



# Intramural Sports Policies and Procedures Handbook 2017-2018

(Revised Summer 2017)

**Texas A&M University-Corpus Christi  
Intramural Sports  
Policies and Procedures  
2017-2018**

Dates and times are subject to change. Please refer to our website, <http://recsports.tamucc.edu/index.html>, or contact the Competitive Sports Coordinator for more information.

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Competitive Sports Coordinator  
Dugan Wellness Center 107B  
(361) 825-2983

## Recreational Sports Mission Statement

The Recreational Sports Department provides facilities, equipment, and opportunities for participation in a variety of sports, recreational and social activities designed to accommodate all ages, skill levels, gender, and sports interests for the University community.

Participation facilitates educational interaction outside of the classroom among students, faculty and staff. The activities stimulate a sense of community; provide leadership and development opportunities; and promote individual wellness.

The department is a part of the Student Engagement and Success is an institutional member of the National Intramural-Recreational Sports Association. Recreational Sports offers a number of programs in the areas of intramurals sports, fitness and wellness, aquatics, sport clubs, outdoor adventure and open recreation.

## Intramural Sports Program Overview

The Intramural Sports Program operates within the Recreational Sports Department. We pride ourselves on the comprehensive and diverse opportunities provided to the community at Texas A&M University-Corpus Christi. We offer sports ranging from single day tournaments to multi-week league sports. We provide individual/dual sports such as badminton, table tennis, Nintendo Wii tournaments, Pick Em contests and team sports such as flag football, volleyball, softball and basketball. The staff overseeing the Intramural Sports Program has an assortment of experiences with different programs, different school sizes, and different officiating backgrounds. This program is run on a daily basis by student supervisors as well as officiated by student officials.

### Office Hours and Contact Information

Office Hours: Monday-Friday 8:00am to 5:00pm  
Dugan Wellness Center 107B  
(361) 825-2454  
<http://recsports.tamucc.edu/index.html>

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## Intramural Assistance

Please refer all questions regarding intramural sports to the Competitive Sports Coordinator at 361-825-2983 or [andrew.kuchem@tamucc.edu](mailto:andrew.kuchem@tamucc.edu).

## Employment Opportunities

**Intramural Officials:** Officials are needed for all team sports. No experience is necessary to become an official, but it is encouraged. Applicants will be taught all necessary rules for each sport through classroom and on-field trainings. Applicants must attend a specific sport's interest meeting as well as all the offered trainings before officiating. All officials will be evaluated and given feedback regarding their performance throughout the season. All positions will be posted on Handshake.

**Intramural Supervisors:** Intramural Supervisors are responsible for direct supervision of intramural sports participants, spectators, and officials. They must be prepared for policy interpretation, program implementation, on-site decision-making, and conflict resolution. The staff is also responsible for ensuring participant, spectator, and staff safety; including but not limited to field and equipment condition and maintenance. Additionally, all supervisors will assist the Competitive Sports Coordinator and Graduate Assistant with staff training, supervision of sports and events, organizing, planning, marketing and evaluation of the Intramural sports program and its staff. Finally, all employees must provide an enjoyable and service oriented environment for participants at all times.

## Intramural Registration

Students can register for all intramural events using IMLeagues. After creating an account using their TAMUCC information, participants can create their own team, join a team, or sign up as a free agent for multiple sports and special events. Follow the link below for instruction on how to create an account.

[https://recsports.tamucc.edu/intramurals/IM\\_Leagues\\_Signup.html](https://recsports.tamucc.edu/intramurals/IM_Leagues_Signup.html)

## Eligibility

**Undergraduate & Graduate Students:** Students who are enrolled in the University for **one (1)** or more hours are eligible to compete in the intramural sports program. University Prep students are not eligible for intramurals.

**Faculty and Staff Members:** Faculty and staff who purchase a Semester or Rec Center Membership are eligible to participate.

**Alumni:** Alumni who are not associated with the university will not be permitted to participate in any TAMUCC intramural sports.

