

Intramural Sports Manual 2019 - 2020



The Office of
Campus Recreation
A Division of the Office of Student Affairs

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Table of Contents

Section 1 – Vision, Mission, Core Values	3
1.1 – Vision	
1.2 – Mission	
1.3 – Core Values	
Section 2 – Awards	4
2.1 – Awards	
2.3 – Skyhawk Point System	
Section 3 – Emergencies	8
3.1 – Inclement Weather	
3.2 – Injuries	
Section 4 – Policy and Procedures	9
4.1 -- Captains' Meeting	
4.2 – Captains' Responsibilities	
4.3 – Defaults	
4.4 – Code of Conduct	
4.5 – Eligibility	
4.6 – Forfeits	
4.7 – Free Agents	
4.8 – Player Minimums	
4.9 – Leagues	
4.10 – Protests	
Section 5 – Registration and Scheduling	17
5.1 – Registration	
5.2 – Scheduling	18
5.3 – Scheduling Changes	

1.1 Vision/Staff Directory

The Office of Campus Recreation provides a comprehensive program that supports student learning and the pursuit of a healthy lifestyle that incorporates sport, fitness, and leisure activities.

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1.2 Mission

The Office of Campus Recreation will strive to provide quality recreational programs.

1.3 Core Values

In striving to meet the Vision and Mission of the Office of Campus Recreation, the Campus Recreation Staff is committed to:

- Service Excellence - We endeavor to provide service that exceeds patrons' expectations at all times
- Student Leadership Development - We will provide students the opportunity to learn skills that prepare them for a lifetime of success and leadership
- Integrity - We are committed to professionalism, ethical behaviors and courtesy in our actions
- Safety - We will make sure all programs and facilities provide a safe environment for all

- Social Interaction - We will foster fun and enjoyable experiences through participation in sports, fitness, and leisure activities that encourage and lead to healthy lifestyles
- Enthusiasm - We will be passionate about our work and actively engage our patrons
- Diversity - We will create an environment that challenges students to explore, respect individuality, and cultural diversity

2.....Awards

2.1 Awards

The most important and significant awards for participating in intramural sports are not material. However, to assure that participants will have a quality remembrance of their experience, specially designed t-shirts will be given to the overall champions* in Men’s Open, Fraternity, Women’s Open, Sorority, and Co-Rec divisions. Awards are limited to the number of players on the roster up to 12. * Winning the overall season ending single elimination tournament does not guarantee the overall champion. All guidelines determining the overall champion are outlined in the Skyhawk Point System.

Individual Participant Awards

At the conclusion of each intramural game the Intramural Supervisor will select a player as the “Most Valuable Player” of that game. Throughout each intramural sport’s season this information will be collected by the Coordinator of Intramurals and as each sport comes to an end the intramural staff will vote on the male and female “MVP” from each of the following sports:

- Softball
- Flag Football
- Volleyball
- Basketball

- Soccer

At the conclusion of the intramural season a male and female participant will be selected as the overall "Intramural Most Valuable Player". Winners must have competed and been voted game "MVP" in 3 of the 5 sports listed above.

Winners of each award will be selected according to the following criteria:

- Sportsmanship
- Participation
- Overall Skill Level
- Winning %
- Overall Dedication to the Intramural Program

Team Awards

At the conclusion of the intramural season a female and male team will be selected by the intramural staff as the "Intramural Team of the Year". This selection will be made from team's that have achieved Gold Level status and will be based on the following criteria:

- Participation
- Sportsmanship
- Winning %
- Meetings attended
- Team placement in each intramural sport
- Overall dedication to the Intramural Program

2.2 Skyhawk Point System

The Skyhawk Point System: How it Works

The Skyhawk Point System is based on a team's ability to generate points in five different categories: participation, sportsmanship, number of games/matches/events won, meetings attended and team placement in each intramural team sport. The team sport and its point values are displayed within this handbook. The point system is designed to reward those teams who participate in the intramural program and at the same time maintain a good level of sportsmanship. A running total of points will be kept throughout the academic year for those teams who consistently participate in the program. A team must compete in 8 of the 20-team sports and maintain the original team name to be eligible for the point system. As teams accumulate points, they will be working toward levels of achievement. Teams may also have individuals participate in dual/solo events and accumulate points towards the team's overall Skyhawk Points total.

