



OHIO STATE RECREATIONAL SPORTS COMPETITIVE SPORTS

INTRAMURAL SPORTS 2009-2010 INTRAMURAL HANDBOOK

Program Overview

Over the past ninety five years, the Intramural Sports Department at The Ohio State University has become one of the premier programs in the country. In 1914 Ohio State, along with the University of Michigan, became the first universities to formally organize and manage an intramural sports program for students on their respective campus. We have come a long way since then, but our goal is still the same: To provide the OSU community with opportunities to engage and interact in a fair, safe, recreational sports program at a wide range of skill levels.

The Intramural Program offers over 40 different individual and team sport activities throughout the academic year with approximately 20,000 participants annually. The Intramural Sports Department is also very committed to promoting the development of leadership qualities in students. Student employment opportunities include officiating, supervising, scorekeeping, equipment managing, and office administrating. Over 300 students are hired each school year.

Sport offerings are scheduled into both competitive and recreational leagues for men and women for fraternities, sororities, independents, co-recreational, and faculty/staff groups. Persons not affiliated with a team may sign up as an individual participant for most team sports.

Our ability to offer a diverse program affords students the opportunity to understand different sport cultures and styles of competition. It is the hope of the intramural sports staff that their dedication to the overall development of students will assist in fostering the student's commitment to recreation and pave the way for a healthy lifestyle long after their time at Ohio State.

Recreational Sports Mission Statement

To engage the university community in physical and wellness activities by offering the finest programs, services, staff and facilities.

Recreational Sports Vision Statement

To be global leaders in the pursuit of innovative and comprehensive recreational sport services.

Recreational Sports Values

- Impassioned Customer Experiences
 - Personal Development Opportunities
 - Enrichment Through Diversity
 - A Proud and Progressive Heritage
 - Enthusiastic University Collaborations
-

Professional Staff

Director, Competitive Sports

Ken Hill

Office: RPAC Recreational Sports Office Suite, Room B175

Phone: (614) 292-5292

Email: hill.521@osu.edu

Assistant Director, Sport Clubs

Charles Anderson

Office: RPAC Recreational Sports Office
Suite, Room B181

Phone: (614) 688-3491

Email: anderson.1859@osu.edu

Coordinator, Intramural Sports

Bonnie Mitchell

Office: RPAC Recreational Sports Office
Suite, Room B158

Phone: (614) 247-6191

Email: mitchell.934@osu.edu

Graduate Administrative Assistant

Megan Carney

Office: RPAC Recreational Sports Office
Suite, Sport Clubs Office

Phone: (614) 688-3879

Email: mcarney@studentlife.osu.edu

Graduate Administrative Assistant

Clarisse Evans

Office: RPAC Recreational Sports Office
Suite, Intramural Sports Office

Phone: (614) 292-2732

Email: cevans@studentlife.osu.edu

Graduate Administrative Assistant

Janelle Gearries

Office: RPAC Recreational Sports Office
Suite, Sport Clubs Office

Phone: (614) 688-3879

Email: jgearries@studentlife.osu.edu

Graduate Administrative Assistant

Callie Gibson

Office: RPAC Recreational Sports Office
Suite, Intramural Sports Office

Phone: (614) 292-2732

Email: cgibson@studentlife.osu.edu

Graduate Administrative Assistant

Aaron Hobson

Office: RPAC Recreational Sports Office
Suite, Intramural Sports Office

Phone: (614) 292-2732

Email: ahobson@studentlife.osu.edu

Office Hours and Contact Information

Office Hours: Monday through Friday, 9:00am – 5:00pm

Phone: (614) 292-2732

Room: RPAC, Recreational Sports Office Suite, Room B147

Email: intramurals@osu.edu

Website: recsports.osu.edu/competitive-sports/intramurals

Intramural Sports Hotline: (614) 688-8695

Hothand Wireless Sign-up: www.hothand.com/osu or text “OSU” to 23907



OHIO STATE RECREATIONAL SPORTS COMPETITIVE SPORTS

INTRAMURAL SPORTS 2009-2010 POLICIES AND PROCEDURES

Section 1: Eligibility

Article 1: To Be Eligible

A participant may be an OSU student taking a minimum of 4 credit hours. The Department of Recreational Sports defines a student as any individual who is currently enrolled at The Ohio State University and is registered with the university registrar. Students taking 4 or more credit hours automatically pay the Recreational Sports Student Fee and therefore do not need to purchase a membership.

