

Intramural Sports Program

Athletic Department

The Athletic Department invites you to take part in its variety of intramural activities. We believe you will have a rewarding and enjoyable time. The Intramural Sports Program provides sports activities for those who enjoy a structured approach to recreation. Your participation and involvement promises you an outstanding extracurricular experience.

Phone: (414) 227-4552

Fax: (414) 277-7505

Intramural Coordinator: Jimmy Banks
(414) 227-7493
banks@msoe.edu

Objectives

The objective of the Intramural Sports Program is to offer a variety of physical activities, promote a high level of physical fitness, enrich social competence, transform spectators into active participants and develop healthy relationships.

How to Get Involved in the Intramural Sports Program

Students living in the residence halls and members of the fraternities and sororities may want to enter Intramural Programs with others in their organization. Contact the residence hall director, the intramural coordinator or enter a team yourself. Students residing off-campus or any other member of the MSOE community may enter intramural activities by making direct contact with the coordinator.

Intramural Advisory Council

The Intramural Advisory Council is a student board. The members of this board are students who have been involved in the Intramural Sports Program via employment or participation. Preferably, candidates would be of sophomore standing or higher. The members do not receive compensation. The boards meets throughout the year when necessary. The duties of the board include serving with the coordinator to hear student appeals, determining eligibility, offering recommendations, and helping with program feedback and input for intramural sports development.

Entries

Information concerning all intramural sports activities is available in the Athletic Department between 10 a.m. – 4 p.m. Monday through Friday. Entry procedures are as follows:

- A. TEAM SPORTS—All official entries will be accepted only at the Athletic Department as designated by sport. Official rosters will be handed out at the captain's meeting. A \$25 forfeit fee will be charged to each team, and will be returned to them after the end of the league, provided the team is in good standing.

- B. ROSTER ADDITIONS—In order to compete, all persons must have their names and ID numbers on the official team roster in the Athletic Department 24 hours prior to the contest. A team may add players to its roster for two weeks after the first day of league play. Student ID Numbers MUST be included on the roster for each participant to be legal NO EXCEPTIONS! Playing someone that is not listed on the team roster will result in a forfeit.

Eligibility

Responsibility for Eligibility

The Intramural Sports Program assumes the responsibility for the eligibility of students participating ONLY when called to its attention or when obvious infractions are noticed by the intramural staff or officials.

Organization captains will be responsible for checking the eligibility of their own players and they should also check the eligibility of their opponents. Each participant is responsible for his/her eligibility. If a team captain has a question concerning the eligibility status of a player on his/her team, the Athletic Department is available to assist in determining this status.

Since participation in the Intramural Sports Program is totally voluntary, neither the university nor Intramural Sports will accept responsibility for injuries sustained while participating in scheduled intramural contests or in the general recreation program. The field or court supervisors should be notified in the case of an injury and an accident report should be filled out.

Who is Eligible

Eligibility rules exist for the protection of each team and player in order to fulfill the general and specific objectives of the various intramural sports activities.

- A. Except as provided by these rules, all undergraduate and graduate students currently enrolled in the university, as well as alumni and faculty/staff, shall be eligible to participate in Intramural Sports.
- B. A player shall not be permitted to play with more than one intramural team in the same sport, or to transfer from one intramural team to another after his/her name appears on the scorecard of a scheduled game. The exception to this rule involves a team forfeiting its first game or a team dropped from the league without having played a game. In these instances, players may transfer to another team as long as it is done prior to the roster addition deadline. Players who play under an assumed name, or whose names are not on the official team roster, are ineligible to participate and a forfeit will be assessed.
- C. Regarding a player participating on more than one team, the following guidelines will designate the player's ineligibility:
 1. At the time a player is suspected of playing on more than one team, the on-duty supervisor will ask for identification from the player.
 2. The supervisor will cross-check the involved rosters and determine if the player's name appears on both team rosters.