**Team Limitations:** A player may represent only one Men's or Women's team and a CoRec team in any sport. A player is not allowed to switch rosters after they have played one game with a team. Any player who violates this rule will become ineligible for future play until reinstated by the Coordinator of Competitive Sports. Also, a player is ineligible to play if they are not on the printed roster after the first week of games.

**Assumed Names:** No player may compete in an intramural event under any name other than that on their Sand Dollar. Participants who violate this rule will become ineligible until reinstated by the Coordinator of Competitive Sports.

**Persons Ejected/Removed from Intramural Contests:** Players, coaches or spectators removed from an intramural contest are ineligible to compete in any intramural activity until reinstated by the Coordinator of Competitive Sports.

**Intercollegiate Athletes and Former Intercollegiate Athletes:** An individual is considered an intercollegiate athlete if they appear on the roster of any NCAA Division team or institution. This includes varsity,

junior varsity, reserve team, or an athlete listed on a roster by the university. Any player whose name appears on the athletic roster after the first intercollegiate game will be considered “on the roster” for that academic year. These individuals are ineligible to compete in related intramural sports for one full calendar year from their last scheduled game. Related sports are to be determined by the Coordinator of Competitive Sports.

*Example: An individual plays basketball in the 2011-2012 season would not be eligible to play intramural basketball. This individual would have to sit out intramural basketball for the 2012-2013 Intramural Basketball events. Eligibility for intramural basketball would return in the Fall of 2013.*

Professional Athletes: Any athlete who would be ineligible for varsity or extramural competition because of professionalism is prohibited from competing in that sport (or related sport) for 5 calendar years from their last professional competition.

Sport Clubs: No Intramural team, in their related sport, shall have more than two (2) club sport members on its roster. Restrictions adhere to Men’s, Women’s and CoRec divisions.

Men’s, Women’s, CoRec, and Open Divisions: Men’s and Women’s leagues are intended for the corresponding gender. CoRec Leagues are made up of teams consisting of both males and females. Refer to each sport’s rule book for adjusted

## Free Agent Program

Students who wish to play a team sport but are unable to field a full team may sign up as a free agent. This will allow team captains looking for additional players to add the student to their team. If enough students sign up as free agents, a team can be made and added to the league.

## I.D. Policy

All participants must show a valid Texas A&M University-Corpus Christi Sand Dollar in order to check in and participate. **No Sand Dollar = No Play.** If you are caught using a false ID or someone else’s ID you will be suspended from all intramural activities until stated otherwise by the Coordinator of Competitive Sports and the ID will be confiscated. In the instance a participant is not a student, staff, or faculty member, but they are using a TAMU-CC member’s Sand Dollar, they will be escorted from the building or fields and will not be allowed to return. We encourage community members to come and support our participants, but as spectators.

## Equipment

The Intramural Sports Program will provide equipment to use for all intramural events. Additional equipment not provided may be checked out at the at the Dugan Wellness Center or Momentum Fields. Personal equipment used during intramural play must meet each sport’s requirements. Captains are responsible for educating their team on equipment restrictions. These regulations can be found in each sport’s rule book on IM Leagues.

## Jewelry

No jewelry is allowed during intramural events. Choosing to play with jewelry can result in an ejection from the competition.

## Special Events

Special events include one week and one day tournaments offered by the Intramural Sports Program. These events range from outdoor doubles events to video game tournaments. Like regular team sports, participants will need to sign up on IM Leagues in order to participate. All individual/dual events and team tournaments are free.

## Team Sports

Team sports are the most popular intramural activities at TAMUCC. These include flag football, basketball, soccer, dodgeball, volleyball, and more. Individuals must create a team on IM Leagues and invite other players to join.

Leagues will be four weeks in duration with three weeks of regular season and one week of playoffs. Playoff seeding will be determined by record, point differential and sportsmanship.

