



Intramural Sports  
Program Handbook  
2015-2016

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August 24, 2015

Dear Intramural Manager:

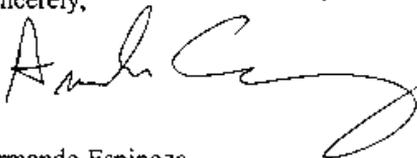
We would like to welcome you and the students you represent to the intramural program at Recreational Services. We believe ours is one of the finest programs in the country! This is due largely to the input of the participants. Our goal is to provide the opportunity to recreate and compete in an organized, spirited, and sportsmanlike manner. It is only with your cooperation and assistance that we are successful.

The position of the intramural manager is an important one! You are the key link between the intramural program and the living group you represent. You must be committed to assisting your group in their participation in Recreational Services programs. We hope you possess an active interest in promoting recreational sports.

Please take time to read this handbook. It is designed to assist the intramural manager by providing information in all areas of the intramural program. If you have additional questions or are uncertain about your responsibilities, do not hesitate to come in or call the office.

Thank you for your interest in the promotion of recreation on the Kansas State University campus. We look forward to working with you.

Sincerely,



Armando Espinoza  
Assistant Director, Intramurals

# INTRAMURAL SPORTS PROGRAM



The Intramural program offers a wide variety of individual, meet, and team sports. Each year thousands participate in the K-State Intramural program.

Intramural sports are scheduled competitive and recreational activities. Teams are organized from fraternity, sorority, residence hall, independent, co-rec, and faculty/staff groups. If needed, you may find a team to participate with by using the "Team/Player Wanted" board located in the Intramural Gallery on the main floor of the Recreation Complex or by looking for free agents on IM Leagues (website).

Intramural activities are offered for both men and women. Men generally compete in three divisions: fraternity, residence hall, or independent. However, for some activities all men are grouped together in an open division. All women compete in one division. The co-rec division is open to any person who is eligible to participate in a men's or women's division. Spouses may compete on co-rec teams only when both spouses are participating members of the same team. Faculty and staff may participate in a student division or in the faculty/ staff division in specific activities.

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## INTRAMURAL MANAGERS

Intramural managers represent and assist organizations or living groups with their participation in intramural programs. Fraternities, sororities, residence hall floors, and independent groups will select a manager. The manager is responsible for linking the intramural program and the group they represent. All duties, responsibilities, and supplemental information needed by intramural managers are outlined in this section.

Captain's/manager's meetings are held via email for each season. Each team captain will receive the pertinent information through this communication. It is imperative that team captains provide an email address that they will check regularly when they create their team(s) on IM Leagues.

Information sheets regarding activities, team point updates, and other information are available in the intramural area of the Recreational Services web page throughout the year at <http://recservices.k-state.edu/intramurals>. They can also be found on the K-State IM Leagues page.

Intramural managers are responsible for the eligibility and sportsmanship of their players. It is vital that managers understand these rules and explain them to their teammates.

**Manager’s award**

Recreational Services recognizes intramural managers of men’s or women’s teams that accrue 500 or more intramural points during the school year. Managers of co-rec teams are recognized for accruing 300 points. A special manager’s award is given to these managers in recognition of their positive efforts.

**Vital Information and Phone Numbers**

The Recreational Services office is located inside the north entrance of the Peters Recreation Complex. Regular administrative office hours during the school year are Monday-Thursday from 8 am-6 pm and Friday from 8 am-5 pm, including the noon hour.

**Contact information:**

Reservations and equipment.....	785-532-6950
Administrative office .....	785-532-6980
Web page .....	<a href="http://www.recservices.k-state.edu">www.recservices.k-state.edu</a>
E-mail .....	<a href="mailto:recservices@k-state.edu">recservices@k-state.edu</a>
Facebook or Twitter.....	KStateRec
Time and temp .....	785-776-3111

Parking permits are required Monday-Friday from 7 am-4 pm at the Rec Complex and from 7 am-5 pm at the Natatorium. Permits are available for purchase at K-State Parking Services, 1 Parking Garage. Metered parking is also available.

## DUTIES AND RESPONSIBILITIES

The success of the intramural program depends largely on the leadership qualities and guidance of the intramural managers. Your complete attention to detail and organization is required. Our experience indicates the groups which are in contention for top honors and have high participation percentages are the ones with the most alert and efficient intramural managers.

### **General responsibilities**

1. Become familiar with Recreational Services' program offerings. This means not only the intramural activities, but also free time recreation opportunities, exercise sessions, and equipment availability. Please come to your Recreation Complex and see what we offer!
2. Information concerning deadline dates, activities, and other pertinent information is available on the web at [recservices.k-state.edu/intramurals](http://recservices.k-state.edu/intramurals) or on [imleagues.com](http://imleagues.com). Please check regularly for further information of benefit to your group.
3. Each intramural manager is responsible to provide the link between the intramural program and the students they represent. Please set up an information board at your living group and post information concerning meetings, deadlines, sign-up sheets, activities, schedules, etc. Communicate with your participants and make the program visible.

### **Specific responsibilities**

1. Read the captain's meeting email(s) and check [imleagues.com](http://imleagues.com) regularly to ensure that you are current with all information and communication from the Competitive Sports office.
2. Enter teams and individuals you represent on IMLeagues prior to the deadline. For the larger living groups (fraternities, sororities, residence hall floors, etc.) it is best for one person to be in charge of entry.
3. Notify your teams and individuals of their schedules, including the date, time, location, and opponent's name. Make your participants aware of their responsibilities. Make sure all teams and individuals arrive at the activity playing site and check in with intramural personnel a minimum of 15 minutes before the contest begins.
4. Never lose a game by forfeit!
5. Familiarize yourself with rules governing play, as well as the policies and procedures of the intramural program. You will be the first person the Recreational Services department contacts if there is a problem with your team or a member's conduct.
6. Please read and inform your participants of the eligibility rules. Teams can be eliminated from the schedule for playing ineligible participants.

