

SMU Intramural Sports

General Rules and Regulations for Intramural Play:

I. Individual Eligibility

All students enrolled at SMU, as well as faculty and staff are eligible to participate in the Intramural program. This participation, however will be in accordance with the following:

A. Members of Varsity Teams- Members of varsity teams are ineligible for participation in that Intramural sport or its related sport if they remain on the varsity team during or after the first scheduled contest in that sport's season. Students trying out for a varsity team are eligible until their status has been determined.

B. Ex-Varsity Players & Professionals: Any participant who has made a varsity teams roster in a particular sport at a four-year college or university will be ineligible for Intramural competition in that sport or related sports for a period of one academic year. The same provisions apply to former professional athletes except the waiting period will be two academic years.

C. Assumed Name: An individual who knowingly participates in an intramural activity under an assumed name shall be barred from further competition in that sport for the remainder of that sport's season. In addition, the team for which he/she played under the assumed name will be charged with a forfeit for each contest in which he/she participated.

D. Living Unit Team Eligibility: A team representing a living unit or social group (social or professional fraternities, residence halls, or sororities) must have only members of that unit on their team. A student must be registered as an active or pledge before the time of an intramural event to be eligible to represent a fraternity or sorority.

II. Team Eligibility

A. New names may be added to a team's player roster in the Intramural office at any time. Roster additions may also be made at the game site.

B. Participant's will only be added to the roster by either presenting a student i.d. and valid student i.d. number, or at the request of the captain in writing with the participant's student i.d. number. Any captain who presents a participant's i.d. number is considered to have willingly received it from the participant for intention of participating with the captain's team.

C. A participant may not remove his/her name from one roster and put it on another. The first two teams that a person participates for are his/her teams for that sport's season.

D. A player must be listed on the official roster in order to participate in the playoffs.

E. Roster additions may be made through the team's first scheduled playoff contest. After the first playoff game, the rosters will be frozen. It is the captains responsibility to ensure his roster is current and correct.

F. The use of an ineligible player will result in the forfeiture of the protested contest in which the ineligible person participated.

G. The Intramural office and staff are not responsible for checking on player eligibility. This is the duty of the team captains.

H. The Intramural department reserves the right to rule as it sees fit on any eligibility matters not covered in these rules.

III. Forfeits:

A. Game time is forfeit time. However, the team or individual present may opt to give the offending team some more time, providing the Intramural supervisor on hand, agrees to do so. Should the game be played, then regardless of the outcome, it will be considered an official and played contest. The Intramural supervisor on duty will always have the final say as to whether the game will or will not be played.

B. Any team forfeiting/defaulting two scheduled contests in a major sport will be dropped from further competition in that sport.

C. A forfeit fee of \$25.00 will be charged to the team captain for all contests in which his/her team forfeits during the season. The team captain must keep a credit card on file when registering his/her team.

D. To avoid a forfeit and the penalties associated with a forfeit please contact the office (Phone 768.3367, Email jharper@smu.edu or msasala@smu.edu) by 3:00 PM on the day of your scheduled contest. In order to default a weekend match (Saturday or Sunday) the notification must be received by 5pm Friday. This will be considered a default which means you will still be given a loss but a forfeit fee will not be charged.

E. The minimum numbers of players needed to start a given team sport can be found in that sport's rules and guidelines.

IV. Protests:

A. The team captain or individual must make an oral protest to the Intramural supervisor on hand at the time the question is raised. Once play has resumed, the protest will not be valid.

B. Protests are restricted to questions of rule interpretations and their application, as well as player eligibility. Matters involving an official's judgment are not grounds for a protest.

C. Protests concerning player eligibility must be made before the beginning of the contest. Once a game has been played, a team will not receive a victory for protesting eligibility after the contest.

D. Any protest involving rule interpretation must have a direct bearing on the outcome of the game to receive consideration. This will be determined by the Intramural Coordinator(s).

E. An upheld protest involving rule interpretation will result in the game being replayed from the point of protest, or in some instances, in its entirety.

F. Upheld protest on player eligibility will result in the game being forfeited by the guilty team or individual.

V. Conduct and Sportsmanship:

Yellow / Red Card System

A. A yellow / red card system will be used to control player, coach and bench personnel from unsportsmanlike conduct, rough play, and improper behavior. After the first incident the guilty party will be issued a yellow card and the second incident during the same game they will receive a red card and ejected from the game. A person who is ejected shall not be allowed to compete in the next regularly scheduled contest. The Rec Sports office may enforce additional penalties against such persons.

