INTRAMURAL STAFF

The Assistant Director, Senior Coordinator, or Graduate Assistant for Intramural Sports is the final authority during an intramural activity. The Sports Administrators along with an Intramural Sports supervisor will be in charge of organizing the event, directing teams to proper fields and courts, and managing the contests so that good sportsmanship is practiced at all times.

Participants must realize that the game officials are the first source of ruling and information. The Intramural Sports supervisors, Graduate Assistant, or Senior Coordinator may only be consulted when interpretations or applications of the rules are in question. They will not overrule any judgment calls!

The Assistant Director or Senior Coordinator for Intramural Sports, and Graduate Assistants will use professional discretion when necessary to make appropriate decisions regarding these policies and guidelines and may intervene to stop play at any time. Situations such as disorderly conduct, abusive language and fighting are potentially dangerous and can lead to either the GRADUATE ASSISTANT or Intramural Sports supervisor terminating the contest and assessing a forfeit to the team or removing a player from the sport and asking him/her to leave the facility.

CONTACT INFORMATION

INTRAMURAL OFFICE—Intramural_Sports@baylor.edu
254-710-3315

Katy Gustafson – Katy_Gustafson1@baylor.edu
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Graduate Assistant

Shane Ward – Shane_Ward@baylor.edu
Graduate Assistant

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Senior Coordinator for Intramural Sports

Dominque Hill – Dominque_Hill@baylor.edu
Assistant Director for Intramural Sports
Campus Recreation Mission Statement
Campus Recreation engages students and the Baylor community in experiential learning, recreational and leisure activities that equip individuals to live balanced, holistic, and healthy lifestyles.

Vision of Intramurals
The vision of the Intramural Sports Program at Baylor University is to provide students with a variety of recreational opportunities that allow them to become engaged in healthy competition while developing and maintaining character, integrity, respect, social skills, and sportsmanship.

Goals
The intramural program strives to:

- Provide students the opportunity to participate in sport and physical activities without regard for high performance skill or ability.
- Provide activities in a safe and professionally supervised environment.
- Nurture healthy competition, good judgment, fair play, teamwork, leadership skills, and respect.
- Establish a student-centered program that considers the needs and interests of all students.
- Enhance social interaction through play within a diverse student body, and reduce student conflict by encouraging students to properly manage their emotions.
- To provide and disseminate accurate information to all participants in a timely manner.
- To encourage a lifestyle of healthy habits through recreation and leisure activity involvement.
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Please pay close attention to these Intramural Rules and Policies, as they have been updated for the 2018-2019 Academic Year!
PURPOSE STATEMENT

The Intramural Sports Program at Baylor University offers a variety of diverse sports and recreational activities so that our entire student population has the opportunity to participate, regardless of athletic ability or preference. Our goal is to have structured and rewarding recreational opportunities in men's, women's, and co-recreational sports.

“A sportsman is a person who can take loss or defeat without complaint, or victory without gloating, and who treats his opponents with fairness, generosity, and courtesy.”

Webster's Dictionary

Title IX Statement

Sexual and Gender-Based Harassment and Interpersonal Violence Policy

Baylor University does not discriminate on the basis of sex or gender in any of its education or employment programs and activities, and it does not tolerate discrimination or harassment on the basis of sex or gender. This policy prohibits sexual and gender-based harassment, sexual assault, sexual exploitation, stalking, intimate partner violence, and retaliation (collectively referred to as prohibited conduct). For more information on how to report, or to learn more about our policy and process, please visit www.baylor.edu/titleix. You may also contact the Title IX office directly by phone, (254) 710-8454, or email, TitleIX_Coordinator@baylor.edu.

The Title IX office understands the sensitive nature of these situations and can provide information about available on- and off-campus resources, such as counseling and psychological services, medical treatment, academic support, university housing, and other forms of assistance that may be available. Staff members at the office can also explain your rights and procedural options if you contact the Title IX Office. You will not be required to share your experience. If you or someone you know feels unsafe or may be in imminent danger, please call the Baylor Police Department (254-710-2222) or Waco Police Department (9-1-1) immediately.

GUIDELINES FOR THE INTRAMURAL TEAM CHAIRS AND CAPTAINS

Organizational chairs and team captains shall serve as the liaison between the intramural office and their team(s). This includes taking responsibility for the proper administration of their team(s) as well as the on-field behavior of each team member. Each organization’s chair should contact the intramural office each semester to update their contact information. Note: In order to receive chair privileges on IMLeagues.com, chairs must email changes to intramural_sports@baylor.edu. The policies and procedures in this handbook are the rules that will be enforced at each intramural competition. Understanding and adhering to these rules will facilitate and allow a team’s full participation in Baylor Intramural Sports.

ADMINISTRATIVE DUTIES

- Register your team(s) online at IMLeagues.com or the IMLeagues App. For additional information on how to register your team(s), visit us at www.baylor.edu/campusrec/intramurals.
- Attend one of the two captain’s meetings for each officiated sport. An organization with multiple teams only needs one representative to attend a captain’s meeting. Events that require attendance are: Dodgeball, Indoor Volleyball, Flag Football, Basketball, Soccer, and Softball. Note: If your team or organization does not have a representative present at one of the two captain’s meetings, your team(s) may request a waiver for unforeseen circumstances by emailing the Assistant Director or
Senior Coordinator for Intramural Sports. Repeated absences per semester will prevent an organization from receiving future waivers. If an organization or team does not receive a waiver from the Assistant Director or Senior Coordinator for Intramural Sports, that organization or team will not be allowed to advance to the All-University tournament.