7. Make sure your participants are informed of the philosophy of team sports play. Unsportsmanlike conduct by individuals or teams is dealt with harshly and may affect your group's eligibility to continue participation. (See sportsmanship, page 19).
8. Make sure those persons participating in individual sports competition play their matches and report the results prior to the scheduled deadline dates. Make it their responsibility to contact their opponents and schedule the matches. Failure to contact an opponent may result in forfeiture from the tournament.
9. Make sure all team rosters are current and correct. This is very important! Keeping your rosters current and correct aids in verification of the eligibility of all players.
10. Notify the Recreational Services office (785-532-6980) when your team or individuals intend to forfeit or default a contest.
11. Keep in close contact with the Recreational Services office and staff for pertinent intramural information.
12. Managers are responsible for looking at the playoff brackets and informing their team of their play times.
13. Be informed so you may inform. You are the key to the strength, organization, and resulting good time your participants have in intramural activities!

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## ENTRY PROCEDURES

Intramural activities are based on a registration deadline process. It is the intramural manager's responsibility to have team(s) and individual(s) entered on time. Entries will not be accepted after the deadline.

### **Process**

Each intramural manager, captain, or team representative is responsible for entering his or her teams and individuals using the following procedure:

1. Find out when the entry deadline is by going to the Recreational Services web page at [recservices.k-state.edu](http://recservices.k-state.edu) or log on to [imleagues.com](http://imleagues.com).
2. Register your team in the correct league and division on IMLeagues.
3. Payment for your team can be done in the Rec Services Administration Office or by calling (785) 532-6980. Upon payment, you will receive a coupon code.
4. Enter the coupon code for the team that you have registered to complete the registration process.

**Number of Entries:** In activities where points are awarded, organizations are limited to one team entry per team sport; four individual entries for each singles activity; and two doubles teams (four people) for each doubles activity.

Organizations may enter more teams or individuals than the allotted, but points will not be accrued by the base organization.

Example: One residence hall floor can enter four individuals in residence hall badminton singles. Any other person on that floor wishing to compete in badminton singles must compete in the independent division with *no* points designated for that floor from that person's competition.

Exceptions: Cross country teams are allowed to have five members on a team. Six individuals may be entered on a wristwrestling team. Organizations will be allowed to enter two teams for 3-on-3 basketball, triples volleyball, and 4-on-4 sand volleyball.

### **Entry fee**

An entry fee is charged for each intramural activity.

- Team sports - \$25 per team
- Individual sports - \$1 per participant
- Meet sports - \$1 per participant up to a maximum of \$25 per team

All intramural fees are subject to sales tax.

*Note: No refunds will be given for any entry fee under \$15.*

Groups may choose the option of paying a yearly team entry fee of \$250 (plus tax) for the fraternity, residence hall, independent, or women's division and \$150 (plus tax) for the co-rec division. This payment will cover:

- 1 team for meet or team sports
- 4 participants in individual sports

Exceptions: The yearly fee includes five participants in cross country, six participants for wristwrestling, and two teams for 3-on-3 basketball, triples volleyball, and 4-on-4 sand volleyball.

The participants of this group must use the designated group name when entering an intramural activity.

The yearly fee covers the designated group in one competitive division only.

Example: A residence hall team competing in the independent division is *not* covered by the team's yearly fee. The yearly fee must be paid by the first intramural deadline: September 4, 2014.

In addition to paying intramural entry fees, teams must pay green fees for golf, lane fees for bowling, and miniature golf fees.

## INTRAMURAL EVENTS & ACTIVITIES – FALL 2015

Activities	Division	Entries Taken	Starting Date
Flag football	M-W-CR	Aug 25-Sept 4	Sep 8
1-pass flag football	M-W-CR	Aug 25-Sept 4	Sep 8
Soccer	M-W	Aug 25-Sept 4	Sep 8
Ultimate	M-W-CR	Aug 25-Sept 4	Sep 8
Badminton singles	M-W	Aug 25-Sept 4	Sep 10
Tennis singles	M-W	Aug 25-Sept 4	Sep 10
Doubles volleyball	M-W-CR	Aug 25-Sept 4	Sep 10
1-on-1 basketball	M-W	Aug 25-Sept 4	Sep 10
3-wall handball singles	M-W	Aug 25-Sept 4	Sep 10
3-wall racquetball singles	M-W	Aug 25-Sept 4	Sep 10
Video games: Madden Football 16	Open	Aug 25-Sept 4	Sep 10
Punt, pass, kick	M-W-CR	Sep 8-11	Sep 13
4-on-4 sand volleyball	M-W	Sep 8-11	Sep 14/21
Miniature golf at Wildcat Creek	M-W-CR	Sep 22-25	Sep 28
Faculty/staff golf at Wamego	Open	Aug 24-Sept 3	Sept 10
Inner tube water polo	CR	Sep 29-Oct 2	Oct 9
Student golf at Stagg Hill	M-W	Sep 29-Oct 2	Oct 5
F/S golf at Manhattan Country Club	Open	TBA	TBA
Volleyball	M-W-CR	Oct 12-16	Oct 18
4-wall handball singles	M-W	Oct 12-16	Oct 21
4-wall racquetball singles	M-W	Oct 12-16	Oct 21
Squash singles	M-W	Oct 12-16	Oct 21
Table tennis singles	M-W	Oct 12-16	Oct 21
HORSE shootout	M-W	Oct 12-16	Oct 21
Billiards singles	M-W	Oct 12-16	Oct 21
Darts singles	M-W	Oct 12-16	Oct 21
Foosball singles	M-W	Oct 12-16	Oct 21
Video games	Open	Oct 12-16	Oct 21
Cross country at Warner Park	M-W	Oct 19-23	Oct 25
Bowling	M-W-CR	Oct 19-23	Nov 1/8
Wrestling meet	M-W	Oct 26-30	Nov 2-4
Swim meet	M-W	Nov 2-6	Nov 16 & 19
Sports trivia contest	Open	Nov 2-6	Nov 13
3-point shootout	M-W-CR	Nov 30-Dec 4	Dec 5

