REGISTRATION

Entry forms and information for all intramural activities may be obtained in the Intramural Office (MSAC room 1014) or at the Intramural registration counter near the MSAC Control Desk.

ELIGIBILITY REQUIREMENTS

In order to participate in the intramural program at Carson-Newman, the following requirements must be met:

1. Student participants must be currently enrolled at Carson-Newman College for a minimum of three semester hours.
2. Spouses of full-time (12 semester hours or more) students are eligible to participate in intramurals.
3. Any student who letters in a varsity sport at Carson-Newman College is ineligible to participate in a related intramural sport for one full year following the academic year in which the letter was received. After the one year probationary period, the student becomes eligible to participate in that sport provided all other eligibility requirements are met.
4. Any student who is a member of a Carson-Newman College intercollegiate team is ineligible to participate in a related intramural sport during the same academic year. Membership is defined here to include redshirt players, and students who are practicing or working out with a varsity team on a regular basis. EXCEPTION: Any non-letterman varsity player who drops off the team prior to the first varsity game of the year is eligible to participate in the related intramural sport. Any player who drops off the team after the first varsity game of the year is not eligible to participate in the related intramural sport.
5. Members of the Carson-Newman faculty and staff and their spouses and dependent children are eligible to participate in intramurals.
6. Any team which uses an ineligible player may be charged a forfeit for any or all of the games in which the ineligible player participates.
7. Entries for team and individual sports must be received by the deadline dates scheduled in the intramural office.
8. A player may represent only one team in a sport during a given season. EXCEPTION: A player may play for a men’s or women’s team AND a coed team in the same sport in the same season.
9. Any individual who has played a sport at the professional level is ineligible to participate in that intramural sport or related sport. Professional level is defined as receiving money for playing.
FORFEITS & PARTICIPATION REQUIREMENTS

1. A team must appear at the playing site within 5 minutes of the scheduled starting time of the game with the minimum number of players required for that sport. If a team does not have the required number of players within the allotted time, the game will be called a forfeit.

2. For sports requiring five or fewer players a team may participate with one player less than is required. For sports requiring more than five players, a team may participate with two players less than is required. (For example: Men’s volleyball requires 4 players, therefore a team may participate with a minimum of 3 players. Otherwise, the team must forfeit.)

3. For individual and one day events, persons or teams arriving late may not be able to participate if brackets have been set and/or play has already begun. The participation of the team or individual will at the discretion of the event director

4. Each team is allowed one forfeit per season in any given sport. Upon the second forfeit the team may be dropped from the league.

5. A forfeit counts as a loss for the team not present and a win for the team present.

6. A double forfeit occurs when neither team is present within 5 minutes of the scheduled starting time of the game.

7. Individuals on a team that drops out of the league, whether by forfeit or by choice, are eligible to play on another team except where restricted by tournament rules for that sport.

8. Forfeited contests may not be rescheduled.

PROTESTS

1. Protests are restricted to matters of rule interpretations and player eligibility. Matters involving an official’s judgment are not a basis for protest.

2. The team captain must make any protest involving a rule interpretation to the officials at the time the question is raised. (The protest must be made before play is resumed to be valid.) The protest must then be noted on the scorebook by the official and the team captain.

3. All protests involving rule interpretations and player eligibility must be made in writing and submitted to the Intramural Office (MSAC Room 1014) by 5:00pm on the next business day following the game.

4. To protest, a team’s captain must completely fill out a protest form. Protest forms are available in the Recreational Services Office or from the Field Supervisor at the game.

5. In tournaments, a team must protest player eligibility before the next scheduled round involving the team in question.

6. The decisions of the intramural staff with regard to protests will be final.
POSTPONEMENTS

1. The Intramural Office has sole responsibility for postponements due to weather conditions. Field and weather conditions are always considered. Postponements due to weather will be posted at the Intramural board in the MSAC no later than 2:00pm on the game day affected.

