

TEXAS A&M UNIVERSITY  
DEPARTMENT OF RECREATIONAL SPORTS  
***INTRAMURAL SPORTS HANDBOOK***  
**2018-2019**

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## **Philosophy**

The philosophy of the intramural sports program at Texas A&M University is to make participation in sports a meaningful part of a total education and to help produce a mentally integrated and socially adjusted individual by all-around participation in competitive and recreational activities.

The aim of the Department of Recreational Sports is to make participation in the intramural sports program safe, attractive, and desirable to a large number of students, faculty, staff, and spouses. The sports activities and recreational facilities are so varied that there is an opportunity for every individual to participate regardless of level of ability.

## **Intramural Assistance**

Participants may stop by the office in the Student Rec Center Room 114 or call the office at (979) 862-1884. Our office hours are Monday-Thursday from 9:00am-6:00pm; Friday from 9:00am-3:00pm; and Sunday from 12:00-3:00pm. Additionally, participants can email [im@rec.tamu.edu](mailto:im@rec.tamu.edu) for assistance in rescheduling games, checking posted results, or any other inquiries regarding intramural sports.

The Rec Sports website, [recsports.tamu.edu](http://recsports.tamu.edu), is your source for intramural news, schedules, and updates. Brackets for all sports will be posted during the regular playing season and for playoffs on our IMLeagues page, <http://imleagues.com/tamu>. Like our page [Texas A&M Intramural Sports](#) on Facebook and follow us on Twitter [@TAMU IMSports](#).

## **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 their problems, eligibility, and interpretation of rules.

Section II. All current Texas A&M University Department of Recreational Sports members are eligible to compete in intramural sports, except as otherwise provided in the rules and regulations. Day, week, and

month long guest passes are not considered memberships. Blinn students are not permitted to participate. All participants must show a valid government issued ID. Photos on ID cards must be clear and distinct enough to identify the holder of the ID or a second picture ID will be required.

Section III. Any individual is eligible to participate in intramural programs 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 one single gender team and one coed team per sport. For sports that use open leagues, each person can participate on one team. All participants can participate in the gender-specific league that affirms each participant's personal gender identity. The participant's gender identity will also be applied when there are gender-specific rules or player ratio requirements in coed leagues. All inquiries pertaining to participation rules should be directed to the intramural office.
- B. Rosters will be frozen at 3:00pm on the first day of playoffs for the respective sport. Once a participant joins the online roster and plays in at least one game, they are locked on the roster. If a team wishes to add a player who has not played in a regular season game, the participant must be added to the online roster by 3:00pm the day playoffs begin for that sport.

Section IV. Team Limits for Individuals

- A. Contestants may only represent one team in any sport with the exception that an individual may play on one single gender and one coed team on which he/she is eligible to participate. For example, in flag football Stephen can play on The Birds in men's competitive and on The Eagles in coed recreational, but cannot play for another men's or coed flag football team.
- B. If a team legally drops from competition before playoffs are posted, that team's members may play for another team in that sport. To legally drop a team, the captain must complete a team withdrawal form available in the intramural office. The team must submit their withdrawal from to the intramural office by the date playoff petitions are due for that sport.
- C. Minimum disciplinary action for a contestant playing on more than one team 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.
- D. Any team that allows an ineligible player to play will forfeit the game. (See Protests of Eligibility: Article II, Section IX.)

Section V. 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, four-on-four flag football), 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 – flag football and four-on-four flag football
    - b. Basketball – basketball and three-on-three basketball
    - c. Baseball – softball and coed softball
    - d. Volleyball – volleyball, 4-on-4 indoor volleyball and sand volleyball
    - e. Soccer – outdoor soccer and indoor soccer
    - f. Softball – softball and coed softball
    - g. Swimming – swim meet
    - h. Ultimate – ultimate
    - i. Tennis – tennis
  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 recognized 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 recognized senior or junior college athletic scholarship list.
  5. Competitive sport club members: Any individual who appears on a travel roster for that academic year of a registered Texas A&M sport club 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 VI. 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 spring 2018 semester is not eligible to play intramural basketball until fall 2019.
  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 2017 Texas A&M Football team cannot play any form of intramural flag football until spring 2019.
  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 VII. Individuals Looking to Join a Team - Free Agent Program

If an individual wants to find a team to join but does not know other individuals who want to participate, the free agent program can provide assistance, both by allowing individuals to register online as a free agent, or facilitating teams comprised of free agents when possible. To learn more or to join the free agent program, first go to <http://imleagues.com/tamu> and create an account if you have not done so already. Next, look on the IMLeagues home page and find the 'league' titled "NEED A TEAM? SIGN UP HERE!" Then, follow instructions in the description box to select the sport that you wish to play and ultimately to join a team that needs players.