- Check schedules regularly for updates/changes in game times and inform players of the date, time and location of all contests. All schedules are posted at IMLeagues.com and on the IMLeagues App. Occasionally, schedules may change due to unavoidable circumstances, including but not limited to the following: facility availability changes, inclement weather, and team forfeits or defaults.
- Obtain the playoff schedule after your last regular season game at IMLeagues.com or the IMLeagues App.
- Be responsible for thoroughly understanding the rules of the sport you are participating in and informing your team members of the Intramural Rules and Policies.
- Ensure that everyone on the team roster is eligible (See Eligibility-pg.7 and Participant Limitations-pg.7) and ensure that enough eligible participants who are on the roster are at the game 15 minutes prior to the beginning of a scheduled contest. GAME TIME IS FORFEIT TIME!
- Ensure that all players have checked-in with the intramural staff by providing either their valid Baylor ID Card, driver’s license, or government issued ID before the start of the game. *Pictures of IDs will not be accepted.
- Captains may make additions to his or her team's roster during divisional play as long as the participant being added has not played on another team during that event.
- Track his or her organization's points throughout the year. Note: The chair must submit, in writing, any discrepancies of points or placement standings to the Assistant Director or Senior Coordinator for Intramural Sports no later than three weeks following the completion of a sport.

SPORTSMANSHIP DUTIES

- Educate your team members regarding the consequence of poor sportsmanship for both the individual and the team.
- Be responsible for the behavior of all your players and spectators.
- Ensure that all of your team members understand and abide by the Intramural Sports policies in this handbook, which can be reviewed online at www.baylor.edu/campusrec/intramurals or IMLeagues.com.
- Read, understand and inform your team members of the Intramural Code of Conduct (pg. 17).
- If a team member is ejected, it is the responsibility of the captain to provide all information to either the supervisor, Graduate Assistant or Senior Coordinator. NOTE: The ejected player may be asked to leave the premises entirely.
- Inform any ejected players of the procedural steps for reinstatement.
- Serve as the team's representative or assigned representative for all intramural contests. The team captain is the only one who may discuss rule interpretation questions with the head official.
- The team coach is the responsibility of the team captain. Teams are only allowed one coach per team. If the coach does not act in accordance with Baylor intramural policy, the team will be held responsible.

INTRAMURAL RULES AND POLICIES

REGISTRATION PROCEDURE

Registration for sports offered each semester will begin prior to the first day of class for that semester.

- First, you will need to create your IMLeagues Account:
1. Visit IMLeagues.com and register using your Baylor email address.
2. You will be sent an activation email, click the link in the email to login and activate your IMLeagues account. *You cannot accept a team invite until your account is activated.

**Note:** IMLeagues offers a live support button at the bottom of all pages; please use this button if you encounter any difficulties.

- **To Create a Team (for Team Chairs/Captains):**
  1. Log in to your IMLeagues account.
  2. Click Baylor University.
  3. Choose the Sport.
  4. Choose your league, division of play and preferred playing time.
  5. Click Create Team. (See Team Name Policy below)
  6. Add your team and then click the **Invite Players link** to ask players to join your team. They will have to accept your invitation to join the team’s roster. **Students will be required to complete a sport related quiz prior to joining the team.**

  **Note:** If a student requests to join a team, **the captain of that team will need to confirm their request on IMLeagues.com or IMLeagues app so that the player will be added to the team roster.**

**TEAM NAME & UNIFORM POLICY**

Each team must provide an appropriate team name. The Intramural Sports Administrative Staff reserves the right to alter any team name or logo judged to be obscene, derogatory, vulgar, offensive, contains profanity or is not within the spirit of good sportsmanship. If the Intramural Sports Staff deems a team’s uniform as inappropriate (i.e. obscene, derogatory, vulgar, offensive, contains profanity, or is not within the spirit of good sportsmanship), the team will not be allowed to compete while wearing that uniform.

If a team name or uniform is found to be inappropriate after the season begins, that team will receive a 2.0 sportsmanship rating for the following game.

**REFUND POLICY**

**Full Refund**
- A full refund will be given only if a team informs the intramural office in writing that they will not be fielding a team prior to the registration deadline, or if the department cancels the activity.

**Partial Refund**
- A partial refund will be given if a team informs the intramural office in writing that they will not be fielding a team after the registration deadline but before games for that sport begin. A refund of the entry fee will be given minus the no-show fee ($15 for Super Team Sports, $5 for Team Sports; $2 for Individual Sports).

**No Refund**
- If a team informs the intramural office that they will not be fielding a team after the schedule is released and the first game of the season has begun, that team is not eligible to receive a refund.

**NOTE:** Refund requests will not be granted for contests not played due to a default, forfeit or weather canceled games. Approved refunds may take up to 4 weeks to process.
ELIGIBILITY

Only Baylor University Undergraduate, Graduate, Law School and Seminary students (who have paid the respective student usage fee) as well as faculty, staff and spouses are eligible to participate in intramural events provided they meet the following requirements:

Undergraduate students
- An undergraduate student must meet the eligibility guidelines for participation outlined in the Department of Student Activities Policies (www.baylor.edu/student_activities).

Graduate, Law School and Seminary Students
- Defined as a student who has received a baccalaureate degree, is enrolled in at least six credit hours and is in good standing with the Graduate School, Law School, or Seminary.

Faculty, Staff and Spouses
- Defined as a full-time faculty and staff along with their spouses. Part-time faculty and staff and their spouses are not allowed to compete in intramural activities.

PARTICIPANT LIMITATIONS

Individuals in the following categories are subject to participation limitations as defined below:

Varsity Athletes
- Varsity athletes are defined as Baylor University students whose names have appeared on official team rosters registered with an Institution’s Athletic Department. These also include players who are classified as ineligible, walk-ons, or red-shirts. Any concerns regarding player status or eligibility will be decided upon by the NCAA Compliance Officer for Baylor University.
- All varsity athletes shall be ineligible to compete in their specific sport or associate sport. Should a varsity athlete be removed from varsity participation, he/she will remain ineligible in his/her specific sport or associate sport for one full calendar year. Only one former varsity player is allowed per team roster in their respective sport (i.e. Football-Flag Football; Basketball –Basketball; Softball and Baseball-Softball, Volleyball-Indoor Volleyball, Wallyball, and Co-Rec Sand Volleyball; Soccer-Outdoor Soccer; Tennis-Tennis).
- Should a student stop practicing with or be dropped from a varsity athletic team within the first thirty days of organized practices, he/she will not be considered a varsity athlete for that sport and will be eligible for intramural competition.
- Varsity athletes must compete in the highest level of competition in their specific sport or associate sport.