2. The Intramural Office may postpone games when an error or other problem in scheduling has occurred. The Intramural Office will contact the captains and officials about the postponement and rescheduling the games involved. New times will be posted in the Intramural board.

3. Teams that wish to reschedule games that have already been set should refer to the procedures listed under the Intramural Scheduling Policy for Team Sports.

4. If inclement weather arises during play, it is the intramural supervisor’s responsibility to make the decision to postpone or call off any current or subsequent games.

SCHEDULES AND SCORES

1. Schedules are made according to the following criteria
   a. Availability of the facilities
   b. Availability of the participants
   c. Availability of the officials
   d. Number of teams entered

2. All intramural game schedules will be posted on the intramural board in the Student Activities Center. The board is located on the first floor of the MSAC on the hall between the control desk and the swimming pool. Most team sports schedules will be posted on a weekly basis.

3. Officials schedules are also posted on the intramural board.

4. Scores for team sports will be posted in the team record notebook in the intramural office. Scores will also be posted on a regular basis on the intramural board in the MSAC.

5. Team schedules are usually sent by captains by e-mail. They may also be posted on the college website

SCHEDULING FOR TEAM SPORTS

1. The intramural office is responsible for scheduling all intramural events.

2. The team availability schedule submitted by each team is the guide for scheduling team sports. The intramural office will make every effort to schedule all teams at times they are available to play without conflict.

3. It is the responsibility of each team to inform the Recreational Services Office of times the team can and cannot play.

4. Special request forms may be submitted on a weekly basis by teams for “one time only” dates where the team will not be available to play. Special requests are due in the intramural office no later than 5:00 Wednesday to affect the following week’s schedule.

5. No requests for schedule changes other than as described in #2 and #3 will be accepted.
6. The schedule posted by the intramural office each week will be final and teams will be expected to play at the times on the schedule.

7. Teams that do not have enough players present within the scheduled starting time of the game will receive a forfeit (see section on forfeits). A forfeit will not be charged if: a.) the intramural office has made an error in scheduling or, b.) a verifiable emergency occurs, making it impossible for members of a team to be present at a scheduled game.

8. If a team cannot be present for a scheduled game and no special request form has been submitted by the proper deadline, a forfeit may be avoided by: a.) locating a team to play in place of the scheduled team. (Notify the IM office about the substitute team) or, b.) change the time of the game by selecting a new time, receiving approval of all teams affected by the change, and submitting all changes in writing to the intramural office, or c.) contacting the Recreational Services Office in time for the game to be cancelled by informing the team captains, officials and intramural supervisor of the cancellation.

**SPORTSMANSHIP**

1. All participants in intramural events are expected to conduct themselves in a manner consistent with the mission of Carson-Newman College and the standards of good sportsmanship. All participants are expected to play within the rules of the sport being conducted at any given time. All participants are expected to conduct themselves in a way which will not impair the enjoyment of the event by other participants.

2. Teams will be rated on sportsmanship throughout the season by the game officials and the intramural supervisor. Ratings are based on the following criteria:
   
   1. Excellent – Teams earn this rating if there is excellent sportsmanship demonstrated throughout the game. There is no incident of poor sportsmanship during the contest. The team demonstrates an attitude of cooperation with game officials and a positive attitude toward the opponent.
   2. Good – This rating is awarded to teams that demonstrate good sportsmanship to the officials and the other team. The team may question some calls during the game, but the captain has control of the team and there are few problems.
   3. Fair – The fair rating may be given when some or all of the following conditions occur during a game:
      a. The team has to be warned about unnecessary roughness
      b. The team has to be warned about inappropriate language (cursing)
      c. Players, other than the designated captain, persist in questioning the officials, or any player repeatedly argues with an official or other players.
      d. Spectators supporting the team fail to conduct themselves in a orderly manner.
      e. The team fails to cooperate with officials to keep the game running in an orderly manner.
   4. Poor – A poor rating is assessed when some or all of the following conditions occur:
      a. A player or coach is ejected for any reason by an official, intramural supervisor, intramural student director or any other Recreational Services staff personnel.
b. A coach, player or spectator repeatedly makes abusive remarks toward an opponent, official or field supervisor.

c. Any physical abuse is directed toward an opponent, official, intramural supervisor or any other person on the intramural staff.

d. The team, after being warned, continues to display unnecessary roughness or inappropriate language.

e. Spectators clearly supporting the team engage in any disorderly conduct which interrupts the flow of the game or hinders the officials’ control of the game.

f. The team shows willful disregard for games rules or intramural policies including the use of ineligible players.

