TEXAS A&M UNIVERSITY

DEPARTMENT OF RECREATIONAL SPORTS

INTRAMURAL SPORTS HANDBOOK

2026-2027

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Philosophy

The philosophy of the intramural sports program at Texas A&M University is to encourage participation in sports as a meaningful component of a student's total well-being. The mission of the Department of Recreational Sports is to promote activity, wellness, and development by providing high quality, inclusive facilities and experiences for the students and community of Texas A&M University.

Contact and Information

Intramural Office - Student Rec Center Room 114 (turn left when entering the main entrance to the SRC)

Office Hours – Fall and Spring Semesters: Monday-Thursday 9:00am-6:00pm; Friday 9:00am-5:00pm; Sunday 12:00-3:00pm; Summer Sessions: Monday-Thursday 12:00pm-6:00pm

Phone - (979) 862-1884

Email - im@tamu.edu (use for assistance in rescheduling games, checking posted results, or any other inquiries regarding intramural sports)

Website - recsports.tamu.edu (use for general information and updates)
http://imleagues.com/tamu (for purchasing your preferred play pass, team and player registration, league schedules, playoff brackets, game results, and team/roster management.

Social Media - Rec Sports on Facebook, @RecSports on Twitter, Rec Sports on Instagram

Rain-Line- Participants may have games canceled due to inclement weather. If this happens, individuals may call the Rain-Line at **979-845-2625** after 4:00 p.m. on the day of the contest (2:00pm Sundays). A recorded message will indicate whether games are being played. Be sure to check back regularly and before leaving for your game, as updates may change as the weather does.

Article 1: Individual Eligibility

Statement of Purpose:

Eligibility rules for intramural sports are designed to provide an opportunity for everyone to participate in a safe, balanced, and fair competition. The rules listed below cannot provide for all possibilities; therefore, the

intramural staff reserves the right to rule on the eligibility status of participants not covered specifically by the following rules.

Section I. Captains are responsible for the eligibility of players on their teams. The intramural office will assist team captains and individuals with questions pertaining to eligibility and interpretation of rules. The intramural office does not check every team roster for eligibility. For information on protesting player eligibility, please refer to Section VII.

Section II. Upon first creating an IMLeagues account, participants should provide accurate information. For Texas A&M students, this information must match that which is recorded through the university's registrar's office. Specifically, this includes an individual's UIN, first and last name, contact information, birth date, and sex. Failure to provide accurate information could subject a participant's eligibility to subject to protest.

Section III. Any person* with an active Rec Sports membership is eligible to purchase any play pass. A play pass is required for participation in Intramural Sports (Article 2, Section II). Day, week, and month-long guest passes are not considered memberships. More information regarding Rec Sports memberships can be found at https://recsports.tamu.edu/membership/.

*Exception – Any person that is NOT a Texas A&M student that is attempting to purchase any play pass must be at least 18 years old to participate.

All participants must show valid government-issued identification each time they participate in Intramural Sports. Proper identification must show both a photo of the participant and the participant's full name. Photos and names must be clear and distinct enough to identify the person; otherwise, a second identification will be required. NEW – "Mobile Credentials" will also be accepted beginning effective with the Fall 2025 semester.

Examples of identification that will not be accepted include (but are not limited to) social media profiles, class schedules, etc. Scanning in through the Rec Sports app is also not a valid option.

Section IV. Any individual is eligible to participate in the intramural sports program if he/she is not under disciplinary penalty prohibiting participation and if the requirements of intramural rules are met.

A. Rosters are open to any eligible player who has NOT played for another team in that sport, with the restriction that each person can only play on as many as two single-sex, two coed, and two open teams per sport. The participant's legal sex will also be applied when there are sex-specific rules or player ratio requirements in coed leagues. All inquiries pertaining to participation rules should be directed to the intramural office.

Section V. Team Limits for Individuals

A. An individual may play on as many as two single-sex, two coed, and two open teams which he/she is eligible to participate.
B. Contestants may only represent one team in any league (i.e., Men's Recreational, Women's Competitive, Fraternity, etc.)

a. For example, in softball, Steve could legally play on the Birds in Men's Competitive and the Tigers in Men's Recreational, plus the Eagles in Coed Competitive and the Lions in Coed Recreational. Steve cannot play on both the Birds and the Wolves in Men's Competitive.

C. Participants who check in for a contest are locked to that team's roster for the remainder of the season, regardless of whether they enter the game. Intramural Sports staff reserve the right to review and make determinations on roster eligibility on a case-by-case basis.

D. A participant playing on a Corps of Cadets or a Fraternity team is counted as playing on one of their two allowable single-sex teams.
   a. For example, Brad plays on Kappa Delta Kappa in the Fraternity Flag Football League. He may also play on one Men's Competitive team OR one Men's Recreational team, but not both.

E. If a sport has a regulation of six (6) or more players on the field/court, there may be a maximum of three (3) players common to the same rosters in different leagues

F. If a sport has a regulation of between three (3) and five (5) players on the field/court, there may be a maximum of two (2) players common to the same rosters in different leagues.

G. If a sport has a regulation of two (2) players on the field/court, there may be a maximum of one (1) player common to the same rosters in different leagues.

H. If a sport has a regulation of one (1) player on the field/court, that person cannot play in both the Competitive and Recreational League for that sport.

Example 1: John, Jane, Joe, and Jess are on a 4v4 Coed Competitive Flag Football team together. Two of the four players may also play on a Coed Recreational team together, but not three or four.
Example 2: John and Jane play on a Doubles Competitive Pickleball team together. John and Jane may both play on a Doubles Recreational Pickleball team, but not on the same team.

I. Minimum disciplinary action for a contestant playing on more than one team in a league or more than two leagues is a one game suspension during regular season league play. If an individual violates the rule twice or at any point during the playoffs, he/she will not be eligible for the remainder of that semester.

J. Any team that allows an ineligible player to play will forfeit the game. If your team discovers an opposing team in violation of any of these rules, your team captain should file a formal protest with the Intramural Office by emailing im@tamu.edu. (See Protests of Eligibility: Article 3, Section XII.).

Section VI. Restricted Player Categories

A. A restricted player is one who meets the definition of any of the restricted player categories listed under Section V, B1-6.
   1. Competitive teams are limited to two restricted players on the roster who should be noted prior to play. EXCEPTION: If a sport allows no more than four players on the field/court at a time (i.e., sand volleyball, 4v4 flag football, racquetball doubles, etc.), competitive teams are limited to only one restricted player on the roster.

2. Restricted players are restricted in their sport and associated sports as follows:
    a. Football – all versions of flag football
    b. Basketball – all versions of basketball
    c. Baseball – all versions of softball
    d. Volleyball – all versions of volleyball
    e. Soccer – all versions of soccer
    f. Softball – all versions of softball
    g. Swimming – swim meet
    h. Ultimate – ultimate
    i. Tennis – tennis
    j. Racquetball – racquetball
    k. Golf – golf
    l. Cricket – cricket
3. The length of restriction for each category is listed under Section VII.

