



CAMPUS RECREATION SPORT PROGRAMS

**Intramural Sports Participant Handbook
2022-2023**

6000 Bush Ave
Dallas, TX 75205

Dedman Center for Lifetime Sports: (214) 768-3374
Assistant Director of Sport Programs Office: (214) 768-6104

www.smu.edu/StudentAffairs/CampusRecreation

GETTING INVOLVED

Sports have great power to build community, show character, and inspire. The intramural sports 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 sports participant should be fun, win or lose, because that is the reason intramurals makes a lasting impact on the experience of SMU. Intramural sports participants will have the opportunity to gain the following through their experience:

- 1) Students can engage in physical well-being activities.
- 2) Students can create positive relationships with peers.
- 3) Students can develop sporting behavior skills through adherence to the intramural sporting behavior policy.
- 4) Students, who serve as intramural captains, will demonstrate leadership abilities through managing the team from registration to competition.

The intramural sports 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 Campus Recreation family. It is a great opportunity to learn more about yourself and to meet students from different parts of campus. Students who work within the intramural program will have the opportunity to gain the following:

- 1) Student officials can make decisions regarding the actions of a contest based on the prescribed rules and mechanics.
- 2) Student officials can demonstrate a baseline understanding of conflict management in a competitive environment.
- 3) Student supervisors can demonstrate leadership skills associated with managing intramural competitions.
- 4) Student supervisors can demonstrate evaluative capabilities through officials' evaluations on every shift with officials.

ASSUMPTION OF RISK

The Department of Campus Recreation and its staff assume no responsibility for injuries received by participants during Intramural sports 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 several small injuries occur which require hospital treatment, the nature of Intramural sports activities and then many Southern Methodist University students, faculty, staff, and community members who participate combine to make these occurrences inevitable. The Intramural sports program strongly encourages each participant to have a physical examination and secure adequate medical insurance prior to participation

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

ELIGIBILITY

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

Restricted Participant Categories

- a. The purpose of the restricted participant categories is to promote competitive balance and fair play. A participant, who falls under this category, will have their eligibility decided on a case-by-case manner.
- b. Teams are limited to TWO restricted participants on the roster.
- c. The definition of each restricted participant category:

CATEGORY	DEFINITION	INELIGIBILITY PERIOD
Professional Athlete	An individual who has received pay for playing, including appearance money, or who is recognized by the sport's governing body as a professional player.	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).
Scholarship/Varsity Athletes	Any individual whose name appears on the SMU or other recognized senior or junior college athletic roster list.	Current varsity athletes are ineligible to compete in their sport (or similar sport). Former varsity athletes must sit out for a full academic year prior to participating in that intramural sport (or similar sport).
Competitive Sport Club Members	Any individual on the official competitive roster for the academic year of a registered/recognized SMU Sport Club who competes and/or travels with the SMU Sport Club team. Individuals who submit Sport Club paperwork and/or have practiced with the team are considered members. *If a participant is no longer a member of the club, the president of the club must contact Sport Programs professional staff to inform them of the change.	No period of ineligibility but must compete in the Competitive playoff brackets if offered.

Penalty: if an ineligible participant plays for a team, that team shall forfeit the contest and any previous contests that participant checked-in for. The ineligible participant will be suspended from all Intramural Sports activities and will have to go through the Reinstatement Process.

IDENTIFICATION

SMU ID

All intramural sport participants must present their SMU ID at every game to Sport Programs 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 sport events.

Improper Identification

If a participant attempts to utilize an ID that does not belong to them, it will be confiscated by Sport Programs 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 Sport Programs in order to discuss further participation in the intramural sports program.

REGISTRATION

Participants will register their teams online via Fusion at (recsports.smu.edu). Participant will login in using their SMU credentials (DO NOT ENTER EMAIL OR USERNAME). Click on the Intramural Sports icon to search through all the intramural sports offered for the semester. Select the league you want to participate in and then select the division and time for your intramural team to play. Lastly, participants will go to the checkout and pay the Fee to register their team.

If a team has already been registered and paid, participants can join the team. Participants can find the team by searching by clicking on the Intramural Sports icon and then clicking "Find a Team". Team captains can also add players by sending out an invitation for eligible participants to join their team.

ROSTERS

Once a team captain creates and registers a team, they will be able to invite teammates to join. A player must appear on the roster at check-in to participate in that intramural 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.*

Rosters will lock during playoffs on a date that will be determined once playoff brackets are made. Once rosters are locked, no roster additions will be permitted.

Once a player plays for a team, they are placed on the team permanently. Players will be required to adhere to intramural sports 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.

Men's/Women's: Teams may only be comprised of individuals who identify as women or men. Participants may only compete on one Women's or Men's team per sport.

Fraternity/Sorority: Teams may only be comprised by members of their sorority or fraternity. Only one sorority or fraternity team is eligible per sport league. Any player who participates in the sorority or fraternity leagues may only participate on one open league team and one sorority/fraternity team. All active and pledges' names must appear on their organization's official membership list in their Fraternity and Sorority Council.

Residential Commons: Teams may only be comprised of residents and affiliates of the same commons. Each residential common is permitted to enter one team into this league per sport that this league is offered (*Unless otherwise permitted by RLSH Professional Staff and/or the HUB Directorship*). This league is played by CoRec rules in each sport.

*** Residential Commons teams will also adhere to the rules and guidelines of the Commons Cup Handbook. ***

SCHEDULING

Teams will be scheduled based on the division of the day and time that team selected to play in.

Single day tournaments: The schedule will be 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: The schedule 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.