At the end of the regular season ratings will be calculated. If a team’s rating is 2.5-3.0, a win will be added to it’s record. 1.75-2.49 = no change. 1.0-1.74 = a loss is added to the record. Under 1.0 = disqualification from the tournament. If a team is ejected on grounds of ratings, none of the players on the team’s roster will be eligible to play for another team in the tournament.

EJECTION

1. The intramural officials, intramural supervisors, intramural student directors or Recreational Services Director have the authority to eject a player from a game for reasons of misconduct. These reasons shall include but not be limited to:
   - fighting
   - verbal or physical harassment of other players
   - verbal or physical harassment of game officials, IM supervisors, or assistants
   - cursing
   - abuse or destruction of equipment

2. The official may issue a warning on the first offense. However, in cases of severe misconduct ejection from the game may come without warning.

3. A player who is ejected from a game must leave the field or court area (gymnasium) immediately. If the player refuses to leave, the officials will call the game a forfeit in favor of the opposing team.

4. Ejection from a game results in a mandatory one-game suspension or equivalent. The suspension may be for a longer period, depending upon the situation and the results of the meeting with the Director of Recreational Services (see #5).

5. A player who is ejected from a game must schedule a meeting with the Recreational Services Director before participating in any other intramural event (including the sport from which the player was ejected). The Director will impose a mandatory one game suspension. Additional suspension may be

6. a.) Any player ejected from a game for fighting is suspended from further participation in intramurals for the remainder of the semester, and in some cases, the entire year. Fighting is defined here as any aggressive action toward another player(s), coach(s), official(s), or intramural staff member with the intent to inflict bodily harm. Striking,
slapping, shoving, tackling, or swinging at another person are among the actions that constitute fighting. Self defense is not an excuse for fighting. The intramural staff shall investigate the severity of each incident and will have responsibility for determining the suspension.

b.) Any player who is ejected from 2 intramural games for reasons other than fighting shall be suspended from participation in any intramural activities for the remainder of the semester.

7. Some cases of inappropriate conduct and all cases of fighting will be reported to the Director of Judicial Services.

INJURIES AND LIABILITIES

1. All injuries should be reported to the field supervisor on duty or the MSAC control desk staff immediately. The supervisor or control desk staff will assist in getting proper medical attention to the injured person if required. If transportation is needed, campus security will be called to assist.

2. The Carson-Newman intramural department does not provide medical insurance for participants in any of its programs. Participation in any intramural event is completely voluntary and could result in personal injury or damage to personal property. All participants are encouraged to arrange for their own insurance to cover personal injury and damage to property.

CAPTAINS / COACHES RESPONSIBILITIES

Team captains or coaches are needed to communicate between the teams and the intramural office. Captains are team representatives who are also members of the team. Coaches are representatives for the team who do not play with the team. Coaches and captains have the same responsibilities, which are to:

1. Submit a roster of team members with names, signatures, and student numbers to the intramural office for the sport being conducted.

2. Attend appropriate intramural meetings or assign a team representative to attend.

3. Instruct the team of eligibility rules and check to confirm that all team members are eligible.

4. Notify team members of the date, time, and place of each game.

5. Familiarize the team with the playing rules and other related information.

6. Act as spokesperson for the team at meetings or games.

7. Promote fair play and good sportsmanship among team members.

8. Notify the intramural office about changes in team availability, additions or changes to the team roster, and any other changes in the team status.

9. Assign one person to keep score or time at each game as needed.