection from the game/event. *Suspension; minimum of 1 Calendar Year.*
- C. **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.*
- D. **Player Verbally Abuses a Staff Member or an Official:** *Suspension; minimum of 1 week.*
- E. **Becoming Involved in a Fight:** If the instigator(s) can be identified, they will be suspended from further participation in that sport. “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.*
- F. **Team Members and/or Spectators** who leave the benches/viewing area to participate in any isolated altercation. *Suspension; indefinite for team/organization, minimum of one semester.*
- G. **Playing on More Than One Team:** *Suspension; minimum remainder of that sport in specific division.*

H. **Alcohol:** Alcoholic beverages are not permitted on or around the intramural playing areas on university grounds. Students who appear “DRUNK” 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 and may be banned from further participation.*

SECTION 2

Use of an assumed name or other fraudulent act.

A. **The use of an assumed name** in any manner in the Intramural Program shall constitute a violation of the USF Student Code of Conduct. *Suspension; minimum of the remainder of that semester.*

B. **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.*

SECTION 3

An organization or individual, for sufficient reasons not covered in Sections 1 & 2, will be given a suspension by the Intramural Coordinator.

Any player who has violated player conduct and has been suspended from Intramural Sports will be added to the “Ineligible list of players” which will be posted in the Intramural office and on the Intramural Webpage.

Disciplinary Cases: Cases involving individuals or teams violating the rules and regulations of the Intramural Sports program will be heard by the Intramural Sports Coordinator. The individuals or teams involved will be suspended from intramural competition pending a decision by the coordinator.

REINSTATEMENT PROCEDURES

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

A. To be reinstated, one needs to meet with the Intramural Coordinator as soon as possible following the ejection.

B. The period of suspension for each person who is suspended from all intramural activities shall be determined by the Intramural Coordinator. The minimum suspension for any ejection is **one week from all intramural activity** and will not start until meeting with the intramural coordinator.

C. No individual will be reinstated prior to a personal visit with the Intramural Coordinator.

D. The suspended 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.

E. Additional offenses of any kind will lead to increased disciplinary actions up to the discretion of the intramural coordinator.

THE INTRAMURAL SPORTS ADVISORY BOARD

The board is used as an appeals committee for suspensions handed down to participants by the Intramural Sports Coordinator. The board will render the final verdict in case of an appeal. The board consists of but is not limited to one representative from the fraternities, sororities, sports officials association, men independents, women’s independents, intramural staff, and two (2) at large individuals from the respective six (6) groups. The chairman will be selected by the intramural coordinator and will only vote on the decision if there is a split decision.

APPEAL PROCEDURES:

1. To be considered, all individuals, teams, or organizations must complete and turn in an Intramural Sports Appeals Form within 24 hours after the decision in question. All forms may be obtained through the Intramural Sports Office between the hours of 9:00am-4:00pm Monday through Thursday, and 9:00am 12:00pm on Fridays.
2. The Intramural Sports Advisory Board must notify the parties involved at least 72 hours prior to a hearing unless representatives waive his/her right. At this time, the parties will be notified of charges and the witnesses to be called.
3. The manager and captain of each team concerned may be represented at the hearing. Each party may call witnesses to his/her defense.
4. An audiotape will be made of the inquest and the final decision rendered.
5. At the completion of the hearing, the parties will be verbally notified of the committee’s decision. Within 72 hours after the decision, the board’s chairman will send a written letter notifying the parties of a final decision.

ELIGIBILITY

All officially enrolled students, faculty and staff members of the University of South Florida are eligible for participation in the scheduled competition phase of the Intramural Sports Programs as defined in the following rules:

1. Students representing fraternal societies in intramural competition must be bona fide members of their respective units or organizations. Active and legally processed pledges are eligible to participate in the Fraternal Society Division.
2. A player is allowed to participate on one Co-Rec team while also participating in a men's or women's league (men's league includes all Fraternity, Men's Independent; women's includes Sorority and Women's Independent teams). A person may not change teams after being added to a team’s

official roster, except as defined in #3 and #4 below.

Note: The 1st team a player plays for is considered his/her legal team.

Note 2: 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 ANY Intramural event until there is a release form from the doctor turned in.

3. New fraternity pledges are eligible to be added to fraternity teams until the end of the fourth week of classes each term, with approval of the team which the individual is leaving. This applies only to team sports: football, volleyball, basketball, softball, soccer and dodgeball.
4. Those individuals on a team, which forfeits (does not play) its first game, are eligible to play on another team. (THIS DOES NOT APPLY TO THE CAPTAIN OF THE TEAM)
5. Rosters of teams shall be comprised of team members' names as they are listed on the team's roster cards. Once a name appears on a roster card, 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. No new player can be added after the last game of the regular season.
6. Varsity Intercollegiate Athletes
 - a. Varsity Team members: Any students whose name appears on an official USF intercollegiate varsity squad list shall be ineligible to compete in that sport, or associated sports, for a period of one year from the conclusion of that particular sport season. (Clarification: Regardless of whether name is removed.)
 - B. 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.
7. Professional Athletes
 - a. For intramural purposes a professional athlete is defined as:

An individual who has received pay for playing, including appearance money
 - b. 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.
8. Any Greek team which fails to enter a sport will be dropped down one division the next year.
9. Each fraternity shall be required to submit a membership list from the IFC/ Panhellenic office, of all active members and pledges to the Intramural Coordinator at the Campus Recreation Center. This list shall be submitted before an organization participates in its first intramural event of the term. 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 unless his name appears on this membership list. Fraternities 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 Intramural Sports Office.