3. If the player's name appears on both rosters and he/she has participated in previous games for both teams, the player will be informed at the time about a possible eligibility problem.
 4. If a player has participated for two teams, the team the player first participated on according to the scorecard and scheduled game will retain the playing rights of that particular player. The second team the player participated on will be penalized for using an ineligible player. The player will be suspended from further play on both teams for the remainder of the season.
 5. After the supervisor has checked the rosters of both teams, an incident report will be filed. If a game has been delayed due to the suspected ineligibility of one player, both captains will be informed of the supervisor's findings. The team involved will be warned that the game could result in a forfeiture due to the use of an illegal player. The final decision will be made the following working day by the intramural coordinator.
- D. Varsity or professional players are not eligible to play that particular sport. Players that have participated in semi-professional leagues also are considered professional. This rule is designed with the intention of preventing intramural sports domination by players who have received experienced coaching and intensive practice. It is made in the best interest of all intramural participants.
- E. A former varsity player may participate in Intramurals one year after having appeared on a varsity roster. **No more than two former varsity players may be on the same roster.**

Consequences of Ineligibility

- A. A team using an ineligible player will forfeit all games in which the ineligible player participated, and the ineligible player will be banned from further competition in that sport for the remainder of the sport season. During tournament play, a team using an ineligible player must forfeit that game and will be excluded from further tournament play.
- B. Any player using an assumed name shall be banned from that sport and related sports for a period of one year or more from the date the offense was committed.

Misconduct

- A. A player verbally abusing or attempting to strike an opponent, teammate, official, supervisor or spectator shall automatically be suspended for a minimum of two games and possibly longer (at the discretion of the intramural coordinator and athletic director).
- B. Any player striking an opponent, teammate or spectator shall automatically be suspended for a minimum of three games and possibly longer (at the discretion of the intramural coordinator and athletic director).
- C. Any player striking or attempting to strike an official or supervisor shall automatically be suspended from intramurals for one year.
- D. If ejected from a game for misconduct, the player must sit out the remainder of that contest and the team's next scheduled contest at the discretion of the

- intramural coordinator. It is the responsibility of the ejected player to discuss his/her status with the intramural coordinator on the next working day following the contest.
- E. All individuals are responsible for their own actions. A team's action is the responsibility of the team captain. Failure to comply with the rules of the sport as well as eligibility and protest rules may result in future loss of intramural privileges.
 - F. Repeated unsportsmanlike conduct, disregard for intramural rules or excessively rough play will result in a forfeiture of the contest. The intramural coordinator is responsible for making this decision and may do so without the official's recommendation.

Equipment Abuse

Any person who willfully causes destruction of, or damage to, equipment shall assume responsibility for the damage and will be assessed the full cost of repairs or replacement. He or she may be suspended from all intramural participation for an indefinite period of time.

Protests

All protests must be made in writing to the intramural coordinator no later than noon the next working day following the contest in question. A \$25 fee will have to be included. When a protest situation arises during a contest, it is the responsibility of the team captain to notify the officials/supervisor IMMEDIATELY that the contest is under protest. The supervisor will make a full report of the contest under protest. No further contests involving the teams under protest may be played until a decision is made. The coordinator will review the situation. A review of the protest situation will include:

- A. reading the written incident/protest report from the supervisor,
- B. reading the written protest from the team captain,
- C. calling the supervisor and/or officials into conference to discuss the incident and
- D. making a decision based on the above information.

If the decision is to uphold the protest, the captains from both teams will be notified and given the basis of the decision (and the \$25 will be returned). If the protest is denied, the team captain requesting the protest will be notified and told the reason for the denial (and the \$25 will not be returned). The intramural coordinator will then give the option of appealing the decision to the athletic director. The athletic director will:

- A. read the protest,
- B. review the coordinator's decision,
- C. discuss the incident and
- D. inform the team captain of the decision.