## INTRAMURAL EVENTS & ACTIVITIES – SPRING 2016

Activities	Divisions	Entries Taken	Starting Date
Basketball	M-W-CR	Jan 19-25	Jan 26
4-wall handball doubles	M-W-CR	Jan 19-25	Jan 28
4-wall racquetball doubles	M-W-CR	Jan 19-25	Jan 28
Table tennis doubles	M-W-CR	Jan 19-25	Jan 28
Wallyball doubles	M-W-CR	Jan 19-25	Jan 28
Video games	Open	Jan 19-25	Jan 28
Darts doubles	M-W-CR	Jan 19-25	Jan 28
Foosball doubles	M-W-CR	Jan 19-25	Jan 28
Billiards doubles	M-W-CR	Jan 19-25	Jan 28
Free throw	M-W-CR	Feb 1-5	Feb 5-6
Dodgeball	Open	Feb 15-19	Feb 20
Softball	M-W-CR	Mar 7-11	Mar 13
Indoor soccer	M-W	Mar 14-18	Mar 28
3-wall handball doubles	M-W-CR	Mar 14-18	Mar 30
3-wall racquetball doubles	M-W-CR	Mar 14-18	Mar 30
Tennis doubles	M-W-CR	Mar 14-18	Mar 30
Badminton doubles	M-W-CR	Mar 14-18	Mar 30
3-on-3 basketball	M-W	Mar 14-18	Mar 30
Triples volleyball	M-W	Mar 14-18	Mar 30
Around the world	M-W	Mar 14-18	Mar 30
Video games	M-W-CR	Mar 14-18	Mar 30
Home run derby	M-W-CR	Apr 4-8	Apr 9
Disc golf	M-W-CR	Apr 11-15	Apr 16
4-on-4 sand volleyball	CR	Apr 18-22	Apr 23
Student Golf: 2-person scramble	M-W-CR	Apr 18-21	Apr 24
Fac/staff golf at Stagg Hill	Open		TBD
Fac/staff golf at Colbert Hills	Open		TBD
Fac/staff golf at Rolling Meadows	Open		TBD

No intramural team points for this activity.

Dates and location may be subject to change.

# Team Rosters and Substitutions

## **Rosters**

Each team will be required to fill out and submit to the Recreational Services office an entry form for each sport. Participants will also be added when he or she competes in the contest and his or her name is entered on the contest scorecard.

Rosters will be limited to 20 participants per team.

No person may take part in playoffs who was not eligible to play for that team during league play. "Eligible to play" is defined by participation in a regular season game or first round game in tournaments. In double elimination tournament brackets, players must be eligible to play for that team prior to the championship game and the "if necessary" game.

1. If a name appears on a scorecard, it will be considered a participation. Enter an individual's name on the game scorecard only if they are participating in that contest. Team players not in attendance at a game should not be entered on the scorecard.
2. A game forfeited prior to the start of play will not be considered a participation for any player as it relates to this rule. A game forfeited for any reason after the official start of play will be considered a participation. Special circumstances relating to this rule can be reviewed by the intramural director.
3. No roster additions may be made for playoff games.

## **Substitutions**

Following an entry deadline, no substitutions will be allowed in individual or dual sports without approval of the intramural director. Substitutions will be allowed only prior to a team's first match. The sports involved are: Around the world, handball, badminton, HORSE, racquetball, table tennis, tennis, doubles volleyball, 1-on-1 basketball, and wallyball.

Any violation of this rule by an organization or individual will cause the offending team to lose all points scored by that individual in the event in which the offense occurred. The offender will also be suspended from further competition in that sport for that sport's season.

1. Additions will be allowed for 3-on-3 basketball and triples volleyball only. Teams may have four members on their roster for these two sports. Teams signing up only three players may add a fourth player in the Recreational Services office within one working day after the contest in which the individual played. No roster additions may be made for championship games.
2. See specific sport information sheets regarding substitutions for 3-point shootout, bowling, cross country meet, dodgeball, free throw, golf, home run derby, miniature golf, punt pass & kick, sports trivia contest, swim meet, wrestling, sand volleyball, indoor soccer, and disc golf.

**Forfeits:** If a team fails to appear within five minutes after the scheduled time for the contest, the game will be forfeited to the opposing team. A double forfeit may also be

declared. Two forfeits, for any reason, will result in dropping that team from play for the remainder of the season in that sport.

**No-Show Forfeit Fine** - \$20 charged to the Intramural captain/manager whose team forfeits a scheduled contest for not having the minimum number of players.