Additionally, participants can attempt to join an existing team on IMLeagues. You can show as a "Free Agent" in as many divisions within a league as you'd like, using the player signup drop-down menu on the top right of every page on IMLeagues. You can request to join teams or post information about yourself so team captains can add individuals to their team. Contact the Intramural Help Desk at (979) 862-1884 for additional information.

## Article 2: Competition Format

### Section I. Divisions of Competition (Please see Article I, Section III for definition regarding gender)

- A. Independent Division: This division consists of individuals or teams organized from university students, faculty/staff, spouses, and adult dependents of those categories. (Clarification: Individuals from the Corps of Cadets and Fraternity leagues may play in this division if they choose; refer to Team Limits- Article 1, Section V.) Men will compete in the Men's Independent division and women will compete in the Women's Independent division. EXCEPTION: If no women's division is offered, women may play in men's division.
- B. Coed Division: This division consists of teams organized from University students, faculty/staff and spouses. Teams in this division shall consist of a combination of men and women as designated by the rules of each sport.
- C. Corps Division (upperclassmen): This division consists of individuals or teams organized from Corps units as designed by the Office of the Commandant. Members of the teams in this division shall be upperclassmen in the Corps and shall play for the respective units. (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.) 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 her SINGLE GENDER TEAM, meaning she CANNOT play for another all women's team.
- D. Fish Division (freshmen): This division consists of individuals or teams organized from Corps units as designed by the Office of the Commandant. Members of the teams in this division shall be freshmen in the Corps and shall play for the respective units. (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.) Female members of each outfit are permitted to participate with the respective outfit. If a female freshman choose to play with her outfit, this counts as her SINGLE GENDER TEAM. **NOTE: A FRESHMAN MAY ONLY PLAY WITH HIS/HER RESPECTIVE UPPERCLASSMAN TEAM IN THE CORPS DIVISION FRESHMEN MUST PLAY IN THE FISH DIVISION. IF AN OUTFIT DOES NOT HAVE A 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.**
- E. Fraternity Division: This division 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. (EXCEPTION: For sports where there is not a fraternity division, teams will compete in the independent division.) Members of the team in the fraternity division will compete for their respective affiliates.
- F. Open Division: This division is used in sports where there will not be a gender 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

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

1. Team Sports
2. Tournaments
3. Individual & Dual Sports
4. Meets

### B. Team Sports

1. Leagues will be formed according to division (fish, corps, etc.) and class (competitive and recreational for coed, men's independent, and women's independent; A and B for fish, corps, and fraternity). Team sport leagues will be conducted with round robin league play followed by single elimination play-offs.
2. All teams will advance to the play-offs in their respective divisions and classes with the following guidelines:
  - a. Fish, corps, and fraternity leagues will compete in play-offs within their respective class (A or B).
  - b. Coed and men's/women's independent leagues will compete in play-offs within their respective class (competitive or recreational). However, the play-off brackets will be divided into A and B playoffs for competitive class and C and D playoffs for recreational class. Any team competing in the competitive class 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 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 more than 15 teams to be split into A/B or C/D. If there are not more than 15 teams, all teams will compete together in the play-offs.
  - e. Teams who do not maintain an average rating of 3 in sportsmanship will not be eligible for playoffs (see Article 2. Section X).
3. Any team wishing to petition up a class(es) in the play-offs for more equal competition must contact the intramural office 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 class. (Exception: If a team is forced to register in a class 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. Class A divisional champions and other select teams shall advance to All-University play-offs in their respective classes.

5. The coed and women's class A play-off tournaments are considered the All-University tournament for that division.
6. The intramural staff may find it necessary to combine divisions where there are too few entries in a particular division.

#### C. Tournaments

1. Tournaments may be conducted with a single/double elimination tournament or round robin play followed by a single elimination tournament depending on the number of entries.
2. Team tournaments will be played usually over a one-two week period depending on space accommodations.
3. Individual and dual sports that are played as tournaments usually take place over a weekend.
4. During tournaments, reschedules may not be allowed. Participants must be available to play in order to register.