B. The definition of each restricted player category is:
1. Professional athletes: Any individual who has received pay for playing, including appearance money, or who is recognized by that sport's governing body as a playing professional.
2. Varsity letter winner: Any individual who has been awarded a varsity letter from a senior or junior college.
3. Collegiate postseason honorees: Any individual who receives a collegiate postseason honor, e.g., "All-American," "All-Region," etc.
4. Scholarship athletes: Any individual whose name appears on the Texas A&M or other senior or junior college athletic scholarship list.
5. Competitive sport club members: Any individual who appears on a travel roster of a registered Texas A&M sport club for that academic year, or who competes with the Texas A&M sport club team. In addition, any individual who has participated in a minimum of 5 practices after the try-out phase with the club is considered a sport club member. Individuals who participate in fall practices will still be considered members for the sport club the entire academic school year; i.e., soccer club members from the fall are still restricted players in the spring and summer. Off season practices are considered regularly scheduled practices even if no coach is present. The intramural sports staff will look at each situation individually. It is suggested that sport club members wanting to play intramural sports with other sport club members check with the intramural office prior to the season to prevent possible violations.
6. Squad members: Any individual who has appeared on a roster or practiced for a Texas A&M or other senior or junior college intercollegiate varsity sport. This also includes red shirts and ineligibles. In the case of an intramural sport that precedes or coincides with a varsity sport, a squad member may participate in both until an official squad list is published.

Section VII. Limitations for Restricted Players

A. Restricted players are ineligible to compete in their sport or associated sport for the following time periods:
    1. Professional athlete: five years from conclusion of the semester they last played as a professional.
    2. Varsity letter winners and scholarship athletes: one calendar year from the conclusion of the semester they last competed. For example, a member of the Texas A&M men's basketball team who earns a letter or was on an athletic scholarship during the fall 2020 semester is not eligible to play intramural basketball until spring 2022.
    3. Collegiate postseason honorees: one calendar year from the conclusion of the semester they last competed. For example, a Heisman trophy winner for the fall 2018 Texas A&M Football team cannot play any form of intramural flag football until spring 2020.
    4. Competitive sport club member: no period of ineligibility, but are restricted as defined in section V, A1.
    5. Squad members: the academic year they are a squad member.

B. Once a player becomes eligible to play in the intramural program, he/she is restricted to play in the competitive league for the time periods listed below. No team may have more than two "restricted" players on its roster, and that team must play in the competitive league. (EXCEPTION: If a sport allows no more than four players on the field/court at a time, competitive teams are limited to only one restricted player on the roster.) Competitive club members must play in the highest skill level offered.
    1. Professional athletes: 10 years
    2. Varsity letter winners and scholarship athletes: 5 years
    3. Collegiate postseason honorees: 5 years
    4. TAMU sport club competitive members: academic year
    5. Squad members: 1 year

Section VIII. Individuals Looking to Join a Team – "Free Agent" Program

If an individual needs help finding a team to join, the free agent program can provide assistance in getting that person placed on a team that is looking for players. To begin the process of officially becoming a recognized free agent, first go to http://imleagues.com/tamu and create an account, if you have not done so already.

From there, choose the sport you wish to join. Then, you can show as a free agent in as many divisions within a league as you'd like. For example, you might want to list yourself as available in four different Coed Competitive Sand Volleyball divisions, because they work in your schedule – CC01 Monday 6:30, CC04 Tuesday 7:20, CC06 Wednesday 9:00, and CC07 Thursday 9:50. Choose one of those divisions and click on the green button that says "Register/Signup." You will sign up as a free agent and can provide further information on your background in that sport, if you wish to do so. You can also check additional divisions in this league from this same page. Ultimately, following this process helps team captains as they seek out players to add to their roster, if they so choose.

The Intramural Sports Office tries to facilitate matches between free agents and teams seeking free agents prior to the start of each season. Understand that there is sometimes no perfect solution, so there are also no guarantees about being placed on a team. Feel free to contact the Intramural Office at (979) 862-1884 for additional information.

Section IX. Coaches and Fans

A. During a game, each team may have one coach who is designated by the team captain. Coaches do not need to appear on the team roster, and teams do not need to use the same coach throughout the sport season. Coaches must be eligible to participate in the intramural program, but are not required to purchase a play pass. The coach is allowed to interact with officials and scorekeepers during the game, but must stay off the field of play except during time outs.
B. Coaches and fans are expected to conduct themselves in a sportsmanlike manner. The behavior of a coach and fans is taken into account when a team's sportsmanship rating is determined. Improper behavior by a coach or fans may result in that individual or those individuals being sanctioned by the rules of the sport (i.e., technical foul in basketball, unsportsmanlike conduct penalty in flag football), removed from the team area, ejected from the game, and/or removed from the facility.
C. Coaches and fans may be removed from the game area and/or facility at the discretion of intramural and/or facility staff.
D. Team captains are expected to be honest in providing the names of coaches and fans affiliated with their team if those individuals are acting in an unsportsmanlike way. If an intramural staff member asks a team captain for the name of a coach or fan affiliated with the team, and the captain provides inaccurate information or will not reveal the appropriate individual's name, the team captain may face disciplinary action.

Article 2: Getting Started

Section I. Registration

A. All registration is conducted online by logging into http://imleagues.com/tamu. To play Intramural Sports for the first time, please follow the instructions below:

Step 1 - Create an account on IMLeagues

1. Visit www.imleagues.com/tamu.
2. Click "Create Account" (green button at the top of the page), ensuring information provided is accurate and matches university registrar records, if applicable.
3. Log in to the Texas A&M network using your NetID and password
4. Complete the required information for your account.

Step 2 – Purchase your preferred play pass (Unlimited, Tournament, Single-Game)

1. Click on “Intramural Sports” or the A&M logo on IMLeagues (near the top left of the page).
2. Click on the icon in the middle of the page that says “Click here to purchase your preferred play pass.”
3. Choose your pass and click “Buy PayPackage.”
4. Complete your purchase.

Step 3 – Create or Join a Team

To Create a Team:

1.) Click your desired sport and league from the options displayed and “+Create team.”
2.) Agree to sport waiver and fill in your team information as prompted. Submit your team.
3.) From your team page, invite friends or accept invites from friends to join your team.

To Join a Team:

1.) Accept a request from the captain to join his/her team through email or IMLeagues OR
2.) Find the team and captain name on the division/league page and request to join.

A. Team entries for each sport will be accepted during the designated day and time for each sport. Please see the Rec Sports Guide or website to find specific dates for each sport. Late entries will be accepted only if space is available.

B. Rec Sports may limit the number of entries in certain activities due to space availability. Entries will be taken on a first-come, first-served basis.

Section II. Play Passes

Intramural Sports offers three options for participation:

A. Unlimited Play Pass ($25 for fall and spring, $5 for summer) – grants access to all leagues, tournaments, and special events for the current semester.
B. Tournament Pass ($10) – grants access to participate in any ONE tournament or special event for the current semester. The pass is good for the duration of that tournament, no matter how many games are played or over how many days the tournament takes place.
C. Single-Use (24 Hour) Pass ($10) – grants access to participate in any ONE game during the current semester. The pass will always expire within 24 hours of the time of purchase.

Effective beginning with the Fall 2024 semester, Corps of Cadets participants will also fall under the above Pass parameters. This is a change from past years, in which the Corps had their own payment structure.

Section III: Team Names

Each team must provide an APPROPRIATE team name. Please note, the Intramural Sports Administrative Staff reserves the right to alter any team name or logo judged to be inappropriate or is not within the spirit of good sportsmanship.