Any of the following will avoid a “No-Show Forfeit Fine”:

- Notification to the Director of Intramurals in writing (email or handwritten) that the team will not report for their scheduled contest. Notification must be received 24 hours in advance of scheduled contest.
- At least 50% of the minimum required number of players to field a legal team. All players must be in appropriate athletic attire and signed in before the contest is forfeited to count towards 50%. The following are specific numbers per sport to avoid “No-Show Forfeit Fine”:
  - Flag football – 4
  - Co-Rec flag football – 2 male, 2 female
  - Soccer – 5
  - Ultimate – 4
  - Co-Rec ultimate – 2 male, 2 female
  - Volleyball – 3
  - Co-Rec flag football – 2 male, 2 female
  - Inner tube water polo – 2 male, 2 female
  - Basketball – 3
  - Co-Rec basketball – 1 male, 1 female
  - Softball – 5
  - Co-Rec softball – 3 male, 3 female
  - Indoor soccer – 3

Fine must be paid no later than one business day before the team’s next scheduled contest. (i.e., scheduled game Tues. 3/3, fine must be paid by Mon. 3/9, next scheduled contest Tues. 3/10.

Failure to pay fine by deadline will result in the following:

- Team will be dropped from the league.
- Intramural suspension for the team (team entries not accepted until fine is paid.)
- Team manager will be suspended from participating in intramural activities until fine is paid.

Fines are paid in the Recreational Services administrative office during normal business hours. Any fines 30 days past due will result in a hold placed on the individual’s K-State account. Additional costs will result from any hold placed on an individual’s account.

**Protests:** All protests must be made in the presence of the officials and the opposing captain at the time and place of the incident according to the rules of each game. In addition, a formal protest giving details concerning the game to that point must be typed and presented to the Recreational Services office within one office working day after the contest in question. All particulars of the protest must be stated clearly. Judgment calls are not subject to protest. The rules and protest committee will act on protests. Additional details and the appropriate forms are available from the

intramural supervisor on duty. Eligibility protests may be lodged at any time during the sports season. Eligibility protests must be made to the intramural director.

\* Official intramural time is based on time and temperature recording at 785-776-3111.

**Rules and protest committee:** It shall be the responsibility of this committee to rule on protested contests and to make or change rules to govern intramural competitive play. The rules and protest committee has the authority to make retroactive, present, and future changes to all intramural rules and regulations. Decisions of the rules and protest committee are final.

**Rescheduling:** A team contest can be rescheduled. Arrangements for rescheduling must be initiated and completed no later than two working days (48 hours) prior to the originally scheduled time of the contest.

If the following procedure is not followed, the contest will be played as originally scheduled. The manager or captain of the team desiring a schedule change must initiate the action. The following steps will be taken:

1. Request permission form to reschedule and check time possibilities in person with the Coordinator of Competitive Sports at the Recreational Services office, Recreation Complex, Monday through Friday from 8 a.m. to 5 p.m., including the noon hour.
2. If the opponent consents to rescheduling, a mutually agreeable time and site must be decided upon. This is based on information given in item 1 above.
3. The requesting team then submits the reschedule form to Coordinator of Competitive Sports for final approval.

## **INTRAMURAL INDIVIDUAL SPORTS RULES AND METHOD OF RECORDING RESULTS**

Pertaining to: badminton, handball, racquetball, table tennis, tennis, 1-on-1 basketball, 3-on-3 basketball, doubles volleyball, triples volleyball, around the world, squash, wallyball, HORSE, video games, darts, foosball, and billiards.

These sports are self-scheduling. It is your responsibility to set up play times.

Specific game rules are available on-line on IM Leagues. Please check the specific sport information sheet for any special rules or intramural adaptations.

### **Scheduling set-up**

Tournament brackets are posted on IM Leagues. Go to your specific sport and division bracket to find your opponent in the appropriate round. Check the information concerning your phone number to ensure this information is correct. If a correction needs to be made, please email the Coordinator for Competitive Sports immediately at [tburroughs@k-state.edu](mailto:tburroughs@k-state.edu).

### **Contacting opponent**

Both parties are responsible for contacting their opponent to schedule a play time and place. This match must be scheduled prior to the deadline posted for that round. Contact your opponent early in the week corresponding to the deadline. Repeated phone calls are sometimes necessary. Do not procrastinate. Make every attempt to play your match before the deadline. Forfeits are an undesirable alternative.

### **Deadlines**

Deadline dates are posted on the tournament brackets. Matches for each round must be completed and score cards turned in prior to the deadline posted for that round. Score cards turned in *after* the posted deadline are not accepted unless an extension has been granted.

### **Scoring of matches**

See rule books and information sheets for details concerning keeping score for specific sports.

### **Reporting results**

1. The match winner is responsible for reporting the results. Failure to turn in a score card by the deadline will result in a double forfeit.
2. Results are to be recorded on an individual sport score card. These are found at the drop box in the Intramural Gallery of the Rec Complex. Completed cards are to be put in the drop box prior to the deadline date and time. Results will not be taken over the phone. Score cards turned in *after* the posted deadline are not accepted unless an extension has been granted. Score cards must include player numbers
3. If a forfeit is claimed, the reason must be explained on the back of the score card.
4. Once an established match time and location have been agreed upon, failure of an individual/team to be present after 5 minutes of the agreed upon time will result in a forfeit.

### **Additions**

Additions will be allowed for 3-on-3 basketball and triples volleyball only. Teams may have four members on their roster for these two sports. Teams signing up only three players may add a fourth player in the Recreational Services office within one working day after the contest in which the individual played.

### **Substitutions**

No substitute players are allowed after sign-up except as approved by the individual sports tournament director. Substitutions will be allowed only prior to a team's first match. Any individual substituting for another player without approval or after his team's first match will receive a forfeit.