Each level has been assigned point values accordingly. The two levels are gold and silver. Teams reaching 1,200 points will have attained the silver level. These teams will receive a certificate of recognition and have their picture on the Campus Recreation website. Teams accumulating 1,600 points will have attained the gold level. These teams will receive specially designed t-shirts, certificates of recognition and their picture featured in the Lobby of the Student Recreation Center. Teams are encouraged to participate in as many sports as possible.

Point System Breakdown

Each sport within the Skyhawk Point System will have five leagues. The leagues are Men's Open, Men's Fraternity, Women's Open, Women's Sorority, and Co-Recreational (Co-Rec). Each of the five categories represented in the Skyhawk Point System have been assigned point values. The distribution of points in each sport can be found on the Skyhawk Point System Graph.

Participation points will make up a large number of the team's total points. Participation points are awarded if a team competes in all scheduled events.

NOTE: For each forfeit a 20 point deduction will be assessed.

Sportsmanship points are awarded according to the ratings received by a team. The ratings are based on evaluations completed by intramural staff. In order to qualify for the post-season tournament, a team must have a "B" (3.0) average sportsmanship rating or better during the regular season play. The criteria below will be used for the sportsmanship rating.

"A" – excellent conduct and sportsmanship: coaches, players and spectators cooperate fully with the officials, sport supervisors and opposing team members. The captain calmly converses with officials about interpretations and judgment calls. The captain also has complete control of the team members and himself/ herself.

"B" – average conduct and sportsmanship: coaches, players and spectators show verbal dissent toward officials, sport supervisors and/ or the opposing team members briefly during a contest which may or may not merit actions by the intramural staff. The captain exhibits good control over the team, and is in complete control of himself/herself. There are no blatant displays of overall poor sportsmanship, however a member of the team may have been penalized for a nonthreatening unsportsmanlike act.

"C" – below average conduct and sportsmanship: coaches, players and spectators constantly comment, argue and complain to intramural staff and opposing team members during a contest which may or may not merit actions by the intramural staff. Team captain has minor control over his/ her team and is generally in control of himself/ herself. Specific acts include but are not limited to abusive language, profanity toward an opponent, profanity from the sidelines, excessive arguing with an official's decision, taunting and opponent, or obscene gestures.

"D" – poor conduct and sportsmanship: coaches, players, and spectators constantly comment, argue and complain to intramural staff and opposing team members during a contest which merits action from intramural staff. Team captain has no control over his/her team or him/herself. Specific acts include but are not limited to fighting, profanity or threatening behavior towards and official, a flagrant foul, profanity from the sidelines, or repeated offenses on the same player.

NOTES: In the above description, the player(s) refers to all participants on a team. Teams receiving a “C” or “D” rating must have their captain meet with Coordinator of Intramurals prior to their next contest. A second “D” rating will automatically result in being dropped from league play. No refunds will be given.

Games and matches won are applied to a team’s total points, by multiplying the number of games or matches won by ten during season play. Each sports number is listed on the Skyhawk Point System Chart. Captain’s meeting points are given each time a team’s representative attends the captain’s meeting. Placement points are awarded at the end of the tournament.

Skyhawk Point System Graph

Sport/Event	Captain's Meeting	Participation	Sportsmanship A, B, C or D	Season Games	Placement 1st, 2nd, Semi-Finalist
7v7 Soccer League	50	100	100, 75, 50	(10 * # won) + additional 15 for going undefeated	100, 70, 40
Tennis Tourney	25	Singles -10 Doubles - 20	25, 20, 15		30, 20, 10
2v2 Spikeball Tourney	25	25	25, 20, 15		30, 20, 10
2 Player Golf Scramble	25	25	25, 20, 15		30, 20, 10
7v7 Flag Football League	50	100	100, 75, 50	(10 * # won) + additional 15 for going undefeated	100, 70, 40
Co-Rec Kickball Tourney	25	25	25, 20, 16		30, 20, 10
Disc Golf Tourney	25	25	25, 20, 16		30, 20, 10
6v6 Volleyball League	50	100	100, 75, 50	(10 * # won) + additional 15 for going undefeated	100, 70, 40