INELIGIBLE PLAYER(S)

1. Types of ineligible players: A) Non Student or Non Faculty/Staff B) Participant playing on two (2) teams C) Non roster player D) Intercollegiate Athletes E) Ejected Participants
2. The intramural staff will forfeit any contest immediately upon discovery of ineligible participant(s).
3. Teams may not play ineligible players even by mutual agreement of both team managers and the other players in the contest.
4. 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.
5. During playoffs, the last contest in which an ineligible player participated shall be recorded as a forfeit win for the opposing team.
6. Teams using a non-roster player shall receive a forfeit for that game and the offending player shall be suspended for 1 game.
7. Three or more ineligible players on any team will result in immediate removal of that team from a league. If a team is removed from a league, the remaining team members will not be eligible to join another team for the particular sport.

DON'T KNOW ANYONE AND WANT TO PLAY?

BECOME A FREE AGENT!

Individuals as well as teams are encouraged to participate in intramurals. Teams are usually formed from students in residence halls, student organizations, hometown affiliations, and often simply groups of friends. However, if you want to play but don't have a doubles partner or enough people to form a team, don't worry, you can still get involved. The best way is to come to the Free Agents/Captain's meetings as we will form teams of free agents at these meetings or captain's will pick up additional players. You can also come to the Intramural Sports office or call us at (813) 974-4449 and we can help you join find a team. Any questions concerning free agents can be directed to the Intramural Sports office.

DIVISIONS OF PLAY

Most sports will be conducted in four separate divisions:

- 1) Greek
- 2) Independent
- 3) Co-Rec

The division separations, according to recommendations from a student advisory board, 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 Greek Life and recognized by the Interfraternity Council and Panhellenic Council. A representative's name must appear on the official membership list of his/her organization in the office of Greek Life before he/she may compete. No pledge is eligible to represent his/her organization until his/her name officially appears on the official pledge list filed with and recognized by the office of Greek Life for the semester in question. An organization must compete and not forfeit out in 4 out of the 6 major sports (Basketball, Dodgeball, Flag Football, Soccer, Softball, Volleyball) the previous year to be eligible to compete in a Greek League.
2. **Independent Division** teams may consist of any eligible student, faculty, or staff, regardless of unit affiliation.
3. **Co-Rec Division** The primary emphasis in the Co-Rec program is placed on fun and socialization. Co-Rec participants may also participate in one of the other divisions.

LATE ENTRIES AND CAPTAIN'S MEETING ATTENDANCE

Late entries will be kept on file and included into the schedule when possible. There is no guarantee that the participant/team will be included in the league or tournament schedule. 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, the team will not be able to register the day of registration. The team can still submit an entry form, however, will not be placed into a division until after registration is closed and there are still open spots available.

SO YOU WANT TO BE A TEAM CAPTAIN?

Each team entered in any intramural activity must have a designated team Captain or Manager who will act as the official liaison between the team and the Intramural Office. Team Captains should be interested in sports and the welfare of their organization.

Some Team Captain responsibilities include, but are not limited to:

- A. It is mandatory to attend all intramural sports Captain's meetings.
- B. Turn in team rosters at the specified time.
- C. Organize teams and enter them into competition before the deadline date.
- D. Continually check the online schedule as it is updated constantly.
- E. Keep the members of their organizations informed as to activities available, stimulate and promote participation.
- F. Notify their teams and contestants as to time and place of scheduled activity and see that they are present.
- G. Become familiar with the rules and regulations governing each sport.
- H. Check the eligibility of each player before and during the season.
- I. Make an effort to see that those representing their organization play according to the rules of the game and conduct themselves as good sports.
- J. See that their organization never forfeits a contest.

RESPONSIBILITY FOR ELIGIBILITY

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

ENTRY FORMS

1. All entries, team and individual, must be on official intramural entry blanks. These are available at the Campus Recreation Office. Please complete your entry accurately. **Incomplete forms will not be accepted!** Accuracy is most important, because all entries become permanent intramural records. Inaccurate and incomplete information will not be accepted.
2. Those teams with a sport specific entry ticket will have priority over those teams that do not have a sport specific entry ticket. To receive a sport specific entry ticket, a team member must attend the captain's meeting.
3. Entries must be submitted at the Intramural Sports Office only. The office is open from 9:00am until 4:00pm Monday through Thursday and 9:00am - 12:00pm on Fridays. Online registration may take place for specific events.