If a team name is deemed inappropriate, the team's name will be changed to "Team" and the captain's first and last name (I.E. Team John Doe). If the Intramural Sports staff must alter a team name, the team captain will have the ability to submit a Team Rename Request through IMLeagues. If a Team Rename Request is submitted, only appropriate names will be approved.

Team names accepted in previous seasons are not guaranteed future approval.

Section IV: Waitlisted Teams

Some sports have limited availability or reach capacity quickly. If this happens, and you still want to play, participants are encouraged to add their team to a waitlist. Often, teams drop out before or shortly after the season begins, and we will reach out to your team to see if you would like the spot. Additionally, there is a process for including waitlisted teams in the playoffs only for that sport. That process goes as follows:

- Approximately 1 week before the regular season ends, an email will be sent to all teams on the waitlist asking them if they would like to participate in the playoffs.
- To be eligible, the team must have a roster that meets the standard number of players required to play that sport. For example, even though the minimum for 5v5 Basketball is 3 players, a team would have to have 5 players on their IMLeagues roster to accept this invitation.
- Once a team reaches that minimum, they must also respond to the email in a timely manner and follow the instructions provided.
- If both criteria are met, qualifying teams will be placed into the B (Competitive) or D (Recreational) brackets for those playoff tournaments.
- It should be noted that this option will only be provided if field or court space is available for that sport, which is subject to change from semester to semester.
- It should be noted, in the case that a previously waitlisted team joins the league late, but is therefore not scheduled the typical allotment of games, that special consideration will be given on a case by case basis by the Intramural Sports Office. This does not guarantee placement in a certain playoff bracket.

Section V. Refunds

A. Refund requests should be made to the Intramural office only.
B. Refunds for any play pass will only be given if a participant has never signed in for an Intramural contest. In addition, he or she must provide a valid reason to the Intramural office for why he or she never participated in a contest.
C. Refunds will not be issued for a Tournament Pass or a Single-Use Pass that ultimately expires or goes unused.

Refunds will NOT be given for reasons such as injuries sustained in Intramural play, extenuating circumstances, etc.

Article 3: Competition Format

Section I. Leagues of Competition (Please see Article 1, Section III for definition regarding sex)

A. Single-Sex League: This league consists of individuals or teams organized from university students, faculty/staff, spouses, and adult dependents of those categories.
    a. Clarification: Individuals participating on a Corps of Cadets or Fraternity League team will count that team as one of their two single-sex teams for that sport. Corps of Cadets leagues often are comprised of males and females on the same team, but are still considered "single-sex" teams because they do not use Coed rules. (For more info, refer to Team Limits- Article 1, Section IV.)
    b. Men will compete in the Men's League and women will compete in the Women's League. EXCEPTION: If the women's league does not have enough participants/teams for competition, women may play in a Men's League for that sport.
B. Coed League: This league consists of teams organized from University students, faculty/staff and spouses. Teams in this league will consist of a combination of men and women as designated by the rules of each sport.
C. Corps League (upperclassmen): This league consists of individuals or teams organized from Corps units as designed by the Office of the Commandant. Members of the teams in this league will be upperclassmen in the Corps and will play for the respective units.
    a. Clarification: if an individual has played a minimum of one game with a unit and is transferred to another unit, he/she must show a copy of the transfer papers to the intramural staff and they will then make a ruling on the participant's eligibility.
    b. Female members of each outfit are permitted to participate with the respective outfit. If a female cadet chooses to play with her outfit, this counts as one of her SINGLE-SEX TEAMS, meaning she can play for only one additional women's team (maximum of two single-sex teams per person per sport).
D. Fish League (freshmen): This league consists of individuals or teams organized from Corps units as designed by the Office of the Commandant. Members of the teams in this league will be freshmen in the Corps and will play for their respective units.
    a. Clarification: if an individual has played a minimum of one game with a unit and is transferred to another unit, he/she must show a copy of the transfer papers to the intramural staff and they will then make a ruling on the participant's eligibility.
    b. Female members of each outfit are permitted to participate with the respective outfit. If a female freshman chooses to play with her outfit, this counts as her SINGLE-SEX TEAM, meaning she can play for only one additional women's team (maximum of two single-sex teams per person per sport).

NOTE: A freshman may ONLY play with his/her outfit's upperclassman team in the Corps League if their outfit does not have a Fish team for that sport. Otherwise, freshmen are expected to play on their outfit's Fish team. Additionally, all fish games must be scheduled to start at 5:45pm or earlier, unless permission is granted by the commandant's office.

NOTE: If an outfit does not have enough individuals who want to play on a Corps or Fish team, that outfit may form a combined team with one additional outfit, with approval from the

Commandant's Office and the intramural program. Both outfits would need to be identified and all members of the team would need to be in one of the two outfits. All points earned on the point system would be divided equally between the two outfits, no matter the ratio of participants from the outfits. A combined team of more than two outfits, such as a major unit team, is not permitted.

E. Fraternity League: This league consists of Texas A&M students belonging to Greek social organizations that are recognized by Office of Fraternity and Sorority Life at Texas A&M and have national affiliations.
    a. EXCEPTION: For sports where there is not a fraternity league, teams will compete in the single-sex league. Members of the team in the fraternity league will compete for their respective affiliates.
F. Open League: This league is used in sports where there will not be a sex-specific number requirement for a team. Teams may consist of any number of males and females and will not have coed specific requirements or rules.

Section II. Playoff Structures

The sports offered in the Intramural program are classified as follows:

A. Team Sports
B. Tournaments
C. Individual & Dual Sports
D. Special Events

A. Team Sports
    1. Teams will be formed according to league (Fish, Corps, Men's, Women's, Fraternity, Coed, Open, etc.) and competition level/class (typically competitive and recreational or A and B). Team sport leagues are traditionally conducted in one of three formats, with some occasional exceptions:
        a. Traditional Leagues – three-game round robin regular season, followed by all teams qualifying for single elimination playoffs.
        b. Modern Leagues – four to six-game round robin regular season played in a doubleheader format (two games per night), followed by all teams qualifying for single elimination playoffs.
        c. Mini Leagues – two-game regular season completed in one week, followed by all teams with a record of .500 or better qualifying for single elimination playoffs.
    2. All teams will advance to the play-offs in their respective leagues with the following guidelines:
        a. Fish, Corps, and Fraternity leagues will compete in play-offs within their respective league (A only for the Fish and Corps; A and B for Fraternity, though the division depends on the number of teams registered).

b. Coed and Men's/Women's leagues will compete in play-offs within their respective league (competitive or recreational). However, the play-off brackets will be divided into A and B playoffs for competitive leagues and C and D (or C, D, and E) playoffs for recreational leagues. Any team competing in the competitive league that finishes the regular season with a winning percentage equal to or better than .500 will compete in the competitive A play-offs; teams with less than a .500 winning percentage will compete in the competitive B play-offs. The same methodology will be used for recreational play-offs with teams competing in recreational C and D (and in some cases, E) play-offs.
c. The intramural office reserves the right to put a team in a higher bracket if the team is deemed to be losing on purpose.
d. For competitive and recreational, all leagues must have 32 or more teams to be split into A/B or C/D. If there are 31 teams or less in a given league, all teams will compete together in the play-offs.
e. Additionally, if a Recreational League has 96 or more teams that qualify for its playoff tournament, it will be broken into C, D, and E brackets. Recreational teams with 0 losses will be placed into a C bracket; teams with 1 loss will be placed into a D bracket; teams with 2 or more losses will be placed into the E bracket.
f. Teams who do not maintain an average rating of 3.0 or higher in sportsmanship will not be eligible for playoffs (see Article 2. Section XI).
g. Teams must play at least one regular season game to qualify for the playoffs
    a. Exception – a team that receives any win by virtue of their opponent's forfeit or default is considered to have played that game, and is therefore eligible for the playoffs
    b. Example – A team cannot play any of their regular season games, but wants to play in the playoffs. They default all three of their scheduled regular season games. That team is ineligible for the playoffs.