The following people are eligible to participate after purchasing the appropriate Recreational Sports membership through the RPAC Welcome Center for the quarter in which they intend to participate:

- A participant may be an OSU student taking less than 4 credit hours.
- A participant may be the spouse of a student.
- A participant may be a Faculty or Staff member of The Ohio State University. The Department of Recreational Sports defines Faculty and Staff as all current faculty and staff, as well as visiting professors, at The Ohio State University who are paid through the university payroll department.
- A participant may be the spouse of a faculty or staff member.
- A participant may be an affiliate of the department (alumni, member of the President's Club, other recognized affiliate groups.)
- A participant may be a member-sponsored adult.

Article 2: Professional Athlete Rule

Professional athletes may not participate in their respective or alike intramural sport, activity, or event. A professional athlete is defined as a person who has been paid to participate in a sport, under contract with a professional team, included on a professional team roster, practiced with a professional team, and/or compensated for trying out for a team.

Article 3: Intercollegiate Athlete Rule

Intercollegiate athletes are not eligible to participate in their respective or alike intramural sport, activity, or event until a period of 1 year has passed following completion of all activities for the Department of Athletics. After the period has passed, former intercollegiate athletes must participate at the highest level of competition offered in their respective sport. Intercollegiate athletes are defined as individuals who are practicing with or competing with a team recognized by the Department of Athletics as a varsity sport. Included in this rule are red-shirt athletes and practicing proposition 48 athletes. Intercollegiate athletes may participate in intramural programs other than their intercollegiate sport.

Article 4: Sport Club Athlete Rule

No more than two members of a club team may participate for the same team in their respective or alike intramural sport, activity, or event. Sport club members must participate at the highest level of competition offered in their respective sport. A sport club member is defined as an individual who has practiced or played in a contest for a registered sport club during the academic year.

EXCEPTION: Ice Hockey teams may not have more than 4 club hockey members per team. Club hockey members must play at the highest level of competition offered.

Article 5: BuckID Policy

In order to participate in any intramural activity, all participants must show a valid Ohio State issued photograph identification card. This includes, but is not necessarily limited to BuckIDs, Ohio State Medical Center identification cards, and Recreational Sports membership cards. An Ohio State identification card must include the following information and be clearly visible in order to be considered valid: the individual's name, photograph, and identification number. Identification cards that do not have one or more of these requirements will not be accepted and the individual will not be allowed to play.

Misuse of an identification card (borrowing, lending, counterfeiting, altering, etc) is a violation of the Ohio State University Student Code of Conduct. The identification card will be confiscated and the individual attempting to use the card will be ineligible to participate. If the card belongs to another student, that student must meet with a professional staff member in order to regain possession of their identification card.

Article 6: Number of Teams

Male participants may play on:

- 1 Premier Level Team AND
- 1 Mens Team (MA or MB) AND
- 1 Co-Rec Team (COA or COB) AND
- 1 Graduate/Faculty Team or 1 Fraternity Team
- 1 All Scholars Team

Female participants may play on:

- 1 Premier Level Team AND
- 1 Womens Team AND
- 1 Co-Rec Team (COA or COB) AND
- 1 Graduate/Faculty Team
- 1 All Scholars Team

Article 7: Gender Restriction

In activities with separate divisions for men's and women's competition, no person may participate in a division of the opposite gender without first obtaining permission from the Director of Competitive Sports. When an activity is not offered to both men and women (in separate divisions) or there is not enough of one gender to form a league, that gender will have the opportunity to compete with the opposite gender.

Article 8: Illegal Participation

Teams found to have participants not following the above eligibility policies may have their games forfeited to their opponent regardless of the actual outcome. The participants in question may be suspended from that specific team or all intramural activities for any length of time deemed appropriate. Participation is defined as the individual's name appearing on the

roster, signing the Release of All Claims Form, and/or stepping onto the field of play for any period of time during game play. The Intramural Office reserves the right to investigate the eligibility of any participant at any time. It is not necessary for a team to file a formal protest in order for a player to be ruled ineligible.

NOTE: Captains that believe the opposing team has ineligible players are highly encouraged to file a formal protest. Refer to Section 10: Protests. Your help in making our intramural programs as fair as possible is very much appreciated, and your formal protest assists the Intramural Staff in providing you a fair and safe opportunity.

Section 2: Captain's Responsibilities

Article 1: Team Captain

When registering for a team sport, a captain must be designated to the Intramural Staff. This person will be the main contact between the Intramural Office and the team.