Ultimate Dodgeball Tourney	25	25	25, 20, 15		30, 20, 10
Inner Tube Water Polo League	25	25	25, 20, 15		30, 20, 10
Knockerball Tourney	25	25	25, 20, 15		30, 20, 10
3v3 Basketball Tourney	25	25	25, 20, 15		30, 20, 10
5v5 Basketball League	50	100	100, 75, 50	(10 * # won) + additional 15 for going undefeated	100, 70, 40
Racquetball Tourney	25	25	25, 20, 15		30, 20, 10
Team Handball Tourney	25	25	25, 20, 15		30, 20, 10
4v4 Flag Football Tourney	25	25	25, 20, 16		30, 20, 10
Softball League	50	100	100, 75, 50	(10 * # won) + additional 15 for going undefeated	100, 70, 40
Ultimate Frisbee Tourney	25	25	25, 20, 15		30, 20, 10
2v2 Spikeball League	25	25	25, 20, 15		30, 20, 10
Disc Golf Tourney	25	25	25, 20, 16		30, 20, 10
Quidditch Tourney	25	25	25, 20, 16		30, 20, 10

3.....Emergencies

3.1 Inclement Weather

- The decision to determine whether or not games can be played will be made by The Office of Campus Recreation after 3:00 p.m. the day of the game or match. If a game or match is cancelled each participant will receive an email from imleagues.com. League games cancelled, due to inclement weather will be replayed at a later date provided that space and time is available. If space and time is not available, the result will be a double win. Teams and captains are responsible for checking IMLeagues.com for the most up to date schedule. In the event of an impending electrical storm, activities will be halted and the fields cleared until lightning is no longer in the vicinity. Anytime lightning is seen or thunder is heard there will be a 30-minute delay from the most recent lightning/thunder.

3.2 Injuries

- Neither the University of Tennessee at Martin nor the Office of Campus Recreation accepts any responsibility for ill health or injury sustained while participating in any of the recreational programs. No medical or ambulance expense incurred by a participant will be paid by the Department or by the University. Program participation is on a voluntary basis. Individuals use the facility at their own risk. It is recommended that all participants undergo a prior physical

examination and carry some form of health and accident insurance. If an injury does occur, it should be reported to the nearest Campus Recreation staff member. In the event that blood is involved in an injury, that person cannot continue to participate until the wound is properly cleaned and dressed; any clothing with blood must be removed. Any participant that suffers a head or spine injury will need to obtain a release from a doctor before they can continue participating in any intramural activities.

4.....Policy and Procedures

4.1 Captains' Meeting

It is mandatory that a representative from your team attend the captains' meetings. A representative can be a captain, co-captain, coach or teammate (i.e. the representative **must** be on the team roster). Rules and regulations will be discussed, and all questions concerning them will be answered. Check the meeting times listed for each sport in the Intramural Sports Calendar located on the UTM web site and IMLeagues.com.

4.2 Captains' Responsibilities

- The captain is responsible for attending or sending a team representative to the captain's meeting. A representative can be a captain, co-captain, coach or teammate (ie: the representative **must** be on the team roster).
- The captain must create and submit their desired team online through IMLeagues.com with correct team/player information. The captain will be responsible for informing all participants that they must create an account on IMLeagues.com in order participate in any intramural activity.

When adding players to the roster, the captain should be confident that all players on his/her team are eligible according to the intramural guidelines.

- When choosing a team name please ensure that the team name is in good taste and not offensive to individuals or groups on the basis of race, place of origin, religion, disability, sex, age or culture. The Office of Campus Recreation reserves the right to modify all team names.
- It is the responsibility of the captain to know and understand all intramural rules and procedures and share with all team members.
- The captain must obtain and share information with team members concerning playing schedules, and schedule changes, as well as the time and place they will play their games.
- Prior to game time, the captain is responsible for collecting each present roster members' Skyhawk ID in order to check in their team with the officials (it is suggested that all players report 15 minutes prior to scheduled game time).
- Team captains should check imleagues for any rescheduling of games.
- Promote fair play and a positive atmosphere at game sites by encouraging good sportsmanship and assuming responsibility for controlling the conduct of teammates, coaches and spectators. If your fans cannot be controlled your team will be held accountable and the fans will be asked to leave.
- Captains are required to represent their teams in all actions related to intramural participation including protest, disciplinary measures, rescheduling, and all other infractions/issues involving intramural play.
- Captains are responsible for all fees associated with the team (i.e. Entry fee, forfeit fee, facility or equipment damage).