3. Any team wishing to petition to move up a league in the play-offs for more equal competition must contact the intramural office via email (im@rec.tamu.edu) by the conclusion of the regular season. Teams will be petitioned up based on the intramural staff making a decision that will be fair to all teams entered in each particular league. (Exception: If a team is forced to register in a league during the registration period that is not equal to the level of play requested, a petition may be filed during registration to move down for playoffs.)
4. The intramural staff may find it necessary to combine divisions where there are too few entries in a particular league.

B. Tournaments

1. Tournaments may be conducted in a wide variety of formats. Examples include, but are not limited to:
    a. Single elimination (one loss and your team is out)
    b. Double elimination (two losses and your team is out)

c. Two-game guarantee (like a double elimination, only your team is simply guaranteed a minimum of two games)
d. Pool play (round robin, followed by a single elimination tournament)

2. Tournaments will be played usually over a one to two week period. They are sometimes played in one evening or one weekend. Be sure to check the sport and league descriptions at www.imleagues.com/tamu for exact format of your tournament. Updates will also be sent out via email.
3. Many times, tournament format is contingent on the number of entries. This will be indicated as such in the sport or league descriptions.
4. During tournaments, reschedules may not be allowed.

C. Individual and Dual Sports
1. Individual and dual sports may be conducted with round robin play followed by a single elimination tournament or a single- or double-elimination tournament depending on the number of entries. Play may be offered in classes A and B, depending on the activity and the number of entries.
2. Sports may have specific rules on who advances to the playoffs. Please refer to the handbooks section of our website www.imleagues.com/tamu.
3. Intramural staff may find it necessary to combine divisions or cancel the tournament in instances where there are too few entries in a particular division.

D. Special Events
1. In-person special events are traditionally conducted over the course of one to two days; online special events typically last longer
2. Examples of special events are the swim meet, track meet, etc, March Madness Pick'Em, Fantasy Football Super League, etc.

Section III. Schedules and Reschedules

A. Team Sports
1. League schedules will be prepared and made available before the first contest in league play. Play-offs will begin after all teams have completed league play. Check http://imleagues.com/tamu and navigate to your team page to view published playoff brackets. They will be found through a blue button in the middle of the page.
2. Any teams wishing to change days or time of a scheduled contest must use the online system to reschedule a game. Both captains must agree to a new game time and the reschedule must be approved by the intramural office or the game will not be changed. All reschedules must be completed by 3:00pm the day of the scheduled contest. EXCEPTION: Reschedules for Sunday games must be completed by 1:00pm on Sunday. Because the office is closed Friday evening and Saturday, reschedule requests over the weekend may not be acknowledged on the day they are submitted. During playoffs, it is not allowable to reschedule a game to be played the same day as the next scheduled contest, i.e. teams will not be allowed to schedule themselves to play two contests on the same day, unless otherwise approved by the intramural office (please contact the intramural sports office if you wish to attempt to reschedule a game in such a manner).

B. Individual and Dual Sports

1. League schedules will be prepared and made available before the first contest in league play. Play-offs will begin after all participants have completed league play. Check http://imleagues.com/tamu and navigate to your team page to view published playoff brackets. They will be found through a blue button in the middle of the page.

Section VI. Playoff Bracket Draw Process

A. Many team sports use a "bracket draw" to assign game times and dates for the playoffs. Due to large participation numbers in many team sports, it is impossible to keep playoff games scheduled on the same night of play as a team's regular season games. This process theoretically allows teams to select the days and times that align closest with their team members' availability. The process is intended to reduce the amount of games that get forfeited, defaulted, and rescheduled in the playoffs.

1. Once the brackets are published, you will be able to see on your team page your assigned "bracket selection" time. This selection time will be assigned in five minute increments based on seeding for the regular season. For example, the number one seed in the CoRec A bracket will choose first at 7:00pm. The number two seed will choose at 7:05pm, the three seed at 7:10pm, etc.
2. Once you see your assigned bracket selection time, it is strongly suggested that you get together with your team and discuss some spots in the bracket that you can play. Look beyond just the first round and try to decipher what would happen if your team kept winning. The more spots you and your team can agree on being available, the better; if you're a lower seed, the 1-2 spots you desire might not be available when it's your time to choose.
3. The entire bracket selection process typically starts at 7pm several days before the playoffs are scheduled to begin. Be sure to check your emails for exact date and time. When your time arrives, a link to the bracket will appear on your team page. Click that link and then you can go into the bracket and choose your position from the available times.
4. It should be noted that only your team captain can make this selection. If your team captain isn't available during the assigned 5-minute window, you can always make a teammate a co-captain ahead of time. This will allow them to make the selection as well.

Q: What happens if I forget to select my spot in the bracket?
A: If you are scheduled to pick at 7:20 but remember any time until all teams have selected, you can still go in and pick your spot. Just remember once your time window ends, each five minutes new teams will jump you in selection priority. If you forget to pick altogether, you will be randomly assigned a spot in the bracket by the intramural staff, which could result in a day/time in which your team is unable to play.

Q: What if none of the available times work for my team?
A: Pick the time that works for the most amount of people. You will always have the option to reschedule games after the brackets are finalized, but that is not guaranteed.

Q: I am the 1 seed and my team is playing the 3 seed. Meanwhile, the 31 seed is playing the 34 seed. How did this happen and how is it fair?
A: While this is not common, this can happen. Our thought is that this process makes it so more teams can play, which is the bottom line. Either way, you have to win all your games to win the

championship!

Q: Do I need to come into the Intramural Office or do anything else to pick my spot?
A: No, this process is completely online! It is designed to be convenient for you and your teams, and also to ensure that more of our teams play on days/times in which they are available.

B. Some sports do not use a bracket draw process. Those sports will typically include game times and dates assigned by the Intramural office.

Section V. Defaults

A. If it becomes impossible for an individual or team to play a scheduled contest, the team captain may default ("cancel") the game, which will score it as a loss. Defaulting a game is much better than forfeiting (Section VI) because it allows the Intramural Office to notify its officials, as well as the opposing team. It also gives your team a higher sportsmanship rating and prevents you and your teammates from incurring a suspension fee.
B. The deadline to default any game is 3pm on the day of that game (1pm on Sundays). There are three ways in which a team captain may default a game:
    a. On IMLeagues, navigate to your team page, then click the blue button that says "Cancel Game" underneath the game you are trying to default (preferred option).
        i. Note that the Intramural Sports Office will have to approve the default, at which point all players on both participating teams will be notified via email.
        ii. Note also that defaults cannot be done on the IMLeagues app, but rather only on a desktop version.
    b. Emailing the Intramural Sports Office at im@rec.tamu.edu.
    c. Calling the Intramural Sports Office at (979) 862-1884.
C. Teams will receive a 3-rating for sportsmanship if they default a game. The winning team will receive a 4-rating.
D. If a team cannot continue a contest due to having too few players (i.e., because of injury or ejection), or a team chooses to not continue the contest, a default will be recorded.
E. In individual and dual sports, if a player becomes injured during a contest and cannot continue, the injured individual will concede the contest.
F. Either the Intramural Sports Office (done through phone calls or emails) or IMLeagues (done through the site) will notify the opposing captain if a team is going to default. If a team captain is not notified in some way, the game has not been defaulted, and the game is still scheduled to be played.
G. In team sports, a default does not include a loss of entry points, imposing of forfeit points or exclusion from the play-offs. In the fraternity division, participation points will not be awarded for a team that defaults a contest.
H. NOTE: In Corps and Fish leagues, a team winning a game by default will earn victory points; teams losing a game by default will not be charged forfeit points. In the case of a tie, each team will receive half of the victory points that the game was worth. In the fraternity division, a team winning a game by

default will still receive credit for participating in the contest; a team losing a game will not receive credit for participating in the contest, but will not receive forfeit points.