B. Team captains are responsible for the conduct of their players, sidelines and spectators. If a player is red carded and refuses to tell his / her name, the captain may be red carded if he / she does not reveal the name.

C. Players and spectators are responsible for their actions prior to and following the game. Yellow / Red cards may be given at these times and identification of these players or spectators is the responsibility of the captain. The procedure in (B) above will be used.

Sportsmanship Ratings

A. In order for a team to qualify for the post-season playoffs, **a team must have a "B" (3.0) average sportsmanship rating during regular season** round robin league play. In order to continue in postseason play a team may not earn less than a "C" in a playoff game.

1. Teams unable to maintain a 3.0 sportsmanship grade average may be removed from the remainder of the regular season.

2. The Intramural Sports Department reserves the right to rule on the eligibility of teams. Participation in Intramural Sports is a privilege that must be maintained.

B. Sportsmanship Ratings will be based on the following criteria:

"A"- Excellent conduct and sportsmanship: Players cooperate fully with the officials. Captain has full control of his / her teammates. (4 points)

"B"- Good conduct and sportsmanship: Team members verbally complain about some decisions made by the officials. Teams that receive 1 yellow card will receive NO HIGHER than a "B" rating. (3 points)

"C"- Average conduct and sportsmanship: Team shows verbal dissent towards officials and or the opposing team. Captain exhibits minor control over teammates, but is in control of himself / herself. Teams receiving multiple yellow cards will receive NO HIGHER than a "C" rating. (2 points)

"D"- Below Average conduct and sportsmanship: Teams constantly comment to the officials and / or opposing team from the field or sidelines. The team captain exhibits little or no control over teammates or himself / herself. A team which receives 1 red card will receive NO HIGHER than a "D" rating. (1 point)

"F"- Poor conduct and sportsmanship: Team is completely uncooperative. Captain has no control over teammates, and / or himself / herself. Any team causing a game to be forfeited due to multiple cards will receive an "F" rating. Teams receiving three yellow cards or multiple red cards will forfeit the contest and automatically receive an F. (0 points)

C. A team which receives an "F" rating must have their captain meet with the director the following day in order to be eligible to play in their next contest

D. Any player who is ejected will not be eligible to participate in any Intramural event until they meet with the Assistant Director or Assistant Manager of Intramurals. Based on the player's actions, the AD/AM will assign discipline that is deemed appropriate and just.

E. Regarding an individual player, an assessed red card equals 2 points while an assessed yellow card equals one point. Any player earning 3 points will be placed on probation for the remainder of that semester, plus the following semester, and must meet with the Intramural Coordinator to discuss their behavior. Any player earning 4 points, will be suspended for the remainder of that semester plus the first 8 weeks of

the following semester. If a player continues to be a sportsmanship problem, then he / she may lose Intramural privileges for the remainder of his / her time at Southern Methodist University.

VI. League Formats and Playoff Structure:

A. Sports will be split into Men's A, Men's B, Women's, and Corec divisions when available.

B. All Team sports and selected individual sports will play a round robin schedule with other teams in their division. Other individual sports will be organized in a single or double elimination tournament structure. This determination will be made depending on the number of participants in that sport.

C. Post-Season playoffs will take place following each major sport (Football, Soccer, Volleyball, Basketball, and Softball). All teams will be eligible for the playoffs as long as they do not forfeit two regular season contests and maintain a 3.0 sportsmanship average. These post-season tournaments will be single elimination in nature.

VII. Assumption of Risk:

A. The Department of Recreational Sports and its staff assume no responsibility for injuries received by participants during Intramural activities. Students, faculty, and staff are reminded that their participation is completely voluntary! Provisions have been made for immediate first aid care, and when necessary, transportation to a hospital or emergency care facility. Each year a number of small injuries occur which require hospital treatment, the nature of Intramural activities and the large number of Southern Methodist University students, faculty, and staff who participate combine to make these occurrences inevitable. The Intramural Department strongly encourages that each participant have a physical examination and secure adequate medical insurance prior to participation.

B. Participation in SMU Intramural activities implies acceptance of the above terms. Any participant who participates accepts all risks that are associated with participation in the activity.

VIII. Point System and Awards:

A. Point System: Teams will compete for points throughout the academic year, within their respective divisions. Yearly winners will be engraved on the plaques which will stay in the Intramural office.

** For more information, please obtain a copy of the point system code from the Intramural Office.

B. Individual Sport and Team Sports Champions will receive T-Shirts from the Intramural office.