Professional and Semi-Pro Athletes
- A student who has lost amateur standing in a particular sport because of professional status is ineligible to participate in that sport or associate sport for 4 years after retirement.
- Only one former professional or semi-pro athlete is allowed per team roster in their respective sport (i.e. Football-Flag Football; Basketball –Basketball; Softball and Baseball-Softball, Volleyball-Indoor Volleyball, Wallyball, and Co-Rec Sand Volleyball; Soccer-Outdoor Soccer; Tennis-Tennis).
• Professional or semi-pro athletes must compete in the highest level of competition in their specific sport or associate sport.

Sport Club Members
• A representative of a Baylor University Sport Club is a student who has participated with the club during the current academic year (Summer, Fall, and Spring – with the exception of Ultimate which will use the previous year’s roster).
• Sport Club members must compete in the highest level of competition in their specific sport or associate sport.
• Current Sport Club athletes may participate in the same or related sport in which they participate as a Sport Club member, but only two (2) players are allowed per team roster.

NOTE: After a Sport Club roster is published, intramural team rosters may need to be revised to remain compliant. Teams that do not revise their team roster to become compliant will forfeit remaining contests.

All Participants
• Participants may only play on one team per sport. Excluding sports that offer both Men/Women AND Co-Rec leagues. THERE WILL BE NO EXCEPTIONS TO THIS RULE!
• If a participant plays on more than one team, he or she will be automatically disqualified from all intramural competitions pending a meeting with the Assistant Director or Senior Coordinator for Intramural Sports.
• If a participant plays on more than one team, the first team he or she played on will be considered his or her team for the duration of that sport. Games played on any other team will be forfeited.
• No player may compete in the All-University tournament if they did not play in at least one divisional play game.
• All sports are single gender unless it is listed as Co-Rec (both men and women compete together).
• Graduate, Law School and Seminary Students who have not paid the student services fee are required to pay the SLC Access fee in order to gain entrance into the SLC to participate in intramural activities.

Baylor Faculty, Staff and Spouses
• Only Baylor faculty and staff that have completed the Faculty and Staff Participation Application are allowed to compete.
• Baylor faculty and staff must compete at a high level of Sportsmanship at all times during participation in intramural sports and are expected to maintain decorum at all times.
• Baylor faculty and staff that display unsportsmanlike conduct will be suspended from all intramural activity and may be disallowed future participation.

LEAGUES

Teams may be given the opportunity to choose one of the two levels of competition: Competitive “Comp” and Recreational “Rec.” Games at all levels will be officiated exactly the same way and preference will not be given to higher levels of play. Information will be offered during registration regarding leagues and divisions for each semester.
INCLEMENT WEATHER

When participating in outdoor sports, the weather plays a large role in the ability to play. If there are any questions about the playing conditions for the night, please visit IMLeagues.com or the IMLeagues app for announcements. IMLeagues will be updated with the most current information by 3:00 pm of that day if possible. The Intramural Sports onsite staff has the ability to postpone or cancel outdoor sports at any time if deemed necessary. The first priority for Intramural Sports when making the decision to postpone or cancel is participant safety, second being field conditions. Intramural contests that are canceled due to inclement weather may or may not be rescheduled based on field availability and time constraints.

Thunderstorm and Lightning

Authorized personnel will clear the fields of all activity upon confirmation of lightning within a range of 8 miles. All participants will be encouraged to seek shelter. Activity may not resume until 30 minutes have elapsed since the last lightning strike within this range. Authorized personnel will utilize the Thorguard Weather Sentry Service or the National Weather Service system for lightning detection and monitoring. All intramural competition will be halted while the Thorguard Weather Sentry strobe light is flashing. Play will resume only when the flashing stops.

NOTE: If a team has requested to default a contest that is later canceled due to inclement weather, that team will be expected to compete in the rescheduled game.

RESCHEDULES

In order for a contest to be rescheduled, both teams must agree on a date, time and location. The team requesting to reschedule the contest is responsible for reviewing the game schedule posted on IMLeagues.com to determine an available date, time and location. After finding a date, time and location, the chair/captain must confirm agreement with the opposing team prior to contacting the intramural office. Teams have the option to decline a request to reschedule a contest.

Playoffs

Rescheduling a contest during playoffs may only happen if there is either a school related or intramural sport scheduling conflict. Playoff reschedule requests may be denied by opponents or the intramural office if the suggested reschedule time interferes with the remaining schedule.

FORFEITS

GAME TIME IS FORFEIT TIME! Individuals or teams should arrive at the designated site at least 15 minutes prior to the scheduled time of the contest. The decision to declare a contest forfeited will be made by the Senior Coordinator or Graduate Assistant on duty. A game is not officially forfeited until the Graduate Assistant on duty declares a forfeit. Any game whose outcome is declared a forfeit will result in a loss being credited to the forfeiting team. A forfeit will be declared under the following conditions:

- Misconduct as outlined in the Violations of Intramural Sportsmanship Policy (pg. 15).
- A team cannot field the required number of eligible players by the designated game time. This number varies from sport to sport, so be sure to check the rules prior to the beginning of each sport. This information will also be available at the captain’s meeting before the sport.
- To obtain a victory by forfeit, the required number of participants must be present and ready to play. If neither team has the required number of participants present at game time, both teams will be required to forfeit at game time. (See Grace Period pg. 10).
- Forfeited contests will not be rescheduled.
• If a team forfeits a contest, it will automatically receive a “1.0” sportsmanship rating for that game and will not receive any participation points towards the All-University Points Race.
• If a team forfeits two contests in an event, it will be withdrawn from the event.
• Teams/Players who do not show up for their scheduled contest will be charged a “no-show” fee. Super Team sports no-show fees are $15. Team sports no-show fees are $5. Individual sports no-show fees are $2.
  o All fees must be paid by the end of the regular season.
  o Teams who qualify for the All-University tournament will not be allowed to participate until this fee is paid.
  o Captains and/or Organizations who have not paid their fee(s) will be suspended on IMLeagues and unable to play in any activities until fees are paid.
  o Captains are able to appeal fees within 2 business days (Mon-Fri) of no-show.

