

Office of Campus Recreation

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The Spirit of Competition

Sport activities find their origin in the basic human need for the spirit of play. Winning and losing are mere outcomes of this play spirit. What is part of the game is the pure satisfaction of participation (fun, fitness, friendship, stress release, etc.). Without your opponent and the officials, you have no game, no contest, and no fun. You are indebted to them, as they are to you. This spirit of play, then, is based on cooperation. Upholding high standards of integrity and fair play acknowledges this idea of cooperative competition. All players are encouraged to exercise good judgment in caring for the safety of others as well as themselves. An intentional violation of the rules is considered cheating and a gross offense against the spirit of competition. Abusive language toward officials, other participants, and manipulation of the rules are not "part of the game". A lifetime interest in sports is a goal of all players and has more meaning than a win or a loss, the memory of which often fades quickly. All players are asked to participate within the context of this spirit of play and competition.

Intramural Sports Mission Statement

It is the mission of the Intramural Sports program at Minnesota State University, Mankato to provide a wide range of individual/dual and team sports at a variety of competitive and recreational levels to students, faculty, staff, and other members of the university community. Our purpose is to provide exercise, recreation, and fun to our participants in a relaxed, yet structured environment. Intramural Sports is a crucial element of the academic experience in that it promotes and reinforces teamwork and personal accomplishment, mutual respect and integrity, competition and recreation, as well as skill and exercise. Everyone is encouraged to play to the best of their abilities; however, a win-at-all-cost attitude is inappropriate and strongly discouraged. The genuine value of Intramural Sports comes from playing, not from winning.

Participation & Registration Procedures

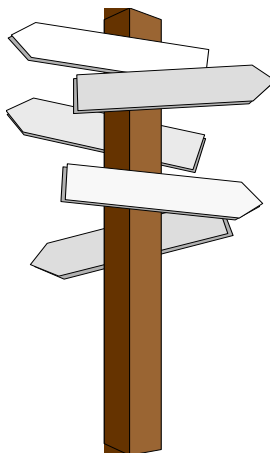
Minnesota State University, Mankato and the Office of Campus Recreation provide all currently enrolled students, faculty, staff, and administrators the opportunity to participate in Intramural Sports activities in accordance with the policies and procedures outlined within this handbook.

Team Registration Procedures

1. Intramural entry registration periods can be found by checking the Intramural Sports activities calendar, sport flyers, Campus Recreation webpage, or by stopping by the Office of Campus Recreation in 118 Myers Field House (MF 118), Monday-Friday from the hours of 8:00am-5:00pm.
2. Team registration forms and invoice forms can be picked up in the Office of Campus Recreation (MF 118) or printed off the webpage. All Intramural team registrations and invoice forms should be completed and turned in on or before the identified cut-off date for that sport.
3. Fill out the registration and invoice forms with the team's information. Each team registered must have separate registration and invoice forms, along with the necessary information such as manager and co-manager's names, telephone numbers, and email addresses on hand as well as team conflicts.
4. Take the completed Intramural Sports invoice form to the Cashier's Office in the Wigley Administration Bldg. (WA 128) with the appropriate fee to pay for each registered team.
5. Bring back the bottom half of the invoice form, receipted by the cashier, to the Office of Campus Recreation (MF 118) with your completed registration form and submit it to an identifiable Campus Recreation Staff member. **Note:** Your registration is NOT complete and you are not considered in a league until payment is received.
6. Attend the Intramural Sport Manager's meeting listed on the receipt card given upon confirmation of registration. If a team representative does not attend the manager's meeting or leaves without picking up their teams' schedule, that team will be dropped from the assigned league, and will have to pay a \$10 forfeit fee to be placed back into the league.

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118 Myers Field House

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Individual/Dual Registration Procedures

1. Intramural entry registration periods can be found by checking the Intramural Sports activities calendar, sport flyers, Campus Recreation webpage or by stopping by the Office of Campus Recreation in 118 Myers Field House (MF 118), Monday-Friday from the hours of 8:00am-5:00pm.
2. Individual/Dual registration forms can be picked up in the Office of Campus Recreation (MF118) or printed off the webpage.
3. Complete the registration form. Have necessary information such as names, telephone numbers, and email addresses on hand for you and your partner in dual play. **Note:** Each player must individually fill out a registration form since they must sign the Assumption of Risk Agreement found on each form. Dual sports participants should fill out only one registration form, but both players must sign the Assumption of Risk Agreement.
4. Submit the completed form to the Office of Campus Recreation to an identifiable Staff member.

Team Manager's Responsibilities

The primary duties and responsibilities of team manager's are to organize teams and individuals in order to make up a team prior