## Forfeit Fee

A team will have a 10-minute grace period from the scheduled game time to arrive with the minimum number of players to avoid a forfeit. At the scheduled game time, the official will start the game clock. If the team is not ready to begin play, the offended team will receive one (1) point per minute, or (1) point per two minutes in soccer. When the late team arrives with the minimum number of players and is ready to begin play, the score will reflect the point(s) awarded and the clock will continue to run. If the team has not arrived after 10 minutes, they will forfeit the game. There will also be a 10-minute grace period for Special Events, but the starting score will not reflect tardiness. Teams that forfeit a game will be awarded a \$10 fee for Team Sports and \$5 fee for Special Events. Team captains will not be allowed to participate in future intramural events until the fee is paid. Teams that forfeit two games will be removed from the league.

## Reschedules, Defaults, and Forfeits

Reschedules: Not all games can be rescheduled. Rescheduling a game is dependent on field/court availability, staff availability, and status of the season. All requests can be rejected by the Competitive Sports Coordinator.

Defaults: Any team knowing in advance that they will be unable to play a regularly scheduled contest is given the opportunity to default a contest. Team captains must complete the online default form by **by 2:00pm for outdoor events and 4:00pm for indoor events**. A team that legally defaults a game will receive a loss in the league standings but will not receive a forfeit or fee.

Forfeits: A team will forfeit a contest when:

- (A) a team is not ready to play at game time
- (B) a team is found to be using an ineligible player
- (C) a team does not have the minimum number of players to start a contest outlined in the rules for that sport.

## Inclement Weather Information

If an event is cancelled due to weather, the Intramural Sports Coordinator will contact all team captains via IM Leagues. Participants may also check our social media accounts or call 631-825-2983 for more information. Games cancelled due to weather may or may not be rescheduled.

## Participant Safety and Injuries

The possibility of injury exists in all sports. The Department of Recreational Sports/Intramural Sports assumes no responsibility for injuries. However, basic first aid kits will be available upon request of the injured. All participants acknowledge an assumption of risk by their voluntary participation in intramural activities. When a participant is bleeding, has an open wound, or has blood on his or her uniform, the player must leave the game. The injured player may not return to the game until the bleeding has stopped, the open wound covered, and/or the bloody uniform is changed. Play will continue without the injured player. Knee and ankle braces that are unaltered from the manufacturer's original design/production shall be permitted and do not require additional padding. Please review sport specific rules for additional equipment restrictions and requirements.

## Protests

All protests must be made by the team captain at the time of the incident to the on duty supervisor. Judgement calls by an official cannot be protested.

Rule Misinterpretation: A team who believes an official misinterpreted or wrongfully administered a rule has the right to protest (judgement calls cannot be protested). The offended team must use a timeout at the next possible opportunity and inform the onsite supervisor of what they wish to protest. If the offended team is correct, a correction will be made to the game. If they are wrong they will be awarded a timeout. A team with no timeouts left will still be allowed to protest. However, if they lose the protest, they will be charged with a sport specific penalty.

**Eligibility:** A team may protest the eligibility of an opposing team's player before, during, or immediately after an intramural game. The offended team's captain may fill out a protest form supplied by the onsite supervisor. The Competitive Sports Coordinator will determine the eligibility of the accused player. Teams playing with an ineligible player will forfeit the win regardless of the outcome. During the playoffs, eligibility protests must be made prior to the start of the game.

## Alcohol/Tobacco/Drug Usage

Texas A&M University-Corpus Christi **PROHIBITS** possession or consumption of alcoholic beverages or drug usage on University property. This includes Momentum Fields, Dugan Wellness Center, Island Hall Gym, or any other venue utilized for Intramural Sports. Any participants or spectators who are in possession of or are under the influence at any intramural event will forfeit and be suspended from all intramural activities. Anyone who does not comply with the request of the intramural staff, will be subject to ejection by the Texas A&M University-Corpus Christi Police. For further information on the Texas A&M University-Corpus Christi alcohol policy, please refer to the Student Handbook. Participants violating this policy may be referred to Judicial Affairs.