#### D. 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 rules section of our website [recsports.tamu.edu](http://recsports.tamu.edu).
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.

### Section III. Registration

- A. Registration is done online by logging into <http://imleagues.com/tamu>. 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. Refunds of entry fees will be made according to the following schedule, if a refund is requested. All requests must be submitted to the intramural office.
  1. Prior to 6pm on the registration day of a sport, a 100% refund will be given.
  2. After 6pm on the registration day of a sport, a 100% refund will be given only if there is a replacement team on the waiting list that qualifies to take a team's spot.
  3. If no replacement team is available, no refund will be given.
  4. For summer sports, no refunds will be given after the sport closes unless there are not enough teams to make a league.
- C. 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 IV. 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> for playoff brackets.
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 4:00pm the day of the scheduled contest. EXCEPTION: Reschedules for Sunday games must be completed by 2:00pm 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.

### 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> for play-off schedules.

## Section V. Defaults

- A. If it becomes impossible for a team, individual or doubles team to play a scheduled contest, and if the team captain, individual or doubles team notifies the intramural office in person, over the phone, or through email by the appropriate deadline on the day of the game, the game will be scored as a loss by default. The deadline is 4:00pm for games scheduled Monday-Thursday, and 2:00pm for games scheduled Sunday. NOTE: In corps and fish divisions, 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 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.
- B. 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.
- C. The intramural office will notify the opposing captain if a team is going to default. If a team captain is not notified by the intramural office, the game has not been defaulted, and the game is still scheduled to be played.
- D. 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.
- E. Teams will receive a 3 in sportsmanship if they default a game. The winning team will receive a 4.
- F. In individual and dual sports, if a player becomes injured during a contest and cannot continue, the injured individual will concede the contest.

## Section VI. Forfeits

- A. 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 will lose by forfeit.
- 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 in sportsmanship if they default a game. The winning team will receive a 4.
- D. A team that forfeits a game will be suspended from playing additional games until a \$20 forfeit fee is paid at the Member Services desk. The forfeit fee can be paid by any individual; after the fee is paid at Member Services, the receipt will need to be provided to the intramural office staff to have the team suspension removed. The deadline for a team to regain its eligibility is 4:00pm the day of their scheduled contest (Exception: the deadline is 2:00pm for games scheduled on Sunday).
- E. If a team forfeits two league play games, that team will NOT be entered into the play-offs.
- F. No forfeited game will be rescheduled. A double forfeit during the playoffs will result in the next round opponent getting a bye.

## Section VII. 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 VIII)
- 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 VIII. 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 shall 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 shall forfeit the contest(s) that is being protested. In addition to forfeiting the game, that team shall 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 IX. Appeals

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

#### Section X. 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 as long as 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.

### Section XI. Rain Out/Information Number

Participants in the Intramural program may have games canceled due to inclement weather. If this happens, individuals may call the rain information number at **979-845-2625** after 3:00 p.m. on the day of the contest. A recorded message will indicate whether or not games are being played. Other general information may also be obtained from this recording. Like our page [Texas A&M Intramural Sports](#) on Facebook and follow us on Twitter [@TAMU\\_IMSports](#) for updates on rain out information as well.

# Article 3: Suspension/Rules of Conduct

## Section I. Prohibited Items

- A. Jewelry - Participants are not permitted to wear any jewelry (including cloth bracelets and necklaces).
- 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. 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.
- 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. Other head decorations or headwear are not allowed.
- F. Footwear
  - a. Indoors – all players must wear athletic shoes with non-marking court soles. Hard soled shoes of any kind will not be permitted.
  - b. Outdoors – all players must wear athletic shoes. Metal cleats, spikes, or toe cleats will not be permitted.
  - c. 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 shall be final.

## Section II. Rules of Personal Conduct

- A. Any person who commits, attempts to commit, incites or aids others in committing acts of misconduct shall 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. The jurisdiction of supervisors and game officials continues throughout an individual's presence in Recreational Sports facilities and adjacent areas such as parking lots. 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.

## **Article 4: 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. No awards are given for winners in the recreational division. This division is designed to promote play, not competition.

### Section II. Team Sports Awards

- 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.

### Section III. Individual and Dual Sports Awards

- A. Each individual who wins an All-University Championship (Classes A and B) in a singles tournament or doubles tournament will receive an award.

### Section IV. Special Event Awards

All special events winners will receive All-University Championship T-shirts.