4.3 Defaults

- If a team is unable to make a game or if an individual is unable to make a match, a forfeit can be avoided if the team fills out a default form online by 3:00pm on the scheduled day of the event, or 5:00pm the Friday before a scheduled Sunday game. The default form link is located on the intramural sports website or on the imleagues main page. We will contact your opponent, and the forfeit fine will not be assessed. The team will be assessed a loss and a "B" sportsmanship for the team.
- A team will default a contest but not be assessed a forfeit fee when it uses an ineligible player and declares the game default before it begins.
- After two (2) default per sport season, future defaults will be considered forfeits!

4.4 Code of Conduct

The Department of Campus Recreation takes sportsmanship very seriously and offenders will be dealt with accordingly. Sportsmanship policies will be enforced strictly to ensure the safety and enjoyment of ALL participants, including the student intramural staff. Actions that are dangerous and/or conduct that is detrimental to the intramural program or individual students will not be tolerated and are grounds for suspension from further participation in all intramural sport activities.

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

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

Ejection Procedure

- Participants who exhibit unsportsmanlike conduct during a contest will be ejected from the contest.
- If the participant is asked to leave the premises and refuses, his or her team will forfeit the game and Public Safety will be contacted.
- The ejected participant must set up a meeting with the Coordinator of Intramural Sports in order to discuss the ejection. The ejected participant must meet with the Coordinator of Intramural Sports before he/she is allowed to play
- The procedure for reinstatement is as follows:
 - Players ejected due to unsportsmanlike conduct will automatically receive a one-game suspension for the sport in which they were participating. The suspension is for the next scheduled game (including playoffs). Should the ejection take place on the last scheduled game for that sport, the participant ejected will miss the first scheduled game for the next intramural event in which he or she wishes to participate.
 - If the participant is required to meet with the Coordinator of Intramural Sports, the coordinator will decide whether any further punishment is warranted. The participant will be notified of the coordinator's decision within 24 hours of the end of the meeting.
- Individuals and/or organizations that commit violations involving more serious offenses while attending an intramural contest or event will be referred to the Office of Student Conduct.
- The Coordinator of Intramural Sports reserves the right to administer disciplinary sanctions as needed to preserve the integrity of the program.

Violations of Intramural Sportsmanship Policy

The following are possible consequences of unsportsmanlike conduct of intramural teams and participants.

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

Team Violations

*Team disciplinary measures include but are not limited to the following: (all disciplinary measures are at the discretion of the Intramural Coordinator)

Violations	Penalty
Team Disturbance/Fight (more than 1 player involved)	Team automatically removed from league and all participants who are involved in the fight will be suspended from all intramural sports activities for the remainder of the semester or academic year from the date of the incident, and will be referred to the Office of Student Conduct
Verbally ridiculing, disrespecting, and criticizing the intramural staff	Team automatically removed from leagues and possible referral to the Office of Student Conduct. Individual sanctions will also be assessed.
Use of an ineligible player	Any team using a suspended or ineligible player will forfeit all games in which the player participated.
Unsportsmanlike Conduct of Spectators	Depending on the severity of the incident a team can forfeit their game due to the conduct of spectators that can be identified as affiliated with a specific team. Spectators may also be referred to the Office of Student Conduct.

Individual Violations

*The disciplinary measures that may be taken in case of individual unsportsmanlike conduct, but are not limited to, the following: (all disciplinary measures are at the discretion of the Intramural Coordinator)

Violations	Penalty
Arguing with an official	1st - Warning 2nd - Automatic Ejection & minimum one (1) game suspension
Striking or shoving an opponent	Minimum - Automatic Ejection & one (1) game suspension Maximum - Suspension from all intramural activities for at least one (1) year and referral to the Office of Student Conduct.
Profanity and/or inappropriate gestures	1st - Warning 2nd - Automatic Ejection & minimum one (1) game suspension