I. Due to playoff seeding and tiebreaking implications, the following scores* will be recorded in IMLeagues for all defaulted games:
    a. Action Ball: 15-0
    b. 5v5 Basketball: 58-45
    c. 3v3 Basketball: 21-14
    d. Cricket: 30-12
    e. Dodgeball: 3-0
    f. 7v7 Flag Football: 24-10
    g. 4v4 Flag Football: 30-16
    h. Indoor Soccer (7v7 and 5v5): 7-3
    i. 7v7 Outdoor Soccer: 5-2
    j. 4v4 Outdoor Soccer: 8-5
    k. Softball, Kickball: 13-7
    l. Ultimate: 8-3
    m. Table Tennis: 3-0
    n. Volleyball, Sand Volleyball, Racquetball, Badminton, Spikeball, Cornhole, Tennis, Kan Jam, Summer Games, Wheel of Sportune, and several others: 2-0

    *Scores are derived from taking an average of historical games played in each sport

Section VI. Forfeits

A. Forfeits are defined as teams or individuals not ready to play, with enough players present to start the game based on the rules for the sport in question, within 10 minutes after the scheduled time for the contest.
B. Teams arriving late for a scheduled contest, but within the 10 minute forfeit time, will be assessed a penalty according to the sport rules.
C. Teams will receive a 1-rating for sportsmanship if they forfeit a game. The winning team will receive a 4-rating.
D. When a team forfeits a game, all players on the roster that did not check in for that game will be suspended from all intramural activities, regardless of sport. Each of these individuals will be assessed a $5 individual forfeit fee on his or her IMLeagues account. There is no longer a team suspension fee.
    1. To lift that suspension and reconfirm eligibility for all intramural play, navigate to your individual profile at www.imleagues.com/tamu. In red, you will see a box that says “You have been suspended from Intramural Sports until you’ve paid $5.” Click “Pay Now” and complete payment as prompted.
    2. If possible, individual players should always check into a game, even if they know their teammates are not going to attend. Doing so will prevent that individual from being assessed a $5 forfeit fee and from being suspended on IMLeagues.
E. If a team forfeits two or more regular season games, that team will NOT be entered into the playoffs.

F. Any team that has not met the minimum roster requirement for that sport by 3pm on the day of their game (1pm Sundays) will be automatically removed from the league or tournament. In some cases, this team will be replaced by a team from the waitlist. If there are no waitlisted teams able to take the spot, the team will remain in the schedule but have all their future scheduled games marked as defaults. These games will be officially logged in IMLeagues defaults but will otherwise be treated as forfeits (i.e. 1-rating for sportsmanship).
G. Any team asking to formally remove their team from a league (forfeit out) is subject to normal forfeiture-related penalties for doing so. However, in addition, any team captain wishing to remove his or her team from a league will be charged a $15 forfeit fee (see section VI, Article D above for instructions on how to pay the fee and lift the suspension). In contrast, a participant asking to forfeit out of a tournament will still only be assessed a $5 forfeit fee.
H. No forfeited game will be rescheduled, though the Intramural Sports Office does commonly try to provide extra free games in certain sports; these games are not guaranteed and will not count towards the standings.
I. A double forfeit during the playoffs will result in the opponent from the next round receiving a bye.
J. Scores for forfeits can be found in Section V, Article H.

Section VII. Mercy Rules

A. Many sports' rules include a specific scoring difference at which a "mercy rule" is declared. Check sport-specific rules for exact rules for each sport.
B. For all sports, when a game hits the mercy rule threshold, officials will ask the losing team whether they want to continue; if they say yes, the contest will continue until the team captain tells an official they would like the game to end.
C. If a losing team wishes for the game to continue, the winning team will then be given the option to either:
    1. Officially confirm the current score as final OR
    2. Continue keeping score until the game is final

   If a winning team chooses to keep score until the game is final, this decision cannot be reversed. The game will continue until time expires or the losing team declares that they would like the game to end.
D. The Intramural Sports staff reserves the right to discontinue any game that is being played beyond the mercy rule threshold, should they be concerned about safety or player behavior.

Section VIII. Results

A. In team sports, results are recorded on the game sheets. By signing the game sheet, the team captain or team representative verifies the score, the accuracy of the roster, sportsmanship rating, and eligibility of players. If the team captain refuses to sign the game sheet, he/she relinquishes the right to protest, and the information on the game sheet is deemed to be accurate. (See Protests, Section XII)
B. In individual and dual sports, the winner is responsible for reporting the results to the intramural office. Failure to report results by required time may constitute a double forfeit.
C. Team captains are asked to check league standings after each game to verify the accuracy of their team's records, scores and sportsmanship ratings. All league schedules will be available online.

D. The records and seeding number of the teams are for informational purposes only. ONCE PLAY-OFF BRACKETS ARE POSTED, NO SEEDING CHANGES WILL BE MADE.

Section IX. Protests

A. Rule Interpretation
    1. There will be no protests allowed on judgment calls.
    2. If a team captain believes an error was made, he/she must inform the official in a sportsmanlike manner, before the game continues, that he/she is protesting a rules interpretation. If the team captain does not immediately notify the official of his/her intent to protest, he/she waives all rights to protest on that particular call.
    3. Upon notification by the team captain of a rules interpretation protest, the official will stop the game and confer with the other intramural staff on duty to resolve the situation. If the captain believes that the error has not been corrected, the official will note the existing game situation on the protest form and the basis for the captain's protest. Both team captains will sign the protest form and continue the game according to the official's ruling.
    4. In resolving a rules interpretation protest after the conclusion of a contest, the intramural staff take into account whether or not an error was made, and if that error had an impact on the outcome of the contest. The staff will make a final decision on whether to replay the remainder of the game or allow the initial outcome to stand, and both team captains will be notified.
B. Eligibility
    1. Any individual may protest the eligibility of an intramural participant.
    2. To complete a formal protest of eligibility during the regular season, the protest must be filed prior to playoff brackets being posted. Once playoff brackets have been set, all eligibility protests will not affect regular season results. To protest eligibility, the individual must contact the Intramural office and indicate why it is believed that the player in question is ineligible. During playoffs, a protest must be filed on the following business day after the contest in question or by noon the day following the contest in question if the next game is scheduled for the following night. The intramural staff will rule on the protest based on the relevant information that they obtain.
    3. A Rec Sports employee may suspect the ineligibility of a participant and forward information to the intramural staff who will make a ruling based on relevant information they obtain.
    4. Any team that uses an ineligible player will forfeit the contest(s) that is being protested. In addition to forfeiting the game, that team will be penalized forfeit points for the contest. During the regular season, ALL games in which a team used an ineligible player will be forfeited.