GRACE PERIOD

If a team has fielded the appropriate number of players to begin a competition at game time, but the opposing team has not, that team will have the option to grant the opposing team a 10-minute grace period to field a team. At least one member of the opposing team must be present to grant grace. If a team exercises their option to grant a 10-minute grace period for a late team, then a predetermined number of points will be awarded to the team who granted grace. (Note: The game clock will start at game time and grace is limited to the first 10 minutes of a contest. Grace may be reduced to 5-minutes based on schedule constraints.) If a team has not assembled the minimum number of required participants to begin the contest in the 10-minute grace period, that team will forfeit the contest.

<table>
<thead>
<tr>
<th>Sport</th>
<th>Beginning Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flag Football, Basketball</td>
<td>6</td>
</tr>
<tr>
<td>Co-Rec Sand Volleyball, Indoor Volleyball, Racquetball, Spikeball, Table Tennis, Wallyball</td>
<td>5</td>
</tr>
<tr>
<td>Softball</td>
<td>4</td>
</tr>
<tr>
<td>Ultimate</td>
<td>2</td>
</tr>
<tr>
<td>Soccer</td>
<td>1</td>
</tr>
<tr>
<td>Tennis</td>
<td>1 game (start 1-0)</td>
</tr>
</tbody>
</table>

DEFAULTS

Teams that are not able to play a regularly scheduled contest is provided the opportunity to default that contest. The decision to declare a default will be made by the Assistant Director, Senior Coordinator or Graduate Assistant for Intramural Sports.
• If a team or player chooses to default a contest, the team or player it was scheduled to play will be declared the winner.
• Defaulted contests will not be rescheduled unless the contest is later canceled by the intramural office.
• If a team or player chooses to default a contest, that team or player will automatically receive a “2.0” sportsmanship rating.
• In order for a contest to be considered a default, the team chair/captain must notify the intramural office, in writing, by 3pm on the day of the contest.
• Once a default has been confirmed by the IM Office, that contest will not be played unless the original contest is canceled by the intramural office.
ROSTER ADDITIONS

When adding players to a roster, team chairs/captains must make the additions prior to the start of their contest via IMLeagues. Players added after the contest begins will not be allowed to compete in that contest. Note: If you have not joined the team roster on IMLeagues prior to the All-University tournament, you are not eligible to compete with a team. Players cannot be added to your roster after your last divisional play game, as all eligible players for the All-University tournament must participate in at least one divisional play game.

ASSUMPTION OF RISK

Students are advised that participation in the Intramural Sports Program involves physical risk. Participation in intramural sports is a privilege, not a right; and is strictly voluntary. Injuries and their resulting cost are the responsibility of the participant. There is a possibility that a participant may be injured during the course of normal intramural activities. This risk of injury extends to the physical being, as well as personal belongings that the individual may bring to the activity (including eyeglasses, or personal possessions left at the event).

Despite efforts to provide a reasonably safe playing environment, some intramural participants are apt to be injured. Participants, coaches, and spectators are advised to take protective measures when participating in or watching an intramural event.

Baylor University does not provide insurance for students who are involved in extracurricular activities, such as intramural events. The Department of Campus Recreation strongly recommends that all intramural participants obtain adequate medical insurance coverage prior to participation.

CONCUSSIONS

THE FACTS

- A concussion is a brain injury and ALL concussions are serious.
- Athletes do NOT have to be knocked out to have a concussion.
- Concussions can occur from blows to the body as well as to the head.
- It is OK to let someone fall asleep after being hit in the head. With careful monitoring, rest and sleep can be helpful.
- Concussions can affect driving, school work, sleep, emotions, relationships and self-worth.
- Athletes who return to full contact activities too early risk Second Impact Syndrome, a rare but devastating brain injury that may result in death.
- Recognition and proper response to concussions when they first occur can help prevent further injury and even death.

WHAT IS A CONCUSSION?

A concussion is a brain injury that may be caused by a blow to the head, face, neck or elsewhere on the body with an “impulsive” force transmitted to the head. Concussions can also result from hitting a hard surface such as the ground, ice or floor, from players colliding with each other or being hit by a piece of equipment such as a bat, lacrosse stick, or ball.

SIGN AND SYMPTOMS

<table>
<thead>
<tr>
<th>SIGNS OBSERVED BY OTHERS</th>
<th>SYMPTOMS REPORTED BY YOU</th>
</tr>
</thead>
<tbody>
<tr>
<td>Appears dazed or stunned</td>
<td>Headache</td>
</tr>
<tr>
<td>Is unsure of game, score or opponent</td>
<td>Nausea or vomiting</td>
</tr>
<tr>
<td>Moves clumsily or has slurred speech</td>
<td>Balance problems or dizziness</td>
</tr>
<tr>
<td>Answers questions slowly</td>
<td>Double or fuzzy vision</td>
</tr>
<tr>
<td>Loses consciousness</td>
<td>Sensitivity to light or noise</td>
</tr>
<tr>
<td>Shows behavior or personality changes</td>
<td>Feeling sluggish or drowsy</td>
</tr>
<tr>
<td>Cannot recall events after the hit</td>
<td>Concentration or memory problems</td>
</tr>
</tbody>
</table>
BLOOD ON UNIFORMS

There is a risk for bloodborne infectious diseases to be transmitted from one player's wounds to another. Recognizing the concerns this risk creates for our intramural participants, the Intramural Sports staff has established the following policy: When an official observes a player who is bleeding, has an open wound, or has an excessive amount of blood on his or her clothing, the official will temporarily stop the game in the same manner as the official would have temporarily stopped the game for an injured player, except that the bleeding player must leave the game. A removed player is expected to receive appropriate treatment on the sidelines before returning to the game. The player involved shall not return to the contest until the bleeding has stopped, the open wound is covered, or the contaminated clothing is changed and disposed of properly. Once play has stopped under this rule, the player may not re-enter the game until the official declares the player eligible. This includes: running of the clock, one “play” run in flag football, a substitution opportunity in soccer, a volley in volleyball, etc.