### **Extensions**

Extensions are discouraged. However, they will be considered under the following guidelines:

1. The request for an extension must be made by 5 p.m. on the day of the deadline or 5 p.m. on Friday for weekend deadlines. Any requests after the deadline will not be

considered for review. Example: For a Wednesday midnight deadline, the extension request must be made in the Recreational Services office by Wednesday at 5 p.m.

2. The extension request must be made in person at the Recreational Services office, Monday through Friday from 8 a.m. to 5 p.m. or by emailing the Individual Sports Tournament Director. The request will be reviewed and approved or denied by the individual sport tournament director. Extension requests will not be taken over the phone.

3. Extensions will be for 24-hour periods. Example: For a Wednesday midnight deadline, the extension deadline will be for Thursday midnight.

4. If the request is approved, it is the responsibility of the requesting party to inform the opponent and set up the match before the new deadline.

5. Any false information given will result in a minimum penalty of the match being forfeited.

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## ELIGIBILITY

**Students:** Any currently enrolled student at Kansas State University is eligible for intramural competition. Recreational Services defines student enrollment status by payment of campus privilege fees and recreation building and operation fees. This information is accessed through the K-State Registrar's office. K-State student ID must be presented prior to participation in team sports.

### **Faculty/staff**

1. Current K-State faculty/staff may participate in a student division of any intramural activity or in the faculty/staff division in specific activities. K-State faculty/staff are defined as persons appointed by a K-State department and paid through the payroll department at K-State.

2. The faculty/staff division of an activity is open to all current and retired K-State faculty and staff, graduate assistants of K-State departments and full-time employees of K-State departments and their affiliates.

3. Faculty, staff, and graduate assistants may participate in only one division when both student and faculty/staff divisions are offered in the same sport.

4. A faculty or staff member of K-State, who is an advisor or director of a registered K-State club or living organization, will be allowed to compete for that respective group.

5. Faculty and staff may purchase a membership to the Recreation Complex and/or Natatorium for intramural activities held in these areas or show faculty/staff ID and pay the guest fee. Membership cards or guest passes must be shown for admittance to the activity area.

## **Co-Rec division**

1. Currently enrolled students and faculty/staff are eligible to play on one co-rec team.
2. Non-student spouses may compete in sports where the co-rec division is offered, provided that both spouses are participating members of the same team.
3. Non-student spouses, faculty, and staff must purchase a membership or guest pass to the Recreation Complex and/or Natatorium for intramural activities held in these areas. This membership key tag must be shown for admittance to the Rec Complex/ Natatorium.

## **ELIGIBILITY EXCEPTIONS**

*Italicized lettering in this section indicates a rule change or addition to this section.*

1. A player may compete on only one men's or women's team. A player may also compete on one co-rec team in the same sport. Individuals who play on two teams in the same division or play under an assumed name are barred from competition in that sport. Teams using players deemed ineligible for any reason will have a forfeit recorded against them for that contest.
2. If a player is on the roster of two teams and plays for both teams, the first team played for is considered the legal team. The second team forfeits all the games in which he or she participated.

A game forfeited prior to the start of play will not be considered a participation for any player. A game forfeited for any reason after the start of play will be considered a participation.

3. A member of a team in one division may not change to another team in the same division or another division after he or she has played in a game for that team in that particular sport. Violation of this rule by the player brings automatic suspension in that sport for the remainder of the season. The team the individual switched to will be required to forfeit all games in which that player participated.

4. All participants in intramural team sport activities must present and show their valid student identification to the game officials prior to participating in any contest. Faculty/staff must show their K-State faculty/staff identification card. Those participants without their valid identification cards will not be allowed to participate in the contest until this card is shown. This will be in effect for the team sports of flag football, soccer, volleyball, basketball, softball, inner tube water polo, ultimate, and indoor soccer.

Team captains or representatives will sign up all players prior to the contest starting. After sign up on the scorecard, the officials will request for each person to present their ID. If a false ID is used, it will be confiscated and the participant will be removed from the premises. The team will be penalized at the start of that game with a technical foul in basketball, a 10-yard penalty in flag football, a team yellow card in soccer, a point/side out in volleyball and an automatic first out in softball. The team will be placed on intramural probation for the remainder of that sport's season. The

player using the false ID will be removed from the facility and will not be able to participate in the intramural program again until after meeting with the intramural director.

Those participants arriving at the contest after the start will have to show their ID to the intramural supervisor in charge and have their name entered on the scorecard before being allowed to participate in the contest.

5. Any student having his or her varsity letter or equivalent recognition from an NCAA Division 1 program must wait one academic year from the last semester in which they lettered before being eligible for participation in that particular sport or its intramural counterpart. Example: A basketball athlete lettering in spring 2014 must wait until summer 2015 before they can participate in 3-on-3 basketball.

Note: NCAA Division 1 programs refer to the specific sport that the student was a member of.

6. Any student having his or her varsity letter or equivalent recognition from any four year institution that is not an NCAA Division 1 program will be eligible to play in the semester following the last semester in which they last lettered. This rule applies to that particular sport or its intramural counterpart. Example: A basketball athlete lettering in spring 2014 will be eligible to participate in fall 2014. Note: Teams are allowed to play with only one player that meets these criteria.

7. Any student that was a member of a varsity sport team and is no longer a part of the team must sit a semester prior to being able to participate in that particular sport or intramural equivalent.

8. Athletic letterman: An individual who has received an athletic letter or its equivalent from a four-year institution. Note: Athletic letters are assumed to be awarded following the season.

Current sport club member: An individual who is listed on the most current Club Sport roster.

