SMU Intramural Handbook

Sport has great power to build community, show character, and inspire. The intramural program provides the SMU community with an opportunity to engage in healthy competition through a variety of team sports, individual sports, and tournaments. The goal of the intramural program is to enhance the student experience through friendly competition by creating bonds through sports. The true objective of an intramural participant should be fun, win or lose, because that is the reason intramurals makes a lasting impact on the experience of SMU.

The intramural program employs over 50 students each year as officials. These students work hard to learn the rules of the sports, as well as the mechanics and positioning of officiating. If you are looking for a job that will challenge you to grow in your decision-making, critical thinking, conflict resolution, and sport skills, then come join the intramural team. It is a great opportunity to learn more about yourself and to meet students from different parts of campus.

Eligibility

Any individual with an active Dedman Center membership is eligible to participate in intramurals. This includes all full time students enrolled at SMU and faculty, staff, alumni, and community members who have purchased a Dedman Center membership. Additional parameters are set for collegiate and professional players:

- Varsity Athletes: Current varsity athletes are ineligible to compete in their sport (or similar sport). A varsity athlete's status is determined by the official roster after the team's first contest of the year. Former varsity athletes must sit out for a full academic year prior to participating in that intramural sport (or similar sport).
- Professional Athletes: Professional athletes are ineligible to compete in their sport (or similar sport). Once a professional athlete completes their career, they must wait two academic years prior to participating in their sports (or similar sport).

Identification

SMU ID

All intramural participants must present their SMU ID at every game to intramural staff in order to check in for play. If a participant does not have their SMU ID, but already appear on the roster, they may check in utilizing any state issued ID. Social media sites will not be an acceptable form of check in for intramural play.

Improper Identification

If a participant attempts to utilize an ID that does not belong to them, it will be confiscated by intramural staff. The rightful owner may come to the game site or the intramural office to pick up their ID. Each participant involved must meet with the Assistant Director of Intramurals and Sport Clubs in order to discuss further participation in the intramural program.

Registration

Registration will take place online at www.IMLeagues.com/smu. All Participants must register on this site to join a team.

To create an IMLeagues account:

Note IMLeagues offers a **live support button** in the bottom right corner of all pages, please use this button if you encounter any difficulties.

- Go to www.imleagues.com/smu/Registration

  OR

  Go to www.imleagues.com and click **Create Account**

OR

Go to www.imleagues.com and click "Log in with Facebook" if you have a facebook account **with your school email attached** - this will automatically create an account, fill in your info, and join you to the school (steps 2-4)

- Enter your information, **and use your School email if applicable (@mail.smu.edu or @smu.edu**) and submit.
- You will be sent an activation email, **click the link in the email to login and activate your IMLeagues account.**
- You should be automatically joined to your school – If not you can search schools by clicking the "Schools" link

How to sign up for an intramural sport:

- Log in to your **IMLeagues.com** account.
- **Click the Create/Join Team button** at the top right of your User Homepage page

  OR

  Click on the "Southern Methodist University" link to go to your school's homepage on IMLeagues.
- The current sports will be displayed, click on the sport you wish to join.
- Choose the league you wish to play in (Men's, Women's, Co-Rec, etc.)
- Choose the division you'd like to play in (Monday 5PM, Tuesday 5PM, etc.)
- Payment is due at time of registration
- 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.
      - If they've already registered on IMLeagues: search for their name, and invite them
      - 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.

Rosters

Once a captain creates and registers a team on IMLeagues, they will be able to invite teammates to join via email. Each teammate who wishes to appear on the roster, must create an IMLeagues account and join the team. A player must appear on the roster at check-in to participate in that contest.

Game sheets for weekday contests will be printed no earlier than 3 p.m. and for Sunday contests they will be printed no earlier than 1 p.m. The participants who appear on the roster at that time will be eligible to participate that evening. If a participant does not appear on the printed roster, they will not be permitted to play.**

***If a participant can pull up their team roster on-site to show the added participants, they will be permitted to play.*

Once a player plays for a team, they are placed on the team permanently. Players will be required to adhere to intramural policies regarding the number of teams a player is permitted to participate on within a league. If a player wishes to be removed from a roster they may petition the intramural office by sending an email to intramurals@smu.edu.

League Definitions

Open: Teams may be comprised of any gender ratio. A player may only compete on one open team unless a fraternity league is offered. If a fraternity league is offered in that sport AND a player is not on a fraternity team, they are permitted to play on two open teams.