Rescheduling: Teams requesting a game be rescheduled will be at the sole discretion of the Sport Programs professional staff. Teams do have the options to default/forfeit an intramural sports contest that may require a fee be assessed.

DEFAULT & 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.

Default: 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 weekday 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.

Forfeit: 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 their team forfeits during the season. The team will not be permitted to continue play until the forfeit fee is paid.

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:

(1) Rule Interpretation:

- a. A team or individual may protest if they believe there is an official's error on a misinterpretation of a rule or policy.
- b. If a team wants to protest, the team or individual must loudly state **"I WANT TO PROTEST"** before the resumption of play. If the team or individual does not immediately notify the official on their intent to protest before the deadline, they waive all rights to protest on that decision.
- c. Once a team or individual has declared a protest, the contest must be stopped under all circumstances.

(2) Player Eligibility:

- a. A team may protest on the eligibility of a participant(s) based on eligibility requirements stated in the Intramural Sports Participant Handbook.
- b. If a team wants to protest, the team's captain must protest to the Sport Programs professional staff via e-mail by 5pm the day following the contest with the information of the participant in question.
- c. The Sport Programs professional staff will communicate to both team's captains and investigate the protest.
- d. If the Sport Programs professional staff determines that the participant(s) in question is ineligible, then the penalty will be enforced as stated Eligibility section of the IM Participant Handbook.
- e. *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.

For rule interpretation protests, Sport Programs staff on duty will resolve the protest and game play will immediately resume after their decision. For player eligibility protests, games will continue to be played "under review". Sport Programs staff will review the eligibility of ALL participants on both teams and communicate with both team captains on the ruling before their next scheduled intramural contest. **ALL DECISIONS ARE FINAL.**

SPORTING BEHAVIOR

SMU Campus Recreation's sporting behavior rating system has been developed to protect the safety and equity of all participants and Sport Programs staff. Participating in Intramural Sports is **NOT A RIGHT, IT IS A PRIVILEGE**. Therefore, Sport Programs staff reserves the right to take away that privilege from any team or participant that does not abide by the governing rules, regulations, and policies, as well as does not exhibit good sporting behavior and fair play. All intramural sports 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 Sport Programs 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 Sport Programs 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 Reinstatement Committee 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

When a participant has been ejected from an Intramural Sports contest or has eligibility issues, they must complete the following steps in order to serve a penalty and/or be reinstated to participate in future Intramural Sports contests (determined by the Sport Programs professional staff).

- a. A message will be sent to the participant.
- b. The participant must send an e-mail to the Sport Programs professional staff in order to schedule a hearing.
- c. The participant will meet with the Reinstatement Committee to discuss on their actions that led to the ejection or eligibility issues.
- d. At the end of the hearing, the Reinstatement Committee will decide, and an e-mail will be sent to participant from the Sport Programs staff to inform them on the penalty.
- e. The participant may appeal the decision by sending a letter via e-mail to the Assistant Director of Sport Programs within two business days of the hearing. The participant may appeal on the following grounds:
 - i. New information available after the hearing of a nature that the decision may have been different.
 - ii. Significant procedural error occurred, which substantially affected the outcome of the hearing.
 - iii. The sanction imposed was inconsistent with the weight of the information.

- f. All participants that go through the reinstatement process will be on probation for one school year from date of the hearing.

Team Sporting Behavior Rating

A team sporting behavior rating system has been implemented to assist in the accountability of teammates and spectators within the Intramural Sports program. The sporting behavior rating system is built upon a 4.0 scale, much like your GPA. A team must have a 3.0 or greater sporting behavior 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 sporting behavior rating is explained below:

4.0 – Excellent conduct and sporting behavior: Players are **respectful** of each other, their opponents, equipment, facilities, and **fully cooperate** with Sport Programs staff.

3.0 – Good conduct and sporting behavior: Players are generally **respectful** but may have a **minor 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 – Poor conduct and sporting behavior: Players exhibit **continuous or sustained disrespectful communication** with each other, opponents, equipment, facilities, and/or Sport Programs staff. If the team receives two conduct warnings OR one ejection, this will be the highest sportsmanship rating possible.

1.0 – Unacceptable conduct and sporting behavior: Players exhibit **excessive disrespectful communication** towards each other, opponents, equipment, facilities, and/or Sport Programs 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 – Season Ending conduct and sportsmanship: Players exhibit **no ability to control their behavior** or the behavior of their fans. Complete 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, or a fight occurs during a contest, the game will immediately result in a forfeit. The team captain must meet with Sport Programs professional staff to determine the status of the team.

Spectator Policy

The intramural sports 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 Sport Programs 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 Sport Programs 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 Sport Programs to discuss their spectator behavior and further sanctions.

If an offense is egregious a conduct warning may be assessed immediately
- Sport Programs reserves the right to allow fans/spectators at any intramural contests

INCLEMENT WEATHER

Intramural sports 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.), captains will receive an email message from the Intramural Sports Office if the contests are canceled or postponed. If a message is not sent, then the contests are on as scheduled. Game status will not be given out over the competitive sports office phone.

If a game is postponed due to inclement weather, Sport Programs will attempt to 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 or cancelled. 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.

PLAYOFFS

Teams who do not forfeit/default more than once during a season AND have a minimum 3.0 sporting behavior rating average will qualify for playoffs. The sporting behavior rating average is based on the regular season contests. Teams must maintain at least a 3.0 sporting behavior rating to continue in the playoffs. If a team falls below a 3.0 sporting behavior rating, Sport Programs staff will review the intramural contest and may remove the team from playoffs.

INTRAMURAL SPORTS 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.***