**Smoke-Free Environment:** Texas A&M University-Corpus Christi strives to maintain a healthy environment on campus to protect the health of students, faculty, and staff. Smoking is prohibited in all University buildings, residence facilities, University vehicles, within 25 feet of doorways and semi enclosed walkways including the campus "spine," in all gazebos, in the area surrounding the Early Childhood Development Center (from the curb to the building and inside the fenced area surrounding the building), and in all memorial plazas (Lee Plaza, Center for Instruction Courtyard, and the Garcia Plaza)

## Sportsmanship Ratings

In order to promote good sportsmanship the Intramural Program has adopted a sportsmanship policy. It is the responsibility of the team and players to make sure the game atmosphere is friendly and fun to both staff and fellow participants. The sportsmanship rating will be determined by game officials and will include behavior before, during and after each contest. Each team will receive a number grade after each game.

Sportsmanship ratings will be based on the following criteria:

**5** = Excellent conduct and sportsmanship. Players cooperate fully with the Rec Sports Staff as well as their opponents about rule interpretation and calls. The captain also exhibits full control of team and spectators. The team has winning and losing in perspective and their conduct in all ways provides an example for the league and the programs.

**4** = Acceptable conduct and sportsmanship. Team members show minor dissent that may or may not merit a warning. Teams that earn 1 minor unsportsmanlike/technical foul will receive no higher than a 4 rating. Team captain exhibits acceptable control over team and spectators. Team shows good sportsmanship, treats opponents with respect, obvious good attitude, no warnings, ejections, unsportsmanlike penalties or technical fouls.

**3** = Average conduct and sportsmanship. Team members show cooperation however some verbal complaints about decisions made by the officials and/or show minor dissension which may or may not warrant a warning. The captain exhibits average control of his team and spectators. Teams that earn 2 minor unsportsmanlike/technical fouls from separate participants or 1 major unsportsmanlike/technical foul resulting in ejection will receive no higher than a 3 rating. A team will receive a 3.0 if they default a game.

**2** = Poor conduct and sportsmanship. Team shows continuous verbal dissent and disrespect toward officials and/or the opposing team which may or may not warrant a warning. Multiple instances of poor sportsmanship that could include minor and major infractions toward officials and/or opposing team. Captain exhibits little control over self, team, or spectators. Teams receiving multiple warnings will receive no higher than a 2.5 rating. A team will receive a 2.0 if they forfeit a game.

**1** = Unacceptable conduct and sportsmanship. Team is completely uncooperative and disrespectful. The team captain exhibits little or no control over self, team, or spectators. Any team earning 3 minor unsportsmanlike/technical fouls on separate participants will receive a 1 rating or below. Also, any team earning 1 minor and 1 major unsportsmanlike/technical foul resulting in ejection on separate participants will receive a 1 rating or below. **Teams or participants using false identification will receive a 1 Rating.**

Any team with players, or spectators, in possession or under the influence of alcohol will receive an 1 rating.

A team that receives a sportsmanship rating of 1 or below will be suspended from further play until a meeting is scheduled with the Competitive Sports Coordinator. Teams and players must be reinstated by the Competitive Sports Coordinator before participating in further intramural events.

Team Captain Responsibility: Team captains are responsible for their team and fans. Captains will represent their team when expressing concern to intramural officials. Official's hold the right to only speak to a team captain when participants act unfavorably.

Unsportsmanlike Conduct: Any player or fan ejected from a contest will be removed from the complex or building immediately (out of sight and sound) and is *indefinitely suspended*. That player must schedule a meeting with the Competitive Sports Coordinator before he or she is eligible to participate in any intramural events. All disciplinary actions and decisions will be made by the Competitive Sports Coordinator. Depending on the severity of the situation, participants may be suspended. Any participants who verbally or physical abuse other players, fans, or officials may be referred to University Police and/or Judicial Affairs.

## Playoffs

Teams will make the playoffs if they meet the following criteria. All playoff teams must have a full roster, average sportsmanship rating of 3.0, and a win record greater than .300. During playoffs, teams will no longer be allowed to add players to their team, all rosters are final. Identical to the regular season, NO SAND DOLLAR = NO PLAY. Playoff seeding will be decided by overall record, point differential, head to head record, and sportsmanship average. Once the bracket has been posted, all seeds are final. Playoff brackets will be "play til you lose." All playoffs will be over the course of one week.