Ex-professional athlete: An individual who has played as a professional as defined by the NCAA Manual of Operations.

Teams may not participate with more than two participants (in any combination) from the above list on the same team in the respective sport or intramural equivalent. Example: An intramural co-rec softball team may have one ex-professional baseball player and one sport club softball player but may not have one ex-professional baseball player and two sport club softball players.

In addition, no more than one individual from the above list may participate on a doubles, triples, or 4-on-4 team. Example: A 4-on-4 sand volleyball team may not participate with an athletic volleyball letterman and a sport club volleyball member.

9. No more than one individual who has participated in any intercollegiate bowling competition can participate on any one team in intramural bowling.

10. Teams using an ineligible player(s) or more than the allowable combinations in rule 6 will receive forfeits for the intramural games in the concurrent time period of the ineligibility. The player(s) will become ineligible for further competition in that sport's season and will be placed on intramural probation.

11. Members of intercollegiate athletic squads shall not be eligible for intramural competition in that particular sport or its counterpart. Members of intercollegiate athletic squads are defined as individuals who are practicing or competing with a respective athletic squad. Individuals who have been redshirted by the coach, school, or conference are classified as members of athletic squads and are not eligible for intramural competition in that particular sport or its counterpart.

Example: Members of athletic cross country squads are not eligible for the intramural cross country meet. Any questions regarding eligibility in counterpart activities should be resolved prior to competition.

12. If a man or woman drops or is dropped from an intercollegiate squad, he or she becomes eligible for intramurals in that particular sport following the official drop (exception: see rule 5). This also includes any individual who was classified with a redshirt status.

13. One who is currently under contract as a professional in any sport is not eligible for intramural competition in that particular sport or its intramural counterpart. Professionalism is defined by the NCAA Manual of Operations.

The Department of Recreational Services has the right to bar any organization that willfully uses an ineligible player. Team captains or intramural managers are responsible for the eligibility of their players. Recreational Services staff members, officials, and their supervisors are authorized to report cases of ineligible players competing for more than one team and other inequities at any time.

14. In individual and dual sports, no matches or games shall be replayed as a result of determined ineligibility. In order for a team to advance as a result of an eligibility protest, that protest must be filed before the succeeding match. Every individual or doubles team defeated by the illegal participation shall be awarded points for a win, but will not advance in the tournament.

15. If the champion in any team, individual, or meet sport is determined to be ineligible, they will forfeit the championship. All points earned will also be forfeited. The second place finisher will be declared the winner, accrue win points, and be awarded the championship t-shirt.

16. Active members of fraternities may compete with their house.
- Active with house is defined by the Greek Affairs membership list. This list is developed by the fraternity, signed by the house president, and sent to Greek Affairs at the beginning of each semester. Please direct your questions concerning lists to Greek Affairs.
  - All fraternities must be registered members of Greek Affairs on the Kansas State University campus to be eligible to compete in the fraternity division.

17. Men competing in the residence hall division with intramural points designated for a respective residence hall floor or wing must live in the respective residence hall and reside on the floor wing for which they compete. Exceptions are fraternity men living in residence halls, residence life coordinators, assistant residence life coordinators, or others wishing to compete with independent organizations. Residence life coordinators and assistant coordinators may compete for any floor or wing of the residence hall with which they are associated provided they do not compete for the same floor or wing in more than one team sport per year, more than one meet sport per year, or more than one individual/dual sport per session. Coordinators and assistant coordinators living in halls where all floors combine may compete in all activities for their respective hall. If a participant changes his or her residence from a residence hall during a competitive season, he or she is allowed to continue participation for the original floor or wing only until that sport season is completed. Each respective floor or wing is considered a living group unless combined with another floor or wing.

a. Residence hall floors may combine under the following guidelines only:

- Marlatt, Haymaker, Moore, Ford, and Goodnow - any two floors may combine
- Boyd, Putnam, Van Zile, West, and Smurthwaite - all floors may combine

Other combinations may be considered by the intramural director.

b. Residence hall floors combining with other floors from that respective residence hall must combine at the beginning of the school year and remain together for the entire academic year. Intramural points accrued by teams or individuals will be awarded to the combined team.

18. In activities with separate divisions for men's and women's competition, no person may participate in a division of the opposite sex. When an intramural activity is not offered to both men and women and is "not for points," this rule does not apply.

19. Top 2 teams in each pool that also have a .500 record and a sportsmanship rating of 2.5 or better will advance to playoffs, with the following exceptions:

- a. Teams that forfeit twice during the season or forfeit once and did not attend the captain's/manager's meeting for that sport.
- b. Teams that use players playing under an assumed name.
- c. Teams that violate team probation.

20. Any question of interpretation of the rules shall be submitted to the rules and protest committee for consideration.

## **Sportsmanship**

Sportsmanship is vital to the conduct of every intramural contest. In order to encourage proper conduct during games, officials and supervisors shall make decisions on whether to warn, penalize, or eject players or teams for poor sportsmanship. These decisions are final. The intramural director and/or the rules and protest committee will rule on further penalties as a result of unsportsmanlike conduct.

The following may be considered as evidence of unsportsmanlike conduct: profanity; unnecessary delay of the game; striking or shoving an opponent; arguing with officials concerning decisions (discussion is allowed as long as it is done in a mature manner by the team captain); derogatory and abusive remarks toward an opponent or official; touching an official; any action the intent of which is to physically injure an opponent or official; any action which may potentially cause equipment or facility damage, or any action which shows disregard for the rules or policies of the intramural program.

Each student 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 Recreational Services against that team for violation of the intramural rules.