Section X. Appeals

All decisions made by the intramural staff may be appealed to the Associate Director of Programs.

Article 4: Departmental Policies

Section I. Equipment, Uniforms, and Prohibited Items

A. Jewelry - Check specific sport rules to determine whether jewelry is allowed in each sport.
B. NO casts/splints will be allowed under any circumstances. Players who wear a knee brace with exposed metal, hard plastic, or metal hinges are required to cover it with padding or foam at least ¼ inch thick.
C. Religious Headwear – In the event a participant may not expose his/her uncovered head, the intramural supervisor may approve a covering or wrap which is not abrasive, hard or dangerous to any other player and which is attached in such a way that it is highly unlikely to come off during play. For sports that specifically do not allow jewelry, this stipulation applies only to religious headwear to cover the head and does not apply to any necklaces/rings/ earrings/ bracelets or any other form of jewelry.
D. Medical Alert Bracelets – Medical alert bracelets must be taped down or covered with a wristband and may be worn. If a sport specifically allows jewelry, the medical alert bracelet does not need to be taped or covered.
E. Elastic headbands and hair control devices without metal, hard plastic, or bandanas without knots are permitted. Hard items, including, but not limited to, beads, barrettes and bobby pins are prohibited, unless a sport's specific rules indicate otherwise. Other head decorations or headwear are not allowed unless a sport's specific rules indicate otherwise.
F. Footwear
    1. Indoors – all players must wear athletic shoes with non-marking court soles. Hard soled shoes of any kind will not be permitted.
    2. Outdoors – all players must wear athletic shoes. Metal cleats or toe cleats are not permitted.
    3. Five finger shoes are not considered athletic shoes.
G. Shorts/Pants – Participants are encouraged to wear athletic style shorts or pants. Pockets and belt loops are not allowed in football only.
H. All equipment decisions made by the intramural staff or rec sports medic on duty will be final.

Section II. **Weather Related Policies**

A. Fire Emergency and Evacuations
    1. The Intramural Supervisor on duty will clear the fields, courts, or playing areas. Participants should defer to the Intramural Supervisor or the Facility Supervisor for instructions on exiting the premises of the facility as safely and as quickly as possible.
    2. Depending on the severity and timing of the fire-related incident, teams may be asked to stay on the premises in preparation for continuing the game. Other instances may require a postponement and eventual rescheduling of that game.
    3. An evacuation is NEVER a drill. Always treat any evacuation as if it's the real deal.
    4. Protect yourself! Use your best judgment to protect yourself first and then others.
    5. In the case of a fire evacuation, never use elevators.
B. Inclement Weather
    1. Lightning and Severe Thunderstorms – Outdoor recreational activities will immediately cease if there is a danger from lightning. Rec Sports utilizes the ThorGuard lightning prediction system to assist in assessing the danger from lightning. If the lightning prediction system reaches red alert,

one long blast will sound from the horns that are located throughout campus. When there is a reduced level of danger, three short blasts will sound, indicating that play may resume.

2. Patrons are allowed to exit the facility at their discretion, but should be advised to remain in the Rec Center until the warning has expired.
3. Tornadoes – protocols will be similar to that of lightning or severe thunderstorms, except all patrons should be advised to stay in place and move toward the center of the facility. Participants should defer to the Intramural Supervisor or the Facility Supervisor for instructions on seeking shelter in the appropriate and safest location. Note – patrons cannot be prevented from leaving the facility if they choose to do so.
4. Depending on the severity and timing of the inclement weather, teams may be asked to stay on the premises in preparation for continuing the game. Other instances may require a postponement and eventual rescheduling of that game.

C. Extreme Heat

1. The Department of Recreational Sports will determine level of play and activities during heat related situations based on the Wet Bulb Global Temperature (WBGT). WBGT is a measure of heat stress caused by direct sunlight. To accurately calculate WBGT, factors considered include temperature, humidity, wind speed, sun angle, and cloud cover. Below are the various protocols that the Department of Rec Sports will implement in the case of extreme heat, utilizing WBGT.

D. **Rain-Line**– In the case of inclement weather, individuals may call the Rain-Line at **979-845-2625** after 4:00 p.m. on the day of the contest (2:00pm Sundays). A recorded message will indicate whether games are being played. Be sure to check back regularly and before leaving for your game, as updates may change as the weather does.

Texas A&M Sport Clubs and Intramural Sports WBGT - Activity Guidelines

Number Range	*Sport Clubs - Activity, Guidelines and Protocols*	*Intramural Sports - Activity, Guidelines and Protocols*
< 82.0	•Normal Activities •Water provided at Penberthy	•Normal Activities
82.0 - 86.9	•Mandatory 2 separate 4-min breaks per hour •Shade areas provided at PRSC •Water provided at Penberthy	•Mandatory 2 separate 4-min breaks per hour •Additional shade areas provided, as possible •Water provided at Penberthy
87.0 - 90.0	•2 hour maximum activity (includes warm-up/pre-practice, breaks, conditioning, etc.)	•Water provided at all outdoor locations Additional shade areas provided, as possible

	•With mandatory 4 separate 4-minute breaks per hour or 2 separate 8-minute breaks per hour •Water provided at Penberthy •Shade areas/benches at Penberthy •Water coolers available under shaded area •Cooling fans under shaded area (if applicable) •Coordinate with teams and officials (if applicable)	• For activities scheduled on the hour: mandatory 3 separate 3-minute breaks during the scheduled game (example - mid-way first half, half-time, mid-way second half) •For activities scheduled on the hour and a half: same requirements but 5 separate 3-minute breaks
90.1 - 92.0	•1.5 hour maximum activity (includes warm-up/pre-practice, breaks, conditioning, etc.) •Mandatory 4 separate 5-minute breaks per hour or 2 separate 10-minute breaks per hour •Water provided at Penberthy •Shade areas/benches at Penberthy •Water coolers available under shaded area •Cooling fans under shaded area (if applicable) •Coordinate with teams and officials (if applicable)	•Water provided at Penberthy •Additional shade areas provided, as possible •For activities scheduled on the hour: mandatory 3 separate 5-minute breaks during the scheduled game (example - mid-way first half, half-time, mid-way second half) •For activities scheduled on the hour and a half: same requirements, but 5 separate 5-minute breaks
> 92.1	•No outdoor activities until WBGT is 92.0 or below. • If activity has started below 92.1, and rises to this mark, activity will be paused. •Will use discretion concerning visiting teams, time of day, etc. •Info will be communicated to visiting teams PRIOR to their travel from Sport Club or office. •Games/activities will/could be cancelled. coordinate with teams and officials (if applicable)	•No outdoor activities until WBGT is 92.0 or below. •If activity has started below 92.1, and rises to this mark, activity will be paused. •Will use discretion concerning time of day and predicted forecast. •Info will be communicated to teams by 4pm on the day of the contest (2pm Sunday games).

Section III. Photography and Video Policy

A. Individuals are allowed to take photos and videos for non-commercial purposes in all Department of Recreational Sports facilities, with the exception of restrooms and locker rooms, as long as the photos only contain friends and family members of the person capturing the images. Please be mindful of other individuals in your vicinity as you take photos and videos, especially children.