Alcohol or Drug Abuse

Alcoholic beverages and drugs are not permitted at any intramural event, including activities held at off-campus playing areas. Contests will not be played and will be forfeited if alcohol or drugs are present. This policy includes spectators who are present at the contest. Participants who appear intoxicated due to alcohol or drug use will not be permitted to participate in intramural sports contests. The supervisor and/or officials assigned to the contest have the authority and responsibility to make decisions regarding students who are not permitted to participate, i.e., student's breath smells of alcohol or a student's actions and language are offensive.

Teams/individuals guilty of alcohol or drug use will be asked to leave the playing area and may be barred from further competition.

Forfeit Policy

The Intramural Office, sports supervisor or sports official shall declare a forfeit if:

- A. A team uses a player that does not have an ID Number listed on the score sheet or listed on their official team roster.
- B. A team uses a player who also is playing for another team in the same sport.
- C. An individual in a singles event or a team is not ready to play at the scheduled game time.

Forfeiture of two games will cause the following procedure:

1. Any team or individual forfeiting twice will be dropped from league play. The \$25 sign up fee will not be returned to them. In the event of a double forfeit, both teams will have defeats recorded against their record. The winning team also must record its lineup (names and ID numbers) for the forfeited game and must have at least a minimum of the official number of players.
2. Teams or individuals that are dropped from the league will be replaced by teams on a waiting list when appropriate. Waiting list teams will absorb losses for all games they missed because of late entry.

Awards

Participation by the same team in all sports is encouraged and rewarded. Points are accumulated from sport to sport. A team gets five points for each sports league participation. By participating in all the sports a team would get 30 points.

At the end of each league, points also are given based on the finishing place. The team finishing last gets one point, the following team up the ladder gets two points, the next gets three, etc., with the championship team getting as many points as the number of teams participating. The following awards will be given:

- A. At the end of the academic year, the team with the most points wins the All-Sports Trophy-Award. The members of that team will receive All-Sports T-shirts.
- B. Each member of championship teams will receive an intramural T-shirt.

- C. The champion of the Coffey Cup Campus Invitational Basketball Tournament will have their name engraved on the Coffey Cup. It will be displayed in the Kern Center.

The Students

The Intramural Sports Program recognizes the importance of two student groups that help its activities run smoothly: the intramural team captains and the student workers.

The intramural team captain is responsible for attending all captains meetings so he/she is able to distribute all pertinent rules and information to teammates. This job should not be taken lightly, as the team captain is responsible for the actions of his/her teammates.

Each team and/or organization must have a team captain. The method by which the team captain is chosen is entirely up to the organization. Some of the team captain's responsibilities include:

- A. Encouraging participation in all intramural activities.
- B. Organizing teams and entering them into competition before the deadline date. Full names and ID numbers must be on roster.
- C. Checking the eligibility of all players.
- D. Notifying teams and players of dates, times and places of scheduled contests.
- E. Seeing that participants' names listed on the scorecard are legible and that participants listed actually are playing at the contest. A forfeit will be declared if an ineligible player is listed.
- F. Frequently picking up information from the Intramural Sports Office and posting or distributing all information received.
- G. Attending all scheduled captains' meetings and rule clinics. He/she will be held accountable for all information and rules discussed at these meetings.
- H. Keeping his/her name, address and telephone number up to date with the Intramural Sports Office.
- I. Paying any forfeit fee on time and seeing that his/her organization never forfeits a game (remember that two forfeits exclude a team from tournament play).
- J. Assuming responsibility for the conduct of the team members before, during and after all intramural contests.
- K. Evaluating the program and offering suggestions.

Student workers help keep the Intramural Sport Program running at its best. They also gain valuable experience that serves them for many years after leaving MSOE.

Currently, there are openings for officials in the following sports:

Flag Football	Volleyball
Basketball	Softball
Floor Hockey	Indoor Soccer
Kickball	Dodgeball

For employment information, contact the Athletic Department at (414) 277-4552 between 10 a.m. and 4 p.m., Monday through Friday.