A team captain/manager is responsible for actions by an individual member of the team or for spectators directly related to the team. The conduct of the players and the spectators before and after the game is just as important as the conduct during the game. An organization will be held responsible for its conduct at these times as well as during the game.

### **Sportsmanship rating system**

The sportsmanship rating system is intended to be an objective scale by which teams' attitudes and behaviors can be assessed. Behavior before, during, and after an intramural contest is included in each rating. Each team manager is responsible for educating ALL players and spectators affiliated with his/her team about the system. Rating criteria are defined as:

Excellent (4) – Team exhibited outstanding sportsmanship throughout the course of the game and generally met the following guidelines:

- Players cooperated fully with game officials, scorekeepers, and supervisors.
- Players interaction with opponents was cordial and nonaggressive.
- Team captain/manager provided necessary leadership to control team and address concerns or questions in calm non-aggressive manner.
- Players did not engage in unsportsmanlike behavior throughout the course of the game. (i.e. taunting, excessive fouls, arguing, cursing, etc.)
- Team was not penalized with an unsportsmanlike penalty
- No comments of a derogatory nature directed at any individual

Good (3) – Team generally exhibited good sportsmanship throughout the course of the game and generally met the following guideline:

- Players generally displayed good sportsmanship to game officials, scorekeepers, and supervisors.
- Minimal arguing with game officials on calls
- Overall behavior was acceptable
- Team Captain/.Manager provided necessary leadership to control team throughout the course of the game.
- Team had no blatant acts of unsportsmanlike conduct.

Below Average (2) – Team exhibited characteristics of both good and bad sportsmanship throughout the course of the game:

- Players argued several calls made by game officials, scorekeepers, or supervisors.

- Team received one unsportsmanlike conduct penalty
- Players made inappropriate comments to game officials, scorekeepers, supervisors, or opposing players.
- Overall behavior was inappropriate and team was visibly agitated throughout the game

Poor (1) – Team displayed poor sportsmanship, was confrontational and uncooperative throughout the course of the game.

- Team received two unsportsmanlike conduct penalties.
- Players consistently argued calls made game officials, scorekeepers, and supervisors.
- Players were uncooperative with game officials, scorekeepers, and supervisors.
- Team used inappropriate language towards game officials, scorekeepers, supervisors, and other participants
- Players displayed aggressive actions towards game officials, scorekeepers, and supervisors

Unacceptable (0) – Teams behavior was unacceptable.

- Team received three unsportsmanlike conduct penalties.
- Teams behavior was consistently inappropriate toward game officials, scorekeepers, and supervisors.
- Players were in a fight.
- Team’s behavior was so inappropriate that the game was called due to unsportsmanlike conduct.

**Unsportsmanlike conduct and ejection policy** — If any intramural participant or spectator is ejected from any activity, he or she is immediately ineligible for further competition in any intramural activity until he or she is cleared by the Coordinator of Competitive Sports. When ejected from an activity, the participant or spectator must immediately leave the facility, Recreation Complex, or intramural playfields.

It is the participant’s responsibility to schedule an appointment with the Coordinator of Competitive Sports to review his or her behavior and subsequent eligibility in any intramural activity. Penalties are effective after the meeting with the Coordinator of Competitive Sports or his/her designee (i.e., no self-imposed penalties).

Individual: Ejection from a contest for verbal abuse or harassment, threatening an opponent or official, touching an official, or shoving or striking an opponent will result in penalties against the individual(s) involved. These range from the minimum of the basic unsportsmanlike penalty to suspension from all intramural activities for the remainder of their academic career, depending on the severity of the unsportsmanlike action.

Team: Team involvement in unsportsmanlike conduct may result in a minimum of probation for that team, up to removal from the intramural schedule. (See team suspension below.)

The number one priority in intramural play is good conduct and sportsmanship. When taunting and baiting are allowed to take place, sportsmanship takes a backseat. Examples include, but are not limited to, harassing, heckling, badgering, or teasing to engender ill will, or mocking, or challenging in an insulting manner. Any demonstration of taunting or baiting during intramural activities will be penalized.

### **Intramural probation**

**Individual:** The individual may continue his or her participation in that sport's season with the full understanding that any further reports of unsportsmanlike conduct will result in stricter penalties; i.e., suspension.

**Team:** Intramural probation places a team on probationary status. Any further unsportsmanlike conduct will result in suspension from any further intramural participation. This also applies to teams not in attendance at captain's/manager's meetings or soccer captain's meeting.

### **Intramural suspension**

**Individual:** The individual may not participate in any intramural activity, whether it be a team sport, meet sport, or an individual sport. Any action taken against an individual does not preclude the right to take action against the organization the individual represents for the same incident(s) of unsportsmanlike conduct.

**Team:** Suspension from intramural activities prohibits the suspended organization from participating in any team or meet sports or being represented in individual sports during the period of intramural suspension.

The term of probation or suspension for individuals and teams may be set for a particular sport, semester, year, or an indefinite period.

### **Basic unsportsmanlike penalty:**

Any participant ejected from a contest will not be allowed to participate in his or her team's succeeding contest. The individual will then be placed on intramural probation. This is a minimum penalty.

(Other penalties may be applied.)

## **Awards**

Intramural champion t-shirts are given as awards. E-mail notice is sent to winners following each event, and t-shirts may be picked up in the Recreational Services office upon presentation of your K-State ID. T-shirts must be claimed before the end of the school year.

Awards are given to participants in intramural activities who:

- win their division in an individual or dual sport.
- win an event in their division in meet competition.
- win their division in a team sport.
- win an open competition in an individual or team sport.
- win their overall divisional championship in meet competition.