TEAM REQUIREMENTS AND EQUIPMENT

The following is a list of sports offered and indicates the maximum and minimum number of players that a team needs in order to compete in each sport. Please note that there are specific requirements for men’s, women’s and co-rec teams. During some sports, participants are only allowed to use equipment provided by the Intramural Sports office. For further specific information, please contact the Intramural Sports office or view the specific rules at www.baylor.edu/campusrec/intramurals.

If a team drops below the minimum during a contest, they may continue if there is a reasonable chance for that team to win. See mercy rules for each individual sport.

<table>
<thead>
<tr>
<th>Sports</th>
<th>Minimum to start a game</th>
<th>Maximum on field/court</th>
<th>Maximum for shirts</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Golf</td>
<td>1</td>
<td>2</td>
<td>2</td>
<td>Must provide your own clubs; Rounds will be played at Cottonwood Creek.</td>
</tr>
<tr>
<td>Basketball</td>
<td>4</td>
<td>5</td>
<td>10</td>
<td>Must wear a t-shirt under pennies; No Hats Allowed</td>
</tr>
<tr>
<td>Bowling</td>
<td>3</td>
<td>4</td>
<td>4</td>
<td>Games will be played in the SUB Den.</td>
</tr>
<tr>
<td>Canoe Battle</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>Must go through water safety with Marina staff.</td>
</tr>
<tr>
<td>Co-Rec Sand Volleyball</td>
<td>3</td>
<td>4</td>
<td>6</td>
<td>No more than 2 men on the court at one time; Hats Allowed</td>
</tr>
<tr>
<td>Dodgeball</td>
<td>4</td>
<td>6</td>
<td>10</td>
<td>Team Costumes are worn on Friday</td>
</tr>
<tr>
<td>Flag Football</td>
<td>4</td>
<td>7</td>
<td>10</td>
<td>No metal cleats/shorts with pockets; No Hats Allowed</td>
</tr>
<tr>
<td>Indoor Volleyball</td>
<td>4</td>
<td>6</td>
<td>10</td>
<td>Must wear a t-shirt under pennies: No Hats Allowed</td>
</tr>
<tr>
<td>Sports</td>
<td>Minimum to start a game</td>
<td>Maximum on field/court</td>
<td>Maximum for shirts</td>
<td>Notes</td>
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</tr>
<tr>
<td>Rock Climbing</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>Equipment can be checked out from the rock desk.</td>
</tr>
<tr>
<td>Soccer</td>
<td>6</td>
<td>8</td>
<td>10</td>
<td>No metal cleats; No Hats Allowed</td>
</tr>
<tr>
<td>Softball</td>
<td>8</td>
<td>10</td>
<td>12</td>
<td>No metal cleats; Each player must wear a glove; Hats Allowed</td>
</tr>
<tr>
<td>Spikeball</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>Must have both players to start a game; Co-Rec teams must have 1M/1F</td>
</tr>
<tr>
<td>Table Tennis / Racquetball</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>No subs are allowed after the first game.</td>
</tr>
<tr>
<td>Tennis (Singles and Co-Rec Doubles)</td>
<td>1 (Singles) 2 (Doubles)</td>
<td>1 (Singles) 2 (Doubles)</td>
<td>1 (Singles) 2 (Doubles)</td>
<td>Co-Rec Doubles must have at least one female per team; No subs for Singles</td>
</tr>
<tr>
<td>Ultimate</td>
<td>6</td>
<td>8</td>
<td>10</td>
<td>Three week tournament on IM Fields; No Hats Allowed</td>
</tr>
<tr>
<td>Wallyball</td>
<td>3</td>
<td>4</td>
<td>6</td>
<td>Played on Racquetball Courts; No Hats Allowed</td>
</tr>
</tbody>
</table>

**NOTE:** Participants are responsible for returning checked out equipment to the Intramural Staff. Not returning equipment will result in a suspension from ALL Intramural activities.

**ALL-UNIVERSITY**

**ALL-UNIVERSITY TOURNAMENT**

A single elimination tournament will be held at the conclusion of divisional play. Team chairs/captains are responsible for verifying their tournament schedule at the end of divisional play by checking IMLeagues.com or the IMLeagues App. The tournament qualification and seeding process will be as follows and may be changed at the discretion of the Assistant Director or Senior Coordinator for Intramural Sports:

- The top teams in each division with the best record (most wins) make the tournament. *Note: Top two teams will be taken in Super Team Sports. Only the top team will advance to the tournament in the Team Sports.*
- In case of a tie, the team with the higher sportsmanship point total will advance.
- If there is still a tie, any team that forfeited any game will be eliminated.
- If there is still a tie, head-to-head record will be used.
- If there is still a tie, point differential will be used.
- If there is still a tie, a coin toss will be used to determine which team advances.

In order to be eligible to advance to the all-university tournament in any sport, a team must receive a cumulative rating of “3.0” sportsmanship ranking during the regular season.

During play in the tournament, each team or player must receive at least a “2.0” rating in order to advance in the tournament. A team receiving two (2) “2.0” ratings or one (1) “1.0” rating in the same tournament will not be allowed to advance to the next round. That team's opponent will be awarded a win and will advance in their place.
WILD CARD PICKS

Depending upon how many eligible teams will be available for the tournament, a variable number of wild-card openings may be made available for the tournament. These wild-card spots will be provided to offer either a balanced tournament bracket or an even number of tournament teams. The Intramural Sports playoff committee will determine which wild card teams, if any, will advance to playoffs.

ALL-UNIVERSITY POINTS RACE

Student organizations have the opportunity to participate in a year-long points race. Organizations can earn points for their participation as well as their placement in tournament play. Organizations with the highest point total at the end of each academic year will be crowned Baylor Intramural Sports All-University Champion.

*Note: The chair must submit, in writing, any discrepancies of points or placement standings to the Assistant Director or Senior Coordinator for Intramural Sports no later than three weeks following the completion of a sport.*

Who Is Eligible?
Any student organization that is recognized as in good standing by the Department of Student Activities is eligible to participate in the intramural All-University points race.