### Section V. Meets

All-University Champions in each event shall receive and All-University T-shirt.

## **Article 5: Organization All-Year Point System**

### Section I. Corps and Fish

- A. The Corps and Fish divisions shall compete for points in two major sports each semester. Currently, those sports are flag football and softball in the fall semester and outdoor soccer and basketball in the spring semester. The Commandant's Office will pay for one Corps team and one Fish team per outfit for each of the sports. Corps teams paid by the Commandant's Office will play in class A. Corps outfits wishing to have a second team or not play in class A will need to pay for that team on their own; these teams will compete in class B. Fish leagues will only be offered in class A.
- B. Standing shall be determined by adding entry points to victory points and subtracting forfeit points.
- C. Points will be awarded as follows:

- a. Each team that enters will receive 50 points
- b. Teams are awarded 50 points for each game they win in class A; 30 points for each game they win in class B
- c. A penalty of -150 points will be assessed for each game a team forfeits.
- d. Swim meet points will be tabulated according to the table below.

Notes:

1. Victory and forfeit points continue through All-University playoffs.
2. Teams that receive a “bye” during playoffs will earn victory points for their position.
3. There are no bonus points for advancing to the All-University playoffs.
4. Swim meet teams must consist of a minimum of ten people to be eligible for points.

SPECIAL TABULATION FOR SWIM MEET

The Swim Meet points are tallied slightly differently than the other four activities. The point breakdown is described in the following table, and the entry procedure is discussed below. In All-University rounds, participants will earn points for place of finish.

Clarification on Swim Meet Points

Entry Points	Individual Placement Points		Relay Placement Points		Total Points
	DIVISIONAL RESULTS	ALL-UNIV. RESULTS	DIVISIONAL RESULTS	ALL-UNIV. RESULTS	
50 pts are awarded for every outfit that enters at least 10 participants	1 <sup>st</sup> =12 2 <sup>nd</sup> =10 3 <sup>rd</sup> =8 4 <sup>th</sup> =6 5 <sup>th</sup> =4 6 <sup>th</sup> =3 7 <sup>th</sup> =2 8 <sup>th</sup> =1	1 <sup>st</sup> =24 2 <sup>nd</sup> =20 3 <sup>rd</sup> =16 4 <sup>th</sup> =12 5 <sup>th</sup> =8 6 <sup>th</sup> =6 7 <sup>th</sup> =4 8 <sup>th</sup> =2	1 <sup>st</sup> =24 2 <sup>nd</sup> =20 3 <sup>rd</sup> =16 4 <sup>th</sup> =12 5 <sup>th</sup> =8 6 <sup>th</sup> =6 7 <sup>th</sup> =4 8 <sup>th</sup> =2	1 <sup>st</sup> =48 2 <sup>nd</sup> =40 3 <sup>rd</sup> =36 4 <sup>th</sup> =24 5 <sup>th</sup> =16 6 <sup>th</sup> =12 7 <sup>th</sup> =8 8 <sup>th</sup> =4	Entry pts and participation pts are added together

Upperclassmen must compete in the Corps division. Freshmen will compete in the Fish division unless an outfit does not have a fish team– only at that point may freshmen compete in the Corps division.

Section II. Fraternity

- A. A fraternity division will compete for points in the following sports:
  - a. Fall semester: Indoor soccer, Flag Football, and Softball
  - b. Spring semester: Basketball, Outdoor Soccer, 4-on-4 Flag Football
- 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 class A team and two highest scoring class B teams.

- C. Fraternities will compete for two annual awards: the Victory Cup and the 12<sup>th</sup> Man Cup. Standings shall 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 12<sup>th</sup> Man Cup will be determined by taking the total points from the Victory Cup and dividing by the population of the fraternity.
- D. Points will be awarded for each team as follows:
- a. Each team that enters will receive 50 points, except 4-on-4 flag football teams which will receive 25 points
  - b. Teams are awarded 50 points for each game they participate in class A; 20 points for each game they participate in class B. For four-on-four flag football, the points awarded are 25 points for each participation in class A; 10 points for each participation in class 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. For four-on-four flag football, the penalties are -50 points in class A and -25 points in class B.
  - d. Defaulted games do not count as a participation
  - e. Teams that receive a “bye” during playoffs will earn participation points for their position.
  - f. The team that wins any fraternity playoff bracket will be awarded one additional game of participation points.