4. All captains must attend the mandatory Captains Meetings prior to the entry due date at 4:00pm and 7:00pm for priority registration.
5. **Entry procedures for Major Sports such as Football, Volleyball, Basketball, Soccer, Softball, and Dodgeball will take place on a “first come-first serve” basis.** Sign-ups will begin at 9:00am inside the Campus Recreation Center until 4:00pm. Teams will be able to choose the day(s) and time at which they will play. This “**first come-first serve**” is only used for the six major sports, so please pay attention to information regarding Captains Meetings.
6. Team names are subject to the approval of the Intramural Coordinator. 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 thus not be allowed.
7. Player substitutions in individual and dual tournaments are not permitted **AFTER** play has begun.

FORFEITS

1. Any team or individual that **fails to be ready for a contest at the appointed time with their current USF ID will forfeit to the opponent!** If neither teams nor individuals are 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.
2. Forfeited contests will not be rescheduled, and the team will receive a 4 in conduct.
3. After a team forfeits two games in a sport they will be dropped from the league and will not advance into the playoffs. If a team forfeits their first league game, they will be removed to allow teams on the waiting list into the league.
4. Any team forfeiting two games on the same day will be dropped from the league/sport.

PROTESTS

1. 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 on the field!** 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 forfeits its opportunity to protest a play ruling. Rulings involving the official’s judgment are not subject to protest. Examples include: Out/safe call, balls/strikes, in/out of bounds, or fair/foul calls.
2. 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.

INTRAMURAL GENERAL RULES

1. **All participants shall be required to bring their USF student or staff ID card to ALL GAMES.** Players who cannot provide the necessary identification will not be permitted to participate.
2. Individuals ejected from intramural play must leave the intramural complex/gymnasium before play is resumed. In the event the participant refuses to leave the complex his/her team will forfeit that game.
Note: All individuals ejected from intramurals will not be permitted to attend, spectate or participate at the court/field, during Intramural activities, until their suspension has been served.
3. In case of rain, lightning, or any threatening weather conditions, check the league schedules website for updates. Updates will be made once a decision is made. If there is no news posted, games are considered 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.
4. **No Pets** are to be brought on to any of the intramural fields.
5. No signs or banners are to be tied or posted to any form of pole, stick, or wooden post.
6. **Game Time is Forfeit Time!** Any team or individual that fails to be ready for a contest at the appointed time will forfeit to the opponent.
7. All spectators are to stay off the field/courts at All Times!
8. No jewelry may be worn in any Intramural Sport. The penalty is dependent upon the sport.

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 PARTICIPATION** in all Campus Recreation activities.

AWARDS

1. A trophy will be awarded to the organization or team in each of the Divisions (Fraternity/Sorority, Men’s/Women’s Independent, Co-Rec) which

2. **Forfeit points:** Eight points per person per forfeit will be deducted from the team's total points for that sport.
3. The maximum number of individual participants eligible to submit for an organization's sport points total is four (4) per team. The maximum number of dual teams eligible to submit for an organization's sport points is two (2) per team.

MINOR TEAM SPORTS

1. **Place Points:** Points to be awarded to divisional teams by order of finish: 100, 90, 80, 70, 60, 50 (Double place points for golf) plus entry points. (Greeks will have their own league for points, however, only the overall champion will be awarded t-shirts).
2. **Forfeit Points:** A forfeit will result in forty (40) points being deducted to that team for that particular sport.

MAJOR TEAM SPORTS

1. **Participation points:** Points will be awarded for each game played, including games won by forfeit and defaults through division play only.
2. **Victory points:** Points will be awarded for each game won during the regular season (points weighted by league).
3. **Playoff Bonus Points:** Fifteen (15) bonus points will be awarded for each victory throughout the playoffs (a first round bye constitutes a victory). An additional fifty (50) points will be added to the overall champion of each major sport. An additional twenty-five (25) points will be awarded to the overall runner-up.
4. **Forfeit points:** Points will be deducted (20) from a team's season total. A second forfeit will result in another 20-point deduction and disqualification from that sport. **FORFEIT POINTS ALSO APPLY TO PLAYOFF GAMES.**

SPECIAL EVENTS

1. **Place Points:** Points to be awarded to divisional teams by order of finish: 100, 90, 80, 70, 60, 50 plus entry points.
2. **Forfeit Points:** A forfeit will result in fifty (50) points being deducted to that team for that particular sport.

INDEPENDENT MALE AND FEMALE POINT SPORTS:

All Sports

CO-REC POINT SPORTS:

New Student Flag Football, Flag Football, Volleyball, Soccer, Basketball, Bowling, Dodgeball, Miniature Golf, Badminton, Golf, Tennis, Softball, Ultimate Frisbee, Sand Volleyball, Racquetball Tournament, Inner Tube Water Polo, Disc Golf, Cornhole Tournament, Kickball Tournament, Table Tennis Tournament

FRATERNITY POINT SPORTS:

All Sports

SORORITY POINT SPORTS:

New Student Flag Football, Flag Football, Volleyball, Softball, Soccer, Basketball, Bowling, Tennis, Swimming, 5K Run, Dodgeball, Miniature Golf, Sand Volleyball, Inner Tube Water Polo, Kickball, Punt, Pass, & Kick, Badminton, 3-Point Shootout