Article 2: Responsibilities

The team captain is a vital link between the individuals participating in a sport and the Intramural Staff. For this reason, any person assuming the role of a team captain has a number of responsibilities he or she is obligated to. The captain is responsible for:

- Knowing that all members of your team are eligible to play in an intramural contest. This not only includes whether or not they are a student or faculty/staff member at Ohio State but also having full knowledge that each member is playing on a legal number of teams.
- Informing all players of the game time and location. This includes checking the playoff schedules the first day of posting and every day following competition.
- Requiring all members of their team to present a valid OSU ID prior to the start of every game. IDs are required at all intramural events and must be presented each time an individual plans to participate in an event.
- Representing each member of their team and being the only participant to discuss rule interpretations and calls with game officials.
- Filing all protests, officials evaluations, etc with the Intramural Staff on time.
- Knowing all scheduled meetings, rules, policies, and procedures of the Intramural Sports Department and passing this information along to all team members.
- Assisting the Intramural Staff with the implementation of the sportsmanship policy to all team members.
- Arriving at the game site at least 15 minutes prior to the start of every contest in order to be sure the team roster is recorded on the scorecard and that any necessary equipment is checked out. **GAME TIME IS FORFEIT TIME.**
- Communicating with the Intramural Office throughout the season about any problems or concerns that may be occurring at the site. This includes frequently checking and responding to any emails sent by the Intramural Staff.
- Turning in team conflict sheets reflecting any scheduling problems for the members of your team.
- Cooperating with the Intramural Supervisors at the game site concerning any protests, incidents, or accidents that may occur as well as with the Intramural Sports staff the day following such occurrences.

Article 3: Mandatory Captain's Meeting

At the beginning of each season the Intramural Sports Department will conduct a captain's meeting for each team sport. Important information, rules, and policies will be

explained at this meeting in addition to handing out schedules. A representative of the team must attend this meeting or risk losing their spot to a waitlisted team. While the team captain is the preferred target audience, absolutely anyone may represent the team at this meeting (teammate, roommate, sibling, significant other, etc.)

Article 4: Inclement Weather Situations

Intramural activities are subject to cancellation due to poor weather and/or field conditions. The decision to cancel games will not be relayed to the Intramural Staff until 4:00pm. In the event of inclement weather (rain, snow, etc.) the Intramural Sports Hotline will have a recorded message indicating whether or not any or all of the events for that day have been canceled. It is the responsibility of each team to call the Intramural Sports Hotline. Intramural Sports will not call participants to inform them that games are canceled due to weather. Game status will not be given out over the Intramural Office phone; you must call the Intramural Sports Hotline.

A new feature available to Ohio State Recreational Sports members is Hothand Wireless. By signing up for this free service, you can receive text messages anytime your intramural sport is canceled. (*Standard text messaging fees apply.*) To sign up, text the word “OSU” to 23907 or visit www.hothand.com/osu.

Article 5: Team Evaluation of Officials

Teams are always afforded the chance to evaluate the officiating crew after each contest/event. Captains may find an Intramural Supervisor after their contest/event to fill out the appropriate form. These evaluations will be reviewed by a professional staff member and used as a learning tool for our officials.

Article 6: Rules and Eligibility Protests

All protests must be filed at the time of the incident in question by the team captain. Sports may have a specific set of rules regarding when a protest may be filed. Please refer to Section [10](#): Protests.

Section 3: Participant Responsibilities

Article 1: Responsibilities

The Intramural Staff is very proud to offer a wide variety of activities for the OSU community. However, each person who decides to participate in an intramural event assumes responsibilities as an individual participant. Participants are responsible for:

- Knowing their team’s game time and location.
- Signing the Release of All Claims Form prior to any participation.
- Arriving at the site at least 15 minutes prior to the start of every contest in order to be sure that his or her name is properly recorded on the scorecard and that any necessary equipment is checked out. **GAME TIME IS FORFEIT TIME.**
- Bringing a valid OSU ID to all intramural competitions. IDs are required at all intramural events and must be presented each time an individual plans to participate in an event.
- Being familiar with all rules, schedules, policies, and procedures including the sportsmanship and eligibility policies of the Intramural Sports Department.
- Cooperating before, during, and after competition with the Intramural Staff on site.

Article 2: 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 will be available at game sites. All participants acknowledge an assumption of risk by their voluntary participation in intramural activities. All participants must sign the Release of All Claims Form prior to participating in any intramural activity.

When a participant is observed bleeding, having an open wound, or having blood on his or her uniform, the player will be directed to 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. The game may continue play without the injured player at the discretion of the Intramural Staff.