Threatening an official	Minimum - Automatic Ejection & one (1) game suspension Maximum - Suspension from all intramural activities for at least one (1) year and referral to the Office of Student Conduct.
Fighting	Any participant, who in the judgment of the intramural sports staff, engages in any attempt to fight (strikes or engages an opponent in a combative manner, throws a punch, kicks an individual, etc.) immediately before, during, or after an intramural sport contest, shall be referred to the Office of Student Conduct. All involved participants will be suspended from all intramural activity for a minimum of one (1) semester.
Leaving the Bench Area to Participate in an Altercation	Any participant, player, coach, or bench personnel who leave the bench or coaching area to participate in an altercation will be ejected. The minimum penalty will be a one (1) game suspension

4.5 Eligibility

- All current University of Tennessee at Martin students, full-time faculty and staff are eligible to compete in intramural sports, except as stated by the rules.
- Undergraduate students must be enrolled in a minimum of nine (9) hours of study and have paid the student activities fee to be eligible to participate. Graduate students must be enrolled in a minimum of six (6) hours and have paid the student activities fee to be eligible to participate.
- Any individual who participated in a varsity sport (at any 2 or 4 year college) during one academic year would be ineligible to participate in that sport or an associate sport during the same academic year. This includes any students that were involved with a varsity team in any player capacity during any duration of one (1) school year. All former collegiate athletes seeking to play in their sport or an associate sport must sit out one (1) year after the division I national championship from that coinciding sport.
Note: Should a student stop practicing with or be dropped from a varsity athletic team by the first regular season game, he/she will not be considered a varsity athlete for that sport and will be eligible for intramural competition.
- An associate sport or event is defined as an activity that requires similar skills to participate. For football: the associate sport is flag football; for baseball: softball, wiffleball, and home run derby; for track: cross country, turkey trot and track meet; for basketball: any basketball tournament sponsored by The Office of Campus Recreation and the intramural basketball season; for volleyball: volleyball, sand volleyball and walleyball; for golf: golf scramble; for tennis: tennis; and for soccer: soccer.

- Professionals or former professionals are ineligible to compete in any sport related to their professional involvement. For intramural purposes, a professional athlete is defined as an individual who has received pay for playing a sport. This includes any compensation received for tryouts, training camps, or summer leagues.
- An individual is allowed to play on only one same-sex team (for example, a female participant can play for a women's team and a CoRec team, but not for two women's). Each participants will be able to participate as whichever gender he or she identifies as. After playing in one contest with a given team, a player may not transfer to another team in that sport. Each competing team may add names to its roster after the first scheduled game in league play, as long as the player/players added have not participated with another team. Players must play in one regular season game to be eligible for the playoffs. All players are required to sign up on IMLeagues.com.
- The use of an illegal player will constitute a forfeiture of all games in which the illegal player participated, plus the illegal player will be suspended for the remainder of the season.
- The use of an assumed name, or using someone else's Skyhawk ID in any manner in the intramural program, shall constitute a violation of the rules. Any player committing a fraudulent act shall be banned from intramural competition for that season. The team on which the illegal player competed will forfeit all games involving that participant. The actual person on the ID will also be suspended from intramural competition for that season.
- For purposes of determining participation in a particular game/contest as related to eligibility, listing of a player on the score sheet and presence at the game constitutes participation in that contest unless other information is available to show that an individual did or did not participate.

Note: If any team is found using an ineligible/illegal player, that team is at risk of being dropped from competition. The team captain and ineligible/illegal player will meet with the Coordinator of Intramurals to discuss disciplinary measures. All decisions will be at the discretion of the Coordinator of Intramurals.

4.6 Forfeits

- A fine of \$20 will be assessed to any team for a forfeit. If a forfeit occurs, the fine must be paid prior to the team's next scheduled game. A team that has accrued 2 forfeits will be dropped from further competition for that sport's season. If the forfeit occurs in the tournament, the fine must be paid prior to the team's next sport. Failure to pay the fine may result in the team being dropped from further competition.
- It is advisable for all teams to be at all games 15 minutes prior to the start of the game— **GAME TIME IS FORFEIT TIME!**
- If a team leaves the playing area before a game is completed, the result will be a forfeiture of that game and a \$20.00 fine will be assessed.