Divisions:
- Fraternity Gold: Large fraternities
- Fraternity/Club Green: Moderate to small fraternities and/or men’s clubs
- Sorority Gold: Large sororities
- Sorority/Club Green: Moderate to small sororities and/or women’s clubs
- Residence Hall Division: Men and Women’s residence halls

FACILITY, EQUIPMENT AND JEWELRY POLICY

FACILITY POLICY

No alcohol or tobacco products are allowed at any intramural sports site. Any team or its spectators found in violation of this policy are subject to removal from the facility as well as suspension from the Intramural Sports Program.

No animals, bikes or scooters are allowed on the playing fields. Service animals are permitted at the facilities. A service animal tag must be presented upon bringing the service animal to the facilities. In accordance with University policy, exempt animals that are permitted within the buildings and facilities must remain under the control of the owner at all times. The care or supervision of an exempted animal is solely the responsibility of their owner. Baylor University reserves the right to exclude an exempted animal whose behavior poses a threat to the health or safety of others.
**JEWELRY POLICY**

For the safety of all participants, jewelry is not allowed to be worn by participants during intramural sports. This includes but is not limited to rings, watches, necklaces, earrings, bracelets, or any unconcealed body piercing. Medical bracelets are permissible but must be secured to the body. Hard braces and casts must have a soft cover. No exceptions will be made for jewelry which is made to be permanent or that is unable to be removed. Taping over, or using a band-aid to cover restricted jewelry is not permitted as it may not secure the jewelry in question (examples include but are not limited to: lip rings, eyebrow rings, nose rings, etc.).

The court/field officials, supervisors, Graduate Assistants, or Senior Coordinator for Intramural Sports have the authority to disallow any participant from wearing any equipment, jewelry, or apparel which is deemed potentially dangerous or disadvantageous to any participants.

**SHOE POLICY**

All participants must wear proper athletic shoes. Street shoes and open toe sandals are not allowed. The sole should be smooth or molded, non-marking, and non-abrasive. Cleats may be worn in flag football, ultimate, softball or soccer; however no metal cleats or shoes similar to metal sole and heel plates will be allowed.

The court/field officials, supervisors, Graduate Assistants, or Senior Coordinator for Intramural Sports have the authority to disallow any type of dangerous footwear. (Exception: Track and Cross Country)

**INTRAMURAL SPORTSMANSHIP POLICY**

**RATING SYSTEM**

The officials, Intramural Sports supervisor and/or Graduate Assistant for each contest will rate each team or player based on sportsmanship displayed before, during, and after the contest. It is the responsibility of the team captain to find out what rating his/her team receives. The captain of a team that has a question about their assigned rating should submit the complaint within **24 hours**, in writing, to either the Assistant Director or Senior Coordinator for Intramural Sports. The following system will be utilized:

4.0
This rating may be given to a team or player that demonstrates excellent sportsmanship and maintains an attitude of complete cooperation.

3.0
This rating may be given to a team or player for any of the following conditions:
- The team or player demonstrates fair sportsmanship or argues with officials;
- The team or player fails to cooperate with the officials to keep the game running in an orderly fashion;
- The team or player has to be warned about unnecessary roughness.

2.0
This rating may be given to a team or player for any of the following conditions:
- A player or coach is ejected for any reason by an official or any intramural staff member;
- Players, other than designated captain, persist in either questioning or arguing with the officials;
- Spectators clearly related to the team fail to conduct themselves in an orderly fashion;
- The team or player, after being warned, continues to use unnecessary roughness;
- The team or player shows willful disregard for the rules and/or policies of the intramural program including, but not limited to, participating under an assumed name or the use of an ineligible player;
- The team or player elects to default their scheduled contest (see Default policy).

1.0
This rating may be given to a team or player for any of the following conditions:
- A coach, player, or spectator clearly related to the team or player makes an abusive remark toward an opponent, official, or any intramural staff member;
- A player, coach, or spectator clearly related to the team or player initiates any physical contact with an opponent, official, or intramural staff member;
- The team or player, after being warned, continues to use unnecessary roughness;
- Spectators clearly related to the team or player engage in disruptive behavior that jeopardizes the officials' ability to control the game;
- The team or player forfeits a contest (see Forfeit Policy).

UNSPORTSMANLIKE CONDUCT DEFINED

Unsportsmanlike Conduct is defined as a player, coach, or spectator who at any time while at a Baylor University intramural event conducts him or herself in an abusive, offensive, or illegal manner.

This includes but is not limited to:
- Fighting, verbal abuse or dissent toward an official or opponent, racial or ethnic slurs, inappropriate comments or actions that may be construed as sexual harassment, profanity, intoxication, obscene gestures, flagrant and violent fouls, taunting, trash talk, baiting, cheating, throwing or abusing equipment, inappropriate posters, physical intimidation or abuse of an official or opponent, unauthorized leaving of a team bench area, striking or physically abusing an official, opposing coach, or player, intentionally inciting participants or spectators to violent or abusive action, using profane or unduly provocative language or action toward officials, opponents, or spectators, being critical publicly of any game official, Baylor University personnel, or another university or its personnel, and any acts of deceit.

INTRAMURAL CODE OF CONDUCT

The intramural department takes sportsmanship very seriously and offenders will be dealt with accordingly. Sportsmanship policies will be strictly enforced to ensure the safety and enjoyment of ALL participants and intramural staff. Actions that are dangerous and/or conduct that is detrimental to the intramural program or harmful to others will not be tolerated and are grounds for suspension from further participation in all intramural sports activities.

Individual Warning: A warning may be given to an individual participant who exhibits unsportsmanlike conduct pre-game or post-game. This includes anytime the individual is on the fields or courts before or after a game prior to exiting the premises. An individual participant warning will not affect a team’s sportsmanship rating, however, the participant may be assessed individual sanctions appropriate with the conduct violation.

Suspension: the temporary removal of an individual or team from competing in Baylor Intramural Sports. During a suspension, individuals are not allowed to compete, but may watch.
EJECTION PROCEDURE

1) Participants who exhibit unsportsmanlike conduct during a contest may be ejected from that contest.