Knee braces made of hard unyielding material are illegal unless covered with at least ½ inch of closed-cell, slow recovery rubber or other material of the same minimum thickness and having similar physical properties (such as the Lenox Hill Sport Sleeve or Neoprene Sleeve.) Sports may have specific rules regarding other medical equipment.

Article 3: Equipment Check-Out

Basic equipment for most intramural activities may be checked out through the indoor/outdoor facility staff at the game sites. Please check for the availability of equipment prior to your game. A valid OSU ID must be presented at the time of checkout in order to be eligible to use this equipment.

Section 4: League Definitions

Article 1: Team Sports

Intramural Sports provides competitive, recreational, and open levels of participation. The levels of play vary with each sport. All leagues play regular-season games and can qualify for playoffs.

The levels commonly offered by the Intramural Sports Program are:

Premier Level

This is the most competitive level of play and offered only in Flag Football, Basketball, and Softball. Teams are comprised of highly skilled, competitive individuals often with significant playing experience. Teams compete twice a week.

Classic Level

Teams participating at this level are less competitive than the Premier Level. Player ability is not as important as the emphasis on having fun and socializing. Classic levels are offered for a range of interests including competitive play, social gathering, and/or individuals learning a new sport. The Classic Level competes once a week and encompasses the following leagues:

Men's (MA or MB)

This league is designed for males only unless permission is given by the Intramural Sports Coordinator. The "A" division is considered to be more competitive and designed for more talented and experienced athletes. The "B" division is more recreational and encompasses athletes of all skill levels and experience.

Women's (WA or WB)

This league is designed to for females only. The “A” division is considered to be more competitive and designed for more talented and experienced athletes. The “B” division is more recreational and encompasses athletes of all skill levels and experience.

CoRec (COA or COB)

These leagues are designed for teams consisting of both male and female participants. These leagues have a gender ratio requirement of males and females. The “A” division is considered to be more competitive and designed for more talented and experienced athletes. The “B” division is more recreational and encompasses athletes of all skill levels and experience.

Fraternity

This league is designed for the participants who are current members of fraternities recognized by the University only.

Graduate/Faculty (GF)

These leagues are designed for teams consisting of graduate students and/or faculty members of the University only.

All Scholars

This league is designed for participants enrolled in a scholarly program recognized by the university only.

Open

This league combines both the competitive and recreational teams and is offered for both males and females without a gender ratio requirement. This division is offered typically when there are not enough teams to divide the teams into a competitive and recreational division.

Team Captain's are responsible for ensuring their team members follow all eligibility requirements. Team Captain's are also advised to seek clarification on Special Eligibility Requirements, if necessary.

Section 5: Registration Information

Article 1: General Information

Intramural Registration Week is the first full week of classes for each quarter. Participants are responsible for checking the Intramural Website for complete details including times and locations. Participation spots are reserved on a first come, first serve basis. Because of the high demand, you may experience a line if you arrive during a high traffic time. Registration for all sports is done through an instant scheduling format. You will know exactly what day and time you will be playing throughout the regular season when you leave the registration area.

EXCEPTION: Summer Quarter registration will be held throughout the first two weeks of the first term from 10:00am to 3:00pm in the Intramural Office, Monday through Friday.

Article 2: Requirements to Register - Team

The majority of our intramural activities are team sports. Each sport has a different set of fees that can be found on the Intramural Website. The following items are needed in order to register an intramural team:

- Team Captain – Only the team captain needs to be present at registration, not the entire team. His or her address, phone number, email address, and BuckID number will be needed. We do not need a team roster at registration.
- BuckID – The captain must provide a valid BuckID in order to prove they are a Recreational Sports member.
- Team Name – The captain must provide a team name to be used throughout the quarter. The Intramural Sports Department reserves the right to change the name of teams to avoid confusion and if the name is deemed inappropriate.
- Time to Play – The captain will pick a day and time to play throughout the regular season. Days and times are given away on a first come, first serve basis. Please have a few back up days and times in case your first choice is already taken.
- Fee – The captain will pay for the team when they register. Cash, credit, debit, BuckID, and check are all accepted forms of payment.

NOTE: Check the Intramural Website for registration information for each specific sport. Some sports such as Team Tennis and Ice Hockey follow different procedures.