CoRec: Teams must meet a pre-determined on field/court gender ratio dependent upon the sport. Participants may only compete on one CoRec team per sport.

Women's: Teams may only be comprised of women. Participants may only compete on one Women's team per sport.

Fraternity: Teams may only be comprised by members of their fraternity. Only one fraternity team is eligible per sport league. Any player who participates in the fraternity league may only participate on one open league team.

Residential Commons: Teams may only be comprised of residents of the same commons. Each residential common is permitted to enter one team into this league per sport that this league is offered. This league is played by CoRec rules in each sport.

Scheduling

Single day tournaments will be scheduled in two formats dependent upon the number of teams/individuals scheduled to play. The first option is round robin play followed by a single elimination bracket. The second option is a double elimination bracket. Single day tournament schedules will be made at the required team meeting at the beginning of the tournament.

Leagues will include a round robin regular season followed by a single elimination bracket for playoffs. Teams will register for a regular season day and time, which will be their game time pending any necessary changes to the schedule upon the conclusion of registration. During playoffs teams are scheduled at different times than their regular season contests.

Playoffs

Teams who do not forfeit/default more than once during a season AND have a minimum 3.0 sportsmanship rating average will qualify for playoffs. The sportsmanship rating average is based on the regular season contests. Teams must maintain at least a 2.0 sportsmanship rating in order to continue in playoffs.

Forfeits

In order to keep the intramural schedule running on time, game time is forfeit time. The team or individual present may choose to give the opponent additional time to arrive, however the game clock will start. If the opponent arrives, the game will be played in the time remaining. Once the game is started, the result will be the official score.

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

A forfeit fee of $25 will be charged to the team captain for all contests in which his/her team forfeits during the season. The team will not be permitted to continue play until the forfeit fee is paid.

Teams may default one contest per season by contacting the intramural office (intramurals@smu.edu or (214) 768-3367) by 3 p.m. on the day of their scheduled contest for week day games or by 5 p.m. on the Friday before a weekend contest. You will receive a loss for this contest but not be charged a forfeit fee.

Protests

If a team or individual believes that an intramural sport rule or eligibility policy has been violated, they have an opportunity to immediately protest.

- If it is a rule protest, the team captain or individual must notify the officiating crew immediately that they wish to protest that play. If the desire to protest is not made known to the officiating crew prior to the next play, then the protest cannot be made.
- If it is an eligibility policy protest, the team captain or individual must make the protest prior to the completion of the contest. If the protest is made after the contest, the score will stand, but the player will still be subject to review by the intramural office for any sanctions.
    - *Exception:* If an ineligible player plays in a championship game, if it is protested within 24 hours of the contest, the championship team will be stripped of their title. The runner up will be recognized as the champion.

A rule protest will be resolved by the supervisor on duty and a report will be filed with the game time and situation recorded, as well as the resolution to the protest. All protests will be reviewed the next day in the intramural office; if the protest was incorrectly resolved the game may be replayed from the point of interruption by the protest.

Sportsmanship

All intramural participants are expected to uphold the values statement created by the students of SMU:

"I, as a citizen of the SMU community, commit myself to upholding the values of intellectual integrity, academic honesty, personal responsibility, and sincere regard and respect for all SMU students, faculty, and staff."

Any conduct by players, captain, or spectator in contradiction with the above statement will be managed in the following capacity:

Conduct Warning: This may come in the form of a yellow card, unsportsmanlike penalty, or technical foul depending upon the sport. In order for the contest to continue, the participant must comply by leaving the game until the next opportunity to enter the contest and provide their information to the intramural staff on duty.

Ejection: This may come after a conduct warning has already been issued, or may be assessed immediately for egregious behavior. In order for the contest to continue, the participant must comply by providing their information to the intramural staff on duty and leaving the intramural field or Dedman Center immediately. The participant will be suspended from all intramural contests indefinitely and must meet with professional staff to discuss their future in the program. Depending upon the actions of the individual(s) the incident may be referred to the Office of Student Conduct and Community Standards.

Reinstatement Policy for Ejected Participants
Ejected participants are immediately suspended from further participation in intramurals. The participant must email the Assistant Director of Intramurals and Sport Clubs to schedule an appointment. The email shall include the participant's availability and an outline of the incident. Ejected participants will be subject to a minimum one week suspension from all intramural contests.