B. Anyone wishing to take photos and/or videos within Department of Recreational Sports facilities for distribution or commercial usage must seek approval through Marketing & Communications by contacting Kelly VonDrehle – kvondrehle@rec.tamu.edu, or (979) 845-1001. Upon approval, required credentials will be provided to gain access within the facilities. A government issued photo ID must be shown to confirm identity.

C. Patrons and guests of the Department of Recreational Sports acknowledge that departmental personnel will periodically take photographs and/or videos throughout the facilities during activities

and/or programs. By entering our facilities or participating in our programs you understand that reproduction of these images and/or videos may be used in promotional materials initiated by the Department of Rec Sports and Texas A&M University. Patrons and guests may formally request that their images are not utilized in the aforementioned materials by contacting the Department of Recreational Sports' Marketing/Communications. A request can also be made directly to the photographer and/or videographer at time of shoot.

D. Final interpretation of Student Recreation Center Policies and Procedures will be left to the discretion of the Facility Supervisor on duty or the Department of Recreational Sports Administration in order to maintain the safety and well-being of all customers.

Article 5: Rules of Conduct

Section I. Rules of Personal Conduct

A. Any person who commits, attempts to commit, incites or aids others in committing acts of misconduct will be subject to disciplinary procedures by Rec Sports. Team captains, team managers or coaches are responsible for the conduct of their players, and are subject to the same disciplinary actions as their players.
B. If a player is ejected from a game, he/she is suspended indefinitely from all intramural competition, effective immediately, pending an interview with an intramural staff member who will determine the length of the suspension period.
C. If a player is disqualified, as outlined in sport specific rules, the individual will only have to sit out the remainder of that game and will not need to meet with the intramural staff to regain eligibility.
D. <u>The jurisdiction of supervisors and game officials continues throughout an individual's presence in Recreational Sports facilities and adjacent areas such as parking lots.</u> All players and spectators alike should be aware that they must abide by Texas A&M student rules of conduct at all times.
E. Disciplinary sanctions can also include restrictions on usage of Rec Sports facilities and other Rec Sports programs. In some cases, discipline may be forwarded to the Offices of the Dean of Student Life.

Section II. Sportsmanship

Officials for each game are required to assign a sportsmanship rating for the sportsmanship displayed by each intramural sports team. Sportsmanship occurs before, during, and after a contest and if members of the team remain in adjacent proximity to the Rec Sports facility. Ratings will be awarded based on the rating system listed below. A team must maintain an average sportsmanship rating of 3 or above to be eligible for the playoffs. A team winning a game by default or forfeit will receive a rating of 4. A team losing a game by default will receive a rating of 3. A team losing a game by forfeit will receive a rating of 1.

4 – Excellent

No incidents of negative sportsmanship. The team demonstrates excellent sportsmanship and maintains an attitude of complete cooperation.

3 – Good

A team has minimal instances of negative sportsmanship. There is little complaining and an attitude of cooperation for the most part exists. *A team earning at least 1 unsportsmanlike penalty, technical foul, or yellow card cannot receive higher than a 3 rating.*

2 – Deficient

Team behavior is uncooperative. Conduct includes, but is not limited to:

a. Team personnel or a spectator clearly related to the team makes abusive remarks toward opponents or officials.
b. Team personnel consistently display rough and/or aggressive play after being warned.
c. Team uses false identification and/or illegal players during a contest.
d. Team members and/or spectators clearly related to the team bring alcohol/tobacco onto Rec Sports premises.

*A team earning an ejection for physical or verbal abuse cannot receive higher than a 2 rating. A team earning at least **2** unsportsmanlike penalties, technical fouls, or yellow cards for physical or verbal abuse cannot receive higher than a 2 rating.*

1 – Unsatisfactory/ Poor

Team behavior is completely uncooperative. Conduct includes, but is not limited to:

a) Team personnel or a spectator strikes or physically abuses an opponent or an intramural staff member.
b) The team, after being warned, continues to play with unnecessary roughness.
c) Discontinuance of the game for team behavior.
d) Spectators clearly related to the team engage in disorderly conduct that violates university regulations or jeopardizes the official's control of the game.
e) The team shows willful disregard for the policies and procedures of the intramural sports program and the Department of Recreational Sports.
f) Forfeiting a game.

Playoffs: Sportsmanship will be enforced during playoffs. All teams must display positive sportsmanship, win or lose. During playoffs, teams are expected to receive excellent (4) or good (3) ratings in every game. If a team receives a deficient (2) rating and advances in playoffs, that team must receive excellent or good ratings for the remainder of playoffs. Another deficient (2) rating will result in forfeiture of that game. If at any point a team receives an unsatisfactory/poor (1) rating, the team will not be allowed to continue in playoffs.

Sportsmanship Appeal: Teams are permitted to appeal a sportsmanship rating given during a game. A team has two business days to appeal any sportsmanship rating. (Exception: If in playoffs, and the game is less than 2 business days away, the appeal must be made by noon the date of the next game.) The appeal must be logged in the intramural office.

Article 6: Awards

Section I. Types of Awards

A. The All-University Champion (team, individual/dual sports, special events, and meets) will receive an All-University Championship t-shirt.
B. Champions of all other A and B leagues will be awarded an intramural champion shirt. EXCEPTION: Fish only leagues for the Corps of Cadets will not be awarded shirts.
C. All champions, including All-University Champions, B/C/D/E League champions, Fish champions, etc.; will receive Intramural Champion stickers coinciding with the championship t-shirt theme for that year.
D. There is a maximum number of shirts that will distributed, regardless of how many participants are on a team's roster. This maximum varies from sport to sport.
    a. All individual sports (for example, singles tennis) will award 1 shirt. All dual sports (for example, doubles racquetball) will award 2 shirts.
    b. Some sports will distribute shirts up to a number that is double the roster size for that sport. For example, a 7v7 flag football team could receive up to 14 shirts. These sports include soccer, football, basketball, Ultimate, and Action Ball.
    c. All other sports will distribute shirts up to a number that is 1.5 times the roster size for that sport. For example, a 10v10 softball team could receive up to 15 shirts. A 5v5 battleship team could receive up to 8 shirts.
E. T-shirts and stickers will only be given to participants listed on that team's roster.

Section II. Award Eligibility

A. To be eligible to receive an award, an individual must participate in a minimum of two games.
B. A maximum of two coaches will be eligible to receive an award.
C. The maximum number of awards will be two times the number of required players for a game.

Article 7: Corps of Cadets and Fraternity All-Year Point Systems

Section I. Corps and Fish

A. The Corps and Fish Leagues will compete for points in two major sports each semester. Those sports are currently Flag Football and Sand Volleyball in the fall, and Basketball and Soccer in the spring. They are subject to change, and the appropriate parties will be notified in advance if they do.
B. Effective beginning with the Spring 2025 semester, each outfit is limited to a maximum of two Corps and one Fish team per sport.
    a. Exception – Any outfit may create as many teams as they wish on the waitlist for a given sport. Those teams must remain on the waitlist until registration officially closes for that sport (days and times vary). Once registration closes, teams on the waitlist may be contacted, at which point an outfit would be allowed to have additional teams.
        i. Waitlisted teams are strongly encouraged to add players to their roster, as teams with already legal rosters will be prioritized first.