Article 3: Requirements to Register – Individual

The Intramural Sports Department also has designated teams for individual players and individual-performance tournaments. The following items are needed in order to register as an individual:

- Participant – The participant will need to be present to provide his or her address, phone number, email address, and BuckID number.
- BuckID – The participant must provide a valid BuckID in order to prove they are a Recreational Sports member.
- Time to Play – If the participant is signing up for a team sport there will be a limited number of days and times available. The participant will pick a day and time to play throughout the regular season. Please have a few back up days and times in case your first choice is already taken.
- Fee – The participant will pay for their spot when they register. Cash, credit, debit, BuckID, and check are all accepted forms of payment.

NOTE: Check the Intramural Website for registration information for each specific sport. Some sports such as Team Tennis and Ice Hockey follow different procedures.

Section 6: Roster Information

Article 1: Requirements

A valid roster must have:

- The minimum number of players required to begin a game as specified by the specific sport's rules.
- Legible names and ID numbers for each participant on the roster.
- No more than 16 participants per team. **EXCEPTION:** Ice Hockey Beginner League will have no more than 21.

If an individual's name, ID number, or photograph are indecipherable or faded out on their OSU ID, that individual will not be added to the team's roster.

Article 2: Roster Additions

Additions to rosters may be made only during the regular season. No additions will be accepted during the playoffs. Additions are made by participants at the intramural game sites during the regular season by showing a valid OSU ID and signing the Release of All Claims

Form. By adding to the roster, participants acknowledge that they are eligible to play for that team and assume all responsibility for any actions taken by the Intramural Staff if you are found to be ineligible.

NOTE: The Intramural Sports Department will review situations on a case by case basis if a team requests to add players after the regular season. Only extremely special circumstances will be taken into account. This needs to be done by contacting the Graduate Administrative Assistant in charge of the sport or the Intramural Coordinator a minimum of 24 hours prior to the game affected.

The Intramural Sports Department reserves the right to investigate the eligibility of teams and players. These investigations may result in forfeiture, probation and/or suspension. Teams must follow the eligibility requirements stated in this handbook and reviewed during the captain's meetings.

Section 7: Defaults and Forfeits

Article 1: Default

Any team knowing in advance that they will be unable to play a regularly scheduled contest is provided the opportunity to default the contest. This will result in the team receiving a loss and "A" sportsmanship rating for the contest. In order to receive a default, the captain must call the Intramural Office by 4:00pm on the day of the contest with their request, for teams playing on Sunday the deadline is Friday at 5:00pm. The opposing team will then be contacted by the Intramural Office to let them know they do not need to arrive for their scheduled contest.

A team is allowed one default per sport per season. Any request after the first default will be counted as a forfeit.

If a team has been granted a default and the contest is then canceled due to weather or scheduling issues, the default will be removed and the contest will be played normally if it is rescheduled.

Article 2: Forfeit

A forfeited game will be marked as a forfeit in the team standings and the team will receive an "F" sportsmanship rating for the contest. There are three situations that will result in a forfeit:

- Not Enough Players – Team does not have the required number of players to participate at the scheduled game time.
- Eligibility – One or more of the players participating is ineligible and therefore may not participate. Ineligibility may be due to the player being a roster violator, being previously ejected, ruled ineligible for sportsmanship-related issues, etc.
- Sportsmanship – Game is ended by staff for sportsmanship-related issues.

Article 3: Game Time

GAME TIME IS FORFEIT TIME. Failure to arrive and check-in before the scheduled game time will result in the Intramural Supervisor declaring the game forfeited. If both teams fail to appear, a double forfeit will be declared; the game will not be rescheduled. Each sport requires a specific number of participants to begin a game. It is the captain's responsibility to be at the game site on time with the minimum number of players required to play.

Article 4: Winning by Default or Forfeit

If the opposing team has defaulted or forfeited, the winning team will receive an "A" sportsmanship rating and the contest will be marked as a win in the team standings. Winning

teams and teams losing by forfeit are still allowed to add players to their roster at the game site even without playing. Any team choosing to default will not be allowed to add players to their roster for that game.

NOTE: Refund requests will not be granted for contests not played due to default or forfeit.

Section 8: Sportsmanship

Article 1: Captains

The team captain is responsible for the actions of his or her team and their spectators. Additionally, the captain will ensure that his or her team is familiar with the rules of play and intramural policies and procedures contained in this handbook. Sportsmanship is a vital component for success in every intramural contest. Participants and spectators are expected to display good sportsmanship toward opponents and the Intramural Staff at all times.