Team Sportsmanship Rating
A team sportsmanship rating system has been implemented to assist in the accountability of teammates and spectators within the intramural program. The sportsmanship rating system is built upon a 4.0 scale, much like your GPA. A team must have a 3.0 or greater sportsmanship rating (average across all regular season contests) in order to advance to

playoffs. During playoffs, if a team earns less than a 2.0 sportsmanship rating, they will be removed from further participation. The sportsmanship rating is explained below:

4.0 – Excellent conduct and sportsmanship: Players are respectful of each other, their opponents, equipment, facilities, and the intramural staff.

3.0 – Good conduct and sportsmanship: Players are generally respectful, but may have an isolated incident that occurred during the contest. If anyone on the team or a spectator for that team receives a conduct warning, this will be the highest sportsmanship rating possible.

2.0 – Below Average conduct and sportsmanship: Players exhibit the inability to maintain respectful communication with each other, opponents, equipment, facilities, and/or the intramural staff. If the team receives two conduct warnings OR one ejection, this will be the highest sportsmanship rating possible.

1.0 – Poor conduct and sportsmanship: Players exhibit poor sportsmanship and disrespect towards each other, opponents, equipment, facilities, and/or the intramural staff. If a team receives one ejection AND a conduct warning, this will be the highest sportsmanship rating possible. During playoffs, the contest would be forfeited.

0.0 – Unacceptable conduct and sportsmanship: Players exhibit no ability control their behavior or the behavior of their fans. Continuous disrespect for each other, opponents, equipment, facilities, and/or the intramural staff has occurred. If a team receives two ejections OR three conduct warnings OR one ejection and two conduct warnings, the game will immediately result in a forfeit. The team captain must meet with professional staff to determine the status of the team.

Spectator Policy
The intramural program seeks to create a fun, safe, and exciting playing environment. Spectators make a great addition to the environment. Captains and teams will be responsible for the behavior of their fans. The following are spectator expectations:

- Spectators may not sit or stand in the player area immediately next to the field or court.
- If a spectator section is defined, they must remain within the parameters of the spectator section.
- Spectators are to respect the game, opponent, and intramural officials/staff.

None of the following actions will be tolerated:

- Cursing
- Rushing the court/field
- Comments based on a person's race, ethnicity, nationality, gender, or sexual orientation
- Organization or Fraternity based slander
- Addressing or yelling at opposing spectators
- Disrespect toward intramural officials and/or staff

The following consequences are in place for spectators and teams:

- First Offense: Warning**
- Second Offense: Conduct Warning assessed to the team
- Third Offense: Conduct Warning assessed to the team and all spectator ejected from the facility
    - The game will be suspended until all spectators leave. If spectators do not cooperate, the contest will be forfeited by the spectator's team.
- If a team's spectators are ejected, the captain must meet with the Assistant Director of Intramurals and Sport Clubs to discuss their spectator behavior and further sanctions.

If an offense is egregious a conduct warning may be assessed immediately

Inclement Weather

Intramural activities are subject to cancelation due to poor weather and/or field conditions. The decision to cancel games will be made at 3 p.m. during the week and by 1 p.m. on Sundays. In the event of inclement weather (rain, snow, etc.), the Intramural Weather Hotline (214) 768-PLAY (7529) 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 competitive sports office phone.

If a game is postponed due to inclement weather it will be rescheduled for a later date. If a regular season game is in progress when games are canceled due to inclement weather and has not made it past the halfway point, the game will be rescheduled. If a regular season game is in progress when games are canceled due to inclement weather and has made it past the halfway point, the game will stand as completed.

All playoff games will be rescheduled and continue from the point of interruption if inclement weather causes a game to be postponed.

Assumption of Risk

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 then large number of Southern Methodist University students, faculty, and staff who participate combine to make these occurrences inevitable. The Intramural program strongly encourages each participant to have a physical examination and secure adequate medical insurance prior to participation

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.

Champions

Each league within each sport will crown a champion at the end of playoffs. Intramural champions will receive an Intramural Champion t-shirt as recognition for a great season. Champions will receive their shirt following the championship game. Intramural Champion t-shirts will only be provided for those listed on the roster.

For any questions regarding the intramural handbook,
please contact the intramural office at (214) 768-3367 or by email at intramurals@smu.edu.