**Individual sports** There must be a minimum of two individuals or teams participating in any division of an event before an award will be presented to the

champion. If less than two compete in a division or open category, the competition will not be held. The individual or team is still eligible for all-university competition or award.

**Meet competition** — A participant may win an award for each singular event won, as long as at least two participants are in the event. The winner will also be eligible for any team championship award for that intramural activity.

There must be a minimum of two teams participating in any division of an event before a team award will be presented. If only one team signs up, no team award will be made. If more than one team signs up, but only one team participates, team awards will be made to the team that participates.

Highest intramural point total determines team winners for swim meet, and wrestling. High score determines team winners for free throw, 3-point shootout, bowling, and sports trivia. Low score determines team winners for golf, disc golf, and miniature golf. Cross country team winners are determined by the finishing positions of team members.

A team must be comprised of two or more participants. Exceptions: cross country may have five; bowling, golf, 4-on-4 sand volleyball, miniature golf, home run derby, punt pass & kick, free throw, 3-point shootout, sports trivia, and disc golf must have four per team. To be eligible to win a team award, an individual must have scored at least one point for the team.

**Team sports** — Teams will receive awards only for those on their roster who have participated during that sport's season. Participation is designated by their name being listed on the scorecard. A forfeited contest will not count as a participation.

**All-University** — Champions in men's all-university competition will receive a special award to accompany the divisional award. All-university awards are also given to women's and co-rec divisional winners. Event winners with overall fastest times in events with divisions will receive the all-university award (cross country and swimming). Winners in open competition (no divisions) will receive all-university awards.

1. Team point champions will not receive the all-university award in sports with divisions which do not compete with other divisional winners (cross country, wrestling, and swim meet).
2. Summer session intramural event winners will not receive the all-university award.

## **Team Points**

*Italicized lettering indicates a rule change or addition to this section.*

A majority of intramural activities are held "for points." Points are earned by individuals and teams for their organizations throughout the academic year. At the end of the year, the organization in each division with the highest point total is recognized with a special award.

Competition for intramural team points is held within divisions. Divisions are fraternity, residence hall, independent, women, and co-rec. No points are compiled for the faculty/staff division.

1. If a person transfers from one organization to another during the year, all points previously acquired by that individual shall remain with the original organization.
2. Attendance at captain's/manager's meetings will score ten points per meeting.

#### Team competition

1. Basis of scoring team sports:
  - 3-team league: win 26, loss 9
  - 4-team league: win 18, loss 6
  - 5-team league: win 26, loss 9
  - 6-team league: win 21, loss 7
  - 7-team league: win 18, loss 6
  - 8-team league: win 15, loss 5
  - Forfeit in any league game: -25 points
  - Forfeit in any playoff game: 0 points
2. A divisional championship in flag football, soccer, volleyball, basketball, or softball shall score a bonus of 50 points. The runner-up shall receive 35 additional points. Semifinal losers shall receive 25 additional points. Quarter-final losers shall receive 15 points each. Other teams participating in the post-season tournament shall score 10 bonus points each.
3. In co-rec inner tube water polo, the championship is worth 20 bonus points. The runner-up shall receive 15 additional points. Other participants in the post-season tournament shall score 10 bonus points each.

**Officiating points** All-university points will be awarded for officiating soccer, flag football, volleyball, basketball, indoor soccer and softball. Points will be awarded to officials who finish in the 40th percentile of hours and receive a satisfactory evaluation from the intramural director.

- Points will be awarded on the following basis: 10 points for organizations with one official meeting the above requirements
- 25 points for organizations with two or more officials meeting the above requirements.

Eligibility for officiating points will conform to activity participation eligibility rules.

#### Individual, dual and meet sports

1. Golf, free throw, 3-point shootout, cross country, miniature golf, home run derby, bowling, punt/pass/kick, and disc golf: Participants shall score one participation point. In team play (aggregate score of four men or women) the first five places in each division count on the basis of 20, 16, 12, 8, 4. An additional award will be given the five best individual performances in each division on the basis of 5, 4, 3, 2, 1.
2. Handball, tennis, table tennis, badminton, racquetball, doubles volleyball, squash, 1-on-1 basketball, billiards, foosball, darts, and video games: Participants shall each

score one participation point. In addition, each match won by play or forfeit in singles sports shall score two points. A loss in singles sports shall score one point. Each match won by play or forfeit in doubles sports shall score four points. A loss in doubles sports shall score two points. Each divisional champion receives ten bonus points, runner-up receives five points.

3. Triples volleyball and 3-on-3 basketball: Teams will score only three participation points. In addition, each match won by play or forfeit shall score six points. A loss shall score three points. Each divisional champion receives ten bonus points and the runner-up receives five points.

4. Swim meet: One point shall be scored by each individual per participation per event in which he or she competes and fulfills certain requirements. Each individual final race shall be scored on the basis of 6, 4, 3, 2, 1. Each final race in relays shall be scored on the basis of 12, 8, 6, 4, 2. Disqualification during a race shall still allow a participation point if the disqualification is not considered flagrant or unsportsmanlike.

5. Wrestling: One point shall be scored by each individual for participation. For each win by play or forfeit, a player will receive two points for a decision or win by forfeit or two and one-half points for a fall. Each match lost shall score one point. Each division weight class winner will receive ten bonus points, the runner-up will receive five points. Following competition, teams with a one-half point credit will be awarded the next higher number amount.

6. No points will be awarded or deducted for a forfeit in any individual, dual, or meet sport.

## **Intramural Gallery**

### **Wall of Fame**

Results for intramural activities and team point standings are posted on-line and are updated throughout the year.