Article 2: Unsportsmanlike Conduct

Participants and spectators shall not commit acts of unsportsmanlike conduct. This includes, but is not limited to, arguments with staff, flagrant fouling, fighting, etc. before, during or after a contest. No player or team shall:

- Use foul or derogatory language, threaten, or verbally abuse any other participant or Intramural Employee before, during or after the game.
- Participate in a game for which he or she is ineligible.
- Argue or talk back to the Intramural Staff. Only the captain should address an official and only if done so in a courteous manner.
- Intentionally strike, push, trip or flagrantly foul another participant, spectator, or Recreational Sports Employee.
- Mistreat the facility, equipment or supplies of The Ohio State University and/or the Recreational Sports Department.

Article 3: Individual Sportsmanship - Definitions

Any participant displaying unsportsmanlike conduct will be issued either a conduct warning or ejection by the game officials or Intramural Supervisors. These conduct warnings or ejections are classified differently in each sport. The following are examples:

Soccer

- One Conduct Yellow Card – Conduct Warning
- Two Yellow Cards or One Red Card – Ejection

Basketball

- One Conduct Technical Foul – Conduct Warning
- Two Technical Fouls or One Flagrant Foul – Ejection

Flag Football

- One Unsportsmanlike Conduct Penalty – Conduct Warning
- Two Unsportsmanlike Conduct Penalties – Ejection

Sports Without Levels of Sportsmanship Penalties

- Verbal Warning Resulting in Incident Report – Conduct Warning
- Ejection of Participant With/out Warning – Ejection

Article 4: Individual Sportsmanship - Points

The Intramural Department will enforce an individual sportsmanship point's policy to enforce discipline. A conduct warning will equal one (1) point. An ejection will equal two (2) points. Points will carry over from quarter to quarter throughout the year.

Any participant who receives two (2) points in the same contest will be ejected from the contest. Any ejected participant will be suspended from all Intramural Sports and required to meet with the Intramural Sports Coordinator. The participant will be suspended a minimum of one (1) week upon meeting with the Intramural Sports Coordinator.

Any participant earning one (1) point in consecutive contests may face suspension in their next scheduled contest and/or placed on probation for the remainder of the season.

Any participant earning three (3) points will be placed on probation for the remainder of the quarter and the following quarter. Every sportsmanship point received by that player during the probation period will be upgraded to the next point level. For example, if a player on probation should receive a conduct warning, that player must serve a one (1) week suspension. Also, if a player who is on probation should receive an ejection, they are suspended at minimum for the rest of the quarter and possibly indefinitely.

Any participant earning four (4) points will be suspended, at minimum, for the remainder of that quarter.

NOTE: The Intramural Sports Department reserves the right to apply any suspension deemed appropriate for each incident. The above situations are guidelines and do not restrict the department from applying stricter suspensions if necessary.

Article 5: Team Sportsmanship Rating System

The Intramural Sports Department has developed the Sportsmanship Rating System with the purpose of making each individual participant responsible for his or her actions while participating in any intramural event. The rating system is very similar to a GPA system and based on the following criteria:

"A" - Excellent Conduct and Sportsmanship: Players cooperate fully with the officials and opposing team members. If necessary, the captain converses calmly with officials about rule interpretations and calls. (4 Points)

"B" - Good Conduct and Sportsmanship: Team members verbally complain about some decisions made by the officials and/or show minor dissension which may or may not merit a conduct warning. Teams that receive one conduct warning will receive no higher than a "B" rating. (3 Points)

"C" - Average Conduct and Sportsmanship: Team constantly comments to the officials and/or the opposing team from the field/court and/or sidelines. The team captain exhibits little or no control over teammates or him/herself. Teams that receive one ejection or two conduct warnings will receive no higher than a "C" rating. (2 Points)

"D" - Below Average Conduct and Sportsmanship: Team constantly comments to the officials and/or the opposing team from the field/court and/or sidelines. The team captain exhibits little or no control over teammates or him/herself. Teams that receive one ejection and one conduct warning 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 him/herself. Any team causing a game to be forfeited due to sportsmanship or any team that receives multiple Red Cards will receive an "F" rating. (0 Points)

NOTE: The Intramural Sports Staff reserves the right to lower a team's sportsmanship rating based on the severity of the conduct warning or ejection.

NOTE: Any team that receives an "F" rating must have their team captain meet with the Intramural Sports Professional Staff the following day to determine their team's eligibility to play their next contest.

NOTE: Each individual participating on a team should choose his or her team members carefully, as all team members will suffer the consequences of any disciplinary action taken by the Intramural Sports Department against a team or individual for violation of the rules. The team captain is responsible for actions by an individual member of the team as well as for spectators directly related to that team. This includes conduct of all players and spectators before, during, and after a game. If a team does not maintain a "B" average throughout the regular season, that team will not be eligible for the playoffs at the end of the season.