Grace Period

If a team has "fielded" the appropriate number of players to begin a competition at game time, but the opposing team has not, that team will have the option to grant the opposing team a 10-minute grace period to "field a team". If a team exercises their option to grant a 10-minute grace period for a late team, then a predetermined number of points will be awarded each minute to the team who granted grace. (Note: The game clock will start at game time and grace is limited to the first 10 minutes of a contest.) If a team has not assembled the minimum number of required participants to begin the contest in the 10-minute grace period, that team will forfeit the contest.

Sport	Number of Points Per Minute
Softball	1
Flag Football	6
Tennis	1 game
Inner-Tube Water Polo	1
Handball	1
Ping Pong	1
Dodgeball	1 game
3v3 Basketball	2
Volleyball	1
Basketball	2
Racquetball	1
Kickball	1
Soccer	1
Ultimate Frisbee	1
Quidditch	1

4.7 Free Agents

- If you are interested in playing a sport and have had difficulty finding enough people for a team, you should contact the Intramural Coordinator at 881-7793 or stop by the Student Recreation Center. The intramural sports staff will assist you in locating a team or recruiting additional team members at the captain's meeting.

4.8 Player Minimums

Sport	Minimum to start game	Maximum on field/court	Minimum to start game (Co-Rec)	Maximum on field/court (Co-Rec)	Maximum on Team Roster	Notes
7v7 Soccer League	5	7	5	7	16	If the amount of males exceeds the amount of females by (1) one, the male must play goalie
Golf Scramble	2	2	**	**		
Tennis Tourney	Singles - 1 Doubles - 2	Singles - 1 Doubles - 2	Doubles - 1 male, 1 female	Doubles - 1 male, 1 female		
7v7 Flag Football League	4	7	5	8	16	At no time can the amount of males exceed the amount of females by more than (1) one
Inner-Tube Water Polo League	4	5	4	5	10	At no time can the amount of males exceed the amount of females by more than (1) one

Team Handball League	4	5	NA	NA	10	
Ultimate Dodgeball Tourney	4	5	NA	NA	5	At no time can the amount of males exceed the amount of females by more than (1) one
3v3 Basketball Tourney	3	3	NA	NA	6	
6v6 Volleyball League	4	6	4	6	12	At no time can the amount of males exceed the amount of females by more than (1) one
5v5 Basketball League	4	5	4	5	12	Co-Rec Teams will consist of 3 females and 2 males
Racquetball	Singles - 1 Doubles - 2	Singles - 1 Doubles - 2	NA	NA		
Co-Rec Kickball Tourney	6	8	6	8	14	
4v4 Flag Football Tourney	3	4	3	4	8	At no time can the number of males exceed the amount of females by more than (1) one
Softball League	8	10	8	10	16	At no time can the amount of males exceed the amount of females by more than (1) one
Spikeball	2	2	NA	NA	2	
Ultimate Frisbee League	5	7	6	8	16	At no time can the number of males exceed the amount of females by more than (1) one
Quidditch	4	6	5	7	12	At no time can the number of males exceed the amount of females by more than (1) one

4.9 Leagues

There are 4 leagues in UTM intramural sports: Open, Men's, Women's, and Co-Recreational (Co-Rec). The leagues may be divided into divisions if necessary. The IFC Division is only for each Fraternity's "Team 1" and will count towards the "All Sports Championship" for Greek Life. The Co-Rec League are for male and female participants on the same team. Open leagues have no minimum gender participant requirements per team.

4.10 Protests

- A protest CANNOT be filed as a result of a judgment call by the official.
- A protest can be filed if the play in question deals with the interpretation of the rules, if the score of the game is in question, or if player eligibility is in question.
- During tournament play, a player eligibility protest must be made prior to the start of the game.
- Initially, all protests must be made to the sport supervisor by the team captain at the time of the potential infraction. If the protest is not registered at this time and play resumes, the protest will not be valid.