2) If the participant is asked to leave the premises and refuses, his or her team will forfeit the game and the Baylor Police Department will be called to remove the participant from the premises.

3) The ejected participant must set up a meeting with either the Assistant Director, Senior Coordinator or Graduate Assistant for Intramural Sports in order to discuss the ejection. The ejected participant must email and have this meeting before he/she is allowed to play.

4) The procedure for reinstatement is as follows:

   • At the discretion of the Assistant Director or Senior Coordinator of Intramural Sports, players ejected due to unsportsmanlike conduct may receive a one-game suspension from the sport in which they were participating. The suspension is for the next scheduled game (including playoffs).
   • If the participant is required to meet with the Assistant Director or Senior Coordinator for Intramural Sports, a decision will be made at that point whether any further punishment is warranted. Decisions may be based on the following scenarios:
     o If ejected from a game within A) the first half of competition for Flag Football, Basketball and Soccer; B) the first two sets of Volleyball; C) the first three innings of Softball, players will be suspended for the second half of that contest only.
     o Any player ejected after halftime for Flag Football, Basketball and Soccer, the second set in Volleyball or third inning of Softball will be suspended for the first half of their next game for that sport.

5) Any participant with three (3) ejections in a semester will be suspended from intramural competition for the remainder of the academic semester. That organization's president and intramural chair must meet with the Assistant Director or Senior Coordinator for Intramural Sports to discuss the potential reinstatement for the individual(s) who have been ejected as well as the organization as a whole. The entire organization will be ineligible for intramural competition until this meeting takes place and a decision has been rendered.

6) Individuals and/or organizations that commit violations involving more serious offenses while attending or participating in an intramural contest or event will be referred to the Judicial Affairs office.

7) The Assistant Director or Senior Coordinator for Intramural Sports reserves the right to administer disciplinary sanctions as necessary to preserve the integrity of the program.

8) A participant who wishes to appeal the decision of the Assistant Director or Senior Coordinator for Intramural Sports must submit the appeal in writing to the Director of Campus Recreation. All decisions made by the Director of Campus Recreation are final.

NOTE: If an official, table official, Intramural Sports supervisor, Graduate Assistant or any other intramural staff member hears a participant, coach, or spectator using profane language, that participant, coach, or spectator will be ejected from that game. THERE WILL BE NO EXCEPTIONS TO THIS RULE!

VIOLATIONS OF INTRAMURAL SPORTSMANSHIP POLICY

The following are possible consequences of unsportsmanlike conduct of intramural teams and participants:
• Forfeit due to misconduct - If a team, player, or a combination of the two receives three unsportsmanlike penalties in one game the team will forfeit that game.
• Intramural probation - intramural probation places a team or player on a probationary status which would cause a suspension from intramural participation for any further unsportsmanlike conduct. The term of probation may be set for a particular sport, for a semester, or for a year.
• Intramural suspension - Suspension from intramural sports prohibits the suspended team and its individuals listed on the team roster from participating in any sports during the period of intramural suspension. A period of intramural suspension is automatically followed by a period of intramural probation of not less than one semester.
• Teams that are removed due to unsportsmanlike behavior will not receive refunds.

Team violations
Team disciplinary measures include but are not limited to the following:

<table>
<thead>
<tr>
<th>VIOLATIONS</th>
<th>PENALTY</th>
</tr>
</thead>
<tbody>
<tr>
<td>Team disturbance/fight (more than one player involved)</td>
<td>Team automatically removed from league and all participants who are involved at the game will be suspended from all intramural sports activities for the remainder of the semester or academic year from the date of the incident, and will be referred to the Office of Judicial Affairs.</td>
</tr>
<tr>
<td>Verbally ridiculing, disrespecting, and criticizing the intramural staff</td>
<td>Team automatically removed from league and possible referral to the Office of Judicial Affairs. Individual sanctions will also be assessed.</td>
</tr>
<tr>
<td>Alcohol use/intoxicated players</td>
<td>Team automatically forfeits game in question referred to the Office of Judicial Affairs.</td>
</tr>
<tr>
<td>Use of an ineligible player</td>
<td>Any team using a suspended or ineligible player during a contest will be placed on probation and receive a 2.0 sportsmanship rating for that contest.</td>
</tr>
<tr>
<td>Unsportsmanlike conduct of spectators</td>
<td>Depending on the severity of the incident, a team can forfeit their game due to the conduct of spectators that can be identified as affiliated with a specific team. Spectators may also be referred to the Office of Judicial Affairs.</td>
</tr>
</tbody>
</table>

Individual violations
The disciplinary measures that may be taken in case of individual unsportsmanlike conduct include, but are not limited to, the following:

<table>
<thead>
<tr>
<th>VIOLATIONS</th>
<th>PENALTY</th>
</tr>
</thead>
<tbody>
<tr>
<td>Arguing with an official</td>
<td>1st – Warning</td>
</tr>
<tr>
<td></td>
<td>2nd - Automatic Ejection, Suspension, and One-Year Probation</td>
</tr>
<tr>
<td>Dissent (verbal or by gesture)</td>
<td>1st – Warning</td>
</tr>
<tr>
<td></td>
<td>2nd - Automatic Ejection, Suspension, and One-Year Probation</td>
</tr>
</tbody>
</table>
| Striking or shoving an opponent | Minimum - Automatic Ejection, Suspension, and One-Year Probation  
Maximum - Revocation of intramural privileges for at least one year and referral to the Judicial Affairs Office |
| Profanity and/or Gesturing | 1st - Automatic Ejection  
2nd - Suspension, and One-Year Probation  
3rd - Suspension for the remainder of the semester |
| Threatening an official | Minimum – automatic ejection, suspension and one-year probation  
Maximum - Revocation of intramural privileges for the remainder of the academic year and referral to the Office of Judicial Affairs |
| Fighting | Minimum - Automatic Ejection, Suspension, and One-Year Probation  
Maximum - Revocation of intramural privileges for at least one year and referral to the Judicial Affairs Office |
| Leaving the Bench Area to Participate in an Altercation | Any participant, player, coach or bench personnel who leaves the bench or coaching area to participate in an altercation will be ejected. Violators may serve a two game suspension. |
| Fighting (Physical Conduct) with Intramural Sports/Campus Recreation Staff | Minimum - Automatic Ejection, Suspension, and One-Year Probation  
Maximum - Revocation of intramural privileges for at least one year and referral to the Judicial Affairs Office |
| B.U.P.D. officers are summoned/requested to respond | A full semester suspension and one year probation. |
| Playing while ineligible | Any participant who competes while ineligible will be suspended from all intramural activities pending a meeting with the Assistant Director or Senior Coordinator for Intramural Sports. |

**PROTESTS**

It is the strong belief of the Intramural Sports Program that contests should be won or lost on the field of play. The intramural staff will seek to resolve all disputes immediately. Matters involving an official’s judgment are not a basis for protest.