Article 6: Accumulation of Conduct Warnings in One Contest

Teams that receive three conduct warnings in the same contest will automatically forfeit the game and receive an "F" sportsmanship rating.

Article 7: Defaults and Forfeits

Any team losing by default will receive an "A" sportsmanship rating.

Any team losing by forfeit will receive an "F" sportsmanship rating.

Any team winning by default or "no show" forfeit will receive an "A" sportsmanship rating.

Any team winning by "eligibility" or "sportsmanship" forfeit will receive the grade deemed appropriate by game officials at the time of the forfeit.

Section 9: Alcohol, Drug and Tobacco Policy

Article 1: Intoxication

In accordance with Ohio State University Policy, alcohol consumption and drug use prior to or during an intramural contest is not only unsafe, but also a violation of university rules, and if you are underage, it is illegal. The Intramural Staff strictly enforces a zero tolerance policy regarding alcohol and drugs during all intramural contests. Consequences for the violation of this rule may include but is not limited to: being prohibited to continue participating in Intramural Sports activities, ejection from Recreational Sports facilities, judicial referral, and, in egregious situations, arrest.

Article 2: Tobacco

Use of all tobacco products (cigarettes, chewing tobacco, cigars, etc.) is strictly prohibited on all Recreational Sports property. The Intramural Staff strictly enforces a zero tolerance policy regarding the use of tobacco in order to allow all participants a pleasant experience during contests and events.

Section 10: Protests

Article 1: Rules Protests

Questions pertaining to interpretation of rules on the part of game officials must be addressed by the Intramural Supervisor at the time the interpretation occurs and prior to the next live ball. The procedure shall be:

1. If a team feels the official has made a misinterpretation of a rule, the captain shall calmly and immediately request a “time out” and inform the official that he or she wishes to have a ruling on the interpretation by the Intramural Supervisor in charge.
2. No protest which involves the judgment of the official(s) shall be upheld. The judgment of the official(s) is final. This also includes Intramural Staff when necessary.
Example: One foot in-bounds while in possession of the ball constitutes a legal catch in flag football.
Case 1: An official rules a pass incomplete because the “player did not have two feet in-bounds.” - This is a rule misinterpretation, AND the Team Captain may protest.
Case 2: An official rules a pass incomplete because the “player’s first foot landed on the sideline.” - This is a judgment call, AND the Team Captain may NOT protest.
3. If corrections are necessary, the Intramural Supervisor shall rule immediately and the team shall not be charged with a time out; however, if the official’s interpretation was correct, the team will be charged with a time out.
4. If the participant still does not agree with the decision at the game site, a Protest Form should be obtained from the Intramural Supervisor on site and completed. The contest will continue from this point “under protest.”

Article 2: Eligibility Protests

Protests involving player eligibility must be called to the immediate attention of the Intramural Supervisor prior to the completion of the contest while the protested individual is present. Eligibility protests may not be made by participants after the completion of the contest. A Protest Form should be obtained from the Intramural Supervisor and completed. The contest will continue from this point “under protest.”

NOTE: The Intramural Office reserves the right to investigate the eligibility of any participant at any time. It is not necessary for a team to file a formal protest in order for a player to be ruled ineligible.

Article 3: Protest Forms

Protests that require a Protest Form to be filled out will be reviewed by the Intramural Sports Professional Staff the following business day. The captains of both teams involved will be notified of the decision. Once a decision has been made by the Professional Staff it is final.

Section 11: Postseason Eligibility and Scheduling

Article 1: Postseason Eligibility – Team Points

In order to be eligible for the playoffs, teams must have a positive playoff point total, assuming their sportsmanship qualifies. Teams will accumulate playoff points based on their performance throughout the regular season based on the following point designations:

- Win – Two (2) playoff points
- Tie – One (1) playoff point
- Loss – Zero (0) playoff points
- Forfeit – Negative two (-2) playoff points
- Default – Zero (0) playoff points

Example: A team loses one game and wins two games. The team would receive zero points for the loss and four points for the two wins. Because they have a positive playoff point total, they are eligible for the playoffs, assuming their sportsmanship qualifies also.

EXCEPTION: The top 4 teams in each division participating in the Premier level for Flag Football, Basketball, and Slow Pitch Softball will make the postseason bracket. Small league

sports may also adopt a similar policy. Please refer to specific sport rules for exact playoff qualifications and tiebreakers.