- The team captain must complete an official written protest and submit the completed form to the student intramural supervisor immediately following the game or match (Except during tournament time, refer to rule #3) after which the protesting team’s captain must call and set up an appointment with Coordinator of Intramurals. The protest must be accompanied by a \$30 protest fee. If the protest is upheld, the protest fee will be returned.
- An upheld protest involving a rule interpretation will result in the game being replayed from the point of the protest if at all possible and if the upheld protest affects the outcome of the game.
- Any team with an ineligible person loses all rights to protest a game.
- When staff is evaluating a protest no outside items (videos including the security camera footage, fans, etc.) will be considered.
- Should the intramural sports staff detect player eligibility violations, which are not protested by a team or individual, appropriate actions will be initiated. This will typically involve the forfeiting of any contests in which the ineligible individual(s) participated.
- Failure to follow the foregoing provisions to the letter will automatically invalidate the protest.

5.....Registration and Scheduling

5.1 Registration

All Registration fees must be paid to the Department of Campus Recreation by 12:00 PM on the day that each sport/activity begins. All teams that are registered on IMleagues.com after midnight on the day of the captain’s meeting will enter an agreement with the Department of Campus Recreation to pay the registration fee in full amount.

Note: if a team decides to drop from the league after midnight on the day of the captain’s meeting, the team will still be responsible for paying the registration fee.

Registration Procedure:

IMLeagues

1. Go to www.imleagues.com and click **Create Account**
2. Enter your information, and **use your School email (@ut.utm.edu)** and submit
3. You will be sent an activation email, click the link in the email to **login and activate your IMLeagues account.**

4. You should be automatically joined to your school-If not you can search schools by clicking the "Schools" link
****Note**** IMLeagues offers a **live support button** in the top right corner of all pages, please use this button if you encounter any difficulties.

Sign up for a Sport

1. Log in to your **IMLeagues.com** account
2. **Click the Create/Join Team button** at the top right of your User Homepage page IMLeagues
3. The current sports will be displayed, click on the sport you wish to join.
4. Choose the league you wish to play in (Men's, Women's, Co-Rec, etc.)
5. Choose the division you'd like to play in.
6. You can join the sport one of three ways

Create a team (For team captains)

Captains can invite members to their team by clicking the "Invite Members" link on the team page. Any invited members must accept the invitation to be joined to your team.

1. If they've already registered on IMLeagues: search for their name, and invite them
2. If they haven't yet registered on IMLeagues: scroll down to the "Invite by Email Address" box, and input their email address

Join a team

Use the Create/Join Team Button at top right of every page

- Accepting a request from the captain to join his team
- Finding the team and captain name on division/league page and requesting to join
- Going to the captain's playercard page, viewing his team, and requesting to join

Join as a Free Agent

You can list yourself as a free agent in as many divisions within a league as you'd like. You will be visible to all members of the site and can request to join teams, or post information about yourself so teams can request to add you to their team

The IM Sports Office will also create teams off of the Free Agent list once there are enough to make a team for each sport

Payment

1. You must come by the Student Recreation Center and pay the ENTRY FEE for that sport.
2. Entry Fee (Methods of Payment):
 - Cash
 - Check Payable To - University of Tennessee at Martin

5.2 Scheduling

Team Sports

Every effort will be made to schedule games to comply with your request. In the event a conflict arises, consult the Rescheduling section. Intramurals are played Sunday through Thursday, some games may be scheduled on Friday and Saturday due to inclement weather, or scheduling conflicts.

Tournaments

The Office of Campus Recreation will do everything possible to accommodate the schedules of all participants. However, due to the limited time to complete the tournament, participants should be ready to play according to the tournament schedule. **No tournament games will be rescheduled.**

5.3 Scheduling Changes

Rescheduling of a game or match is possible if the Intramural Coordinator is notified 24 hours

BEFORE the original scheduled game time, or by Noon on Fridays for Sunday games. Policies for rescheduling are as follows:

- A team or individual initiating the rescheduling is allowed only two rescheduled games/matches per season.
- The team or individual initiating the reschedule must contact his/her opponent's captain or co-captain and The Office of Campus Recreation to begin the rescheduling process. The opposing team's representative must agree to reschedule the game. Once both teams have agreed to the reschedule, The Coordinator of Intramural Sports will move the game to the first available game time that both teams agree upon.
- The opposing team captain or individual is not obligated to change the play date or starting time.
- **No Tournament Games will be rescheduled.**

NOTE: Keep in mind if there are no rescheduling options and if the team or individual cannot play at the original time, then a default will be issued.