C. Points standings are determined by adding entry points to victory points and subtracting forfeit points. Points will be awarded as follows:
    1. Each team that enters will receive the following points:
        - Flag Football, Sand Volleyball, Basketball, Soccer, Dodgeball Tournament (if applicable) – 50 points
    2. Teams receive the following points for each game they win:
        - Flag Football, Sand Volleyball, Basketball, Soccer – 50 points
            a. In the case of a tie in the regular season, each team will receive half of the points (example, a tie in Basketball would be 25 points for each team)
            b. There are no points awarded for winning individual games in the Dodgeball Tournament; however, the team that wins a tournament receives 50 bonus points, and the team that finishes runner-up receives 25 bonus points
    3. A penalty of -150 points will be assessed for each game a team forfeits; this applies to all sports and tournaments. If an outfit has greater than 2 Corps teams and/or greater than 1 Fish team, any forfeit by any team from that outfit will count as -150 points. This is regardless of whether the forfeiting team ultimately scores points for their outfit.
    4. There are rare instances where outfits could end the year in a tie. The tiebreaker will be as follows:
        a. Tiebreaker 1 – most total championships
        b. Tiebreaker 2 – average sportsmanship rating
        c. Tiebreaker 3 – fewest forfeits
        d. Tiebreaker 4 – fewest defaults
        e. If still tied, the flag will be shared

Notes:

1. To ensure all students are participating in the appropriate league, first-semester members of the Corps of Cadets are considered fish. That means first-semester students and outfits should be participating in Fish Leagues and not Corps leagues, even if they are upperclassmen.
2. For all leagues, victory and forfeit points continue through the playoffs.
3. For all leagues, teams that receive a “bye” during playoffs will earn victory points for their position.
4. For all leagues, if one or more teams is scheduled for more regular season games than one or more other teams, the final game in the regular season schedule will not count for points.
    a. Example – Squadron X has a 4-game regular season schedule, while all other teams only play 3-game schedules. Squadron X will have points tabulated for the first three games, but not their final game.
5. If **ALL** teams in the league are scheduled 4 regular season games, then all the games will be scored. If not all the teams are scheduled for an additional game for scheduling reasons, then **only the first 3 scheduled games** will be scored.

6. If an outfit ultimately gets more than two Corps teams and/or more than one Fish team into a league, only the two highest scoring teams for that semester will contribute to the total points for that outfit.
    a. Example – Gator X gets 3 Corps teams into the Fall Flag Football League. Gator X #1 scores the most points, Gator X #3 scores the second most points, and Gator X #2 scores the third most points. Only Gator X #1 and Gator X #2 will have points scored for that semester (except for negative forfeit points, which can be deducted from all three teams).

D. Freshmen and other first-semester students will compete in the Fish League unless an outfit does not have a fish team; only at that point may first-semester students compete in the Corps League. All upperclassmen that are not first-semester students must compete in the Corps League.

E. If an outfit does not have enough individuals who want to play on a Corps or Fish team, that outfit may form a combined team with one additional outfit, with approval from the Commandant's Office and the intramural program. Both outfits would need to be identified and all members of the team would need to be in one of the two outfits. All points earned on the point system would be divided equally between the two outfits, no matter the ratio of participants from the outfits. A combined team of more than two outfits, such as a major unit team, is not permitted.
    a. Exception – any outfits combining players must have approval from both the Commandant's Office and intramural program by 3pm on the day of that team's first game (1pm on Sundays). No approvals will be made once the season has begun.
    b. Any two outfits combining to form a team must make this reflective in their team name on IMLeagues. For example, if Squadron X is combining with Gator Y, that team name should be called Squadron X/Gator Y on IMLeagues.
    c. IMPORTANT CLARIFICATION – Some Corps units are already comprised of two or more outfits. The examples that are most cited are those affiliated with the band - some of which are comprised of as many as three outfits (though there are other examples as well). While these outfits are allowed to participate in Intramural Sports as they are currently constructed, they are not allowed to combine as suggested in the above parameters.

       Example – X, Y, and Z Companies comprise the Reveille Band outfit. J, K, and L Companies comprise the Howdy Band outfit. The Reveille Band and Howdy Band outfits may participate with all their members eligible to join their teams, but the Reveille and Howdy Band outfits cannot combine under any circumstances.

Section II. Fraternity

A. Fraternities will compete for points in the following sports:
    a. Fall Semester: Indoor Soccer, 7v7 Flag Football, Sand Volleyball, Softball, and a Cornhole Tournament
    b. Spring Semester: Outdoor Soccer, 4v4 Flag Football, Indoor Volleyball, Basketball, and a Dodgeball Tournament.

c. Fraternity sport offerings are subject to change; official list of sports will be communicated prior to the beginning of each year

B. There is no limit on the number of teams each fraternity may enter for each team sport. Points will only be awarded to the fraternity's highest scoring A team and two highest scoring B teams. If only one Fraternity League is offered, team points will only be awarded to the fraternity's three highest scoring teams using Fraternity A scoring in section IID below.
   a. Exception – For the Dodgeball and Cornhole Tournaments, there is no limit to the number of points a fraternity can accrue. In order for a team entry to officially count for points in these tournaments, the following criteria must be met.
      1. Team must participate in and complete all schedule games/matches.
      2. Team must properly name their team in a manner that allows tracking by Intramural Staff (i.e team should name themselves Kappa Alpha Delta #1, Kappa Alpha Delta #2, etc.)
         a. (*No points are awarded for individual game participation in these tournaments, only for team entry participation*)

C. Fraternities will compete for two annual awards: the Victory Cup and the 12th Man Cup. Standings will be determined according to the following formula:
   a. The Victory Cup will be determined by adding entry points to participation points and subtracting forfeit points.
   b. The 12th Man Cup will be determined by taking the total points from the Victory Cup and dividing by the population of the fraternity.
   c. The winner of The Victory Cup will be announced each year at an early-semester meeting with all chapters present.
   d. The winner of The 12th Man Cup will be announced each year at an early-semester meeting with all chapters present. The winner of the 12th Man Cup will also receive a traveling trophy. Said trophy will remain with the Intramural office, but the winning fraternity can check it out to be used at recruiting related or other approved events.

D. Points will be awarded for each team as follows:
   a. Each team that enters will receive the following points:
      2. Indoor Soccer, Outdoor Soccer, 7v7 Flag Football, Indoor Volleyball, Softball – 50 points
      3. 4v4 Flag Football, Sand Volleyball, Dodgeball – 25 points
      4. Alcohol Awareness Cornhole Tournament – 10 points
   b. Teams receive the following points for each game they participate:
      1. Indoor Soccer, Outdoor Soccer, 7v7 Flag Football, Indoor Volleyball, Softball – 50 points Class A, 20 points Class B
      2. 4v4 Flag Football, Sand Volleyball – 25 points Fraternity A, 10 Points Fraternity B
   c. A penalty of -100 points will be assessed for each game a team forfeits in class A and -50 points for each forfeit in class B and the Dodgeball and Cornhole Tournaments.
   d. Defaulted games do not count as a participation, but do not count as penalty points either.
   e. A team that is on the receiving end of a default will still get participation points for that game.

f. Teams that receive a “bye” during playoffs will earn participation points for their position.
g. The team that wins any fraternity playoff bracket will be awarded one additional game of participation points.