Article 2: Postseason Eligibility – Team Sportsmanship

In addition to a positive playoff point total, teams must also maintain a “3.0” or “B” sportsmanship average during the regular season to be eligible for the playoffs. Team’s averages will be formulated in the same way a student’s GPA is calculated. Each sportsmanship letter grade is assigned a numerical value:

- “A” – Four (4) points
- “B” – Three (3) points
- “C” – Two (2) points
- “D” – One (1) point
- “F” – Zero (0) points

The grades for each regular season contest will be added together and divided by the total number of contests scheduled. This will equal the team’s sportsmanship average.

Example: A team receives two “A” grades and one “C” grade. The “A” grades are worth eight points, and the “C” grade is worth two points; totaling ten. Ten divided by three equals an average of 3.33; therefore the team qualifies for the postseason, assuming they have a positive playoff point total.

Teams who forfeited one regular season contest but won all other regular season contests and received an “A” sportsmanship rating in each of those wins are also eligible for the postseason pending a review by the Intramural Sports Professional Staff.

Article 3: Postseason Rosters

All rosters will be frozen at the conclusion of the regular season. Players may not be added to the team during the postseason. In order to be eligible to participate in the postseason, an individual must have legally signed in for one regular season contest.

Article 4: Postseason Conflict Sheets

Every captain will receive a conflict sheet during the preseason captain’s meeting (extras can be obtained at the Intramural Office.) Because teams will not be playing on their regularly scheduled night during the playoffs, conflict sheets allow a captain to request to not play during times when their team is unable to participate. Conflict sheets must be filled out properly and on time in order to be used by the Intramural Office. The staff will do their best to honor the sheets, but it is not guaranteed that all conflicts will be able to be avoided. If a team fails to turn in a conflict sheet or fails to properly mark a conflict, no adjustments will be made to the game schedules.

Article 5: Postseason Scheduling

Due to the high volume of games that must be played in a short amount of time, captains should check their online schedule after every completed contest to see if/when the next contest has been scheduled. It is the captain’s responsibility to check their postseason schedule. An email will not be sent out after every game. The Intramural Staff will attempt to give teams 24 hours notice before their next game, but this is not guaranteed.

NOTE: Contests will not be rescheduled for any reason other than a valid conflict sheet. Do not call the Intramural Office attempting to get a contest rescheduled.

Article 6: Maintaining Sportsmanship During the Postseason

Teams must achieve at minimum a “B” sportsmanship rating in all postseason contests in order to continue moving on through the bracket. If a team wins a postseason contest but does not receive an “A” or “B” sportsmanship rating they will automatically forfeit their game and their opponent will advance, assuming they received a rating of “A” or “B”. If neither team achieves an “A” or “B” sportsmanship rating, neither team will advance. Teams are reminded that one conduct warning automatically drops them down to a “B” sportsmanship rating and an ejection will automatically drop them down to a “C” sportsmanship rating.

Section 12: Postseason Awards

Article 1: Championship T-Shirts

Intramural T-shirts will be given as awards for the champions in every intramural activity offered throughout the school year. The T-shirts will be handed out on-site immediately following the championship contest.

The number of T-shirts awarded is based on each individual sport and the number of participants who are needed to participate in that sport. If a team needs more than the allotted number of shirts, those individuals may purchase additional shirts for \$7.00 in the Intramural Office the day following the championship game. T-shirts will be allotted per team as follows:

- Flag Football – 11
- Volleyball – 9
- World Cup Soccer – All Participants
- Dodgeball – 9
- Kickball – 12
- Basketball – 10
- Indoor Soccer – 9
- Innertube Water Polo – 9
- Cricket – 10
- Wallyball – 6
- Sand Volleyball – 6
- Softball – 14
- Outdoor Soccer – 11
- Baseball – All Participants
- Fast Pitch Softball – All Participants
- 4 on 4 Flag Football – 6
- Ultimate Disc – 11
- Individual Sports – 1
- Ice Hockey – All Participants
- Team Tennis – All Participants

Section 13: Equipment and Officials Rental

Article 1: Renting Equipment

Limited supplies of equipment can be rented out for student organization tournaments and practices. Flag football flag belts, mesh jerseys and field markers/cones may only be rented out when there is a surplus of supplies (i.e. there are flag belts and field markers not being used by scheduled programming). To inquire about availability please call the Intramural Office.

Article 2: Renting Game Officials

Intramural officials may be requested for non-intramural contests such as tournaments and sport club events. Officials must be arranged through the Buckeye Officials Association at least two weeks prior to the event. To inquire about availability please call the Intramural Office.