The intramural office reserves the right to rule in any matters not covered in this handbook. We will apply the spirit of the rules and fairness in all situations. **The decision of an official or intramural staff member to eject a player or spectator for any unsportsmanlike conduct (be it verbal or physical) will be firmly upheld by the intramural office.**

**Protesting Procedure:**

1. Valid protests include: player eligibility, a misapplication or misinterpretation of a sport rule, or organizational point total discrepancy. Player eligibility and game protests must be recorded immediately with the Senior Coordinator or Graduate Assistant. A protest of an official’s judgment call is invalid. **Note: A protest is not complete until an emailed version of the protest is**
submitted to the Assistant Director or Senior Coordinator for Intramural Sports. This must be done by 12pm the following day for game protests or three weeks after the completion of a sport for point total protests, otherwise it will be dismissed.

- Player Eligibility Protests
  - Captains must verbally make the Intramural Sports staff (supervisor, Graduate Assistant or Senior Coordinator) aware of an eligibility protest before the contest ends.

- Game Protests
  - A valid game protest must include the following:
    - Protests must be made during the contest at the time of the incident by the team captain to the game official and/or the supervisor before the next “live” ball.
    - At that time, the reason for the protest must be given to the game official.
    - Protests only involve the misinterpretation or misapplication of a playing rule.

- Point Total Protests
  - A valid point total protest must include the following:
    - The chair must submit, in writing, any discrepancies of points or placement standings to the Assistant Director or Senior Coordinator for Intramural Sports no later than three weeks following the completion of a sport.

2. If the protest is received by the deadline of 12pm, then the Assistant Director or Senior Coordinator for Intramural Sports will review the protest. If necessary, the team captains or selected team representatives may be invited to discuss the written protest. Additional team members may be asked to appear by the Assistant Director or Senior Coordinator for Intramural Sports.

3. Games altered by valid protests will be replayed, if possible, from the point of the game where the protest occurred. The intramural office and both team captains may agree to a non-playing solution.

4. If you disagree with the on-site decision, you may appeal the decision to the Assistant Director or Senior Coordinator for Intramural Sports.

**Protest Appeals**
A typed appeal of a protest decision must be submitted within 48 hours of notification of the protest decision. The typed appeal must be submitted to the Assistant Director or Senior Coordinator for Intramural Sports.

**Playoff Protests**
Due to time constraints, protests during the playoffs will be decided by the Senior Coordinator or Graduate Assistant. The decision of the Senior Coordinator or Graduate Assistant will be considered final and play will continue as scheduled.

**THE POINT SYSTEM**

**Super Team Sports**
Events: Indoor Volleyball, Flag Football, Basketball, Soccer, and Softball
Organizations and Residence Halls may enter 2 teams for points in both the Competitive League and Recreational League

**Participation Points**
- Competitive League – 50 points per team (max 2 teams)
- Recreational League – 25 points per team (max 2 teams)

**Tournament Points**
*Top teams in the Competitive League & Recreational League will be entered into the All University Tournament.*
- Top teams must meet sportsmanship requirement of at least a 3.0 for participation points
  *unless otherwise indicated*

Each team that advances to the All-University Tournament will receive 10 points

**Championship Points**

<table>
<thead>
<tr>
<th>Competitive League</th>
<th>Recreational League</th>
</tr>
</thead>
<tbody>
<tr>
<td>1&lt;sup&gt;st&lt;/sup&gt; place – 200 points</td>
<td>1&lt;sup&gt;st&lt;/sup&gt; place – 100 points</td>
</tr>
<tr>
<td>2&lt;sup&gt;nd&lt;/sup&gt; place – 100 points</td>
<td>2&lt;sup&gt;nd&lt;/sup&gt; place – 50 points</td>
</tr>
<tr>
<td>3&lt;sup&gt;rd&lt;/sup&gt;-4&lt;sup&gt;th&lt;/sup&gt; place – 50 points</td>
<td>3&lt;sup&gt;rd&lt;/sup&gt;-4&lt;sup&gt;th&lt;/sup&gt; place – 25 points</td>
</tr>
</tbody>
</table>

**Team Sports**

Events: Dodgeball, Ultimate, Bowling, Racquetball, Canoe Battle, Doubles Tennis, Table Tennis, 3pt Contest, Rock Climbing, Wallyball, Golf, Co-Rec Sand Volleyball, Spikeball, Singles Tennis.

*Organizations and Residence Halls may enter a max of 4 teams for points*

**Participation Points**
- 25 participation points per team for Dodgeball, Ultimate, Canoe Battle, Doubles Tennis, Team Golf, Wallyball, Co-Rec Sand Volleyball, Spikeball.
- 5 participation points per participant for Racquetball, Table Tennis, Individual Golf, 3pt Contest, Singles Tennis.

*Organizations and Residence Halls may enter 2 teams for points in each of the Golf leagues.*

**Tournament Points**
*Top teams will be entered into the All University Tournament.*
- Top teams must meet sportsmanship requirement of at least a 3.0 for participation points
  *unless otherwise indicated*

Teams that advance to the All-University Tournament will receive 5 points

**Championship Points**
- 1<sup>st</sup> place – 100 points
- 2<sup>nd</sup> place – 50 points
- 3<sup>rd</sup>-4<sup>th</sup> place – 25 points

*If a team forfeits a game in any sport, they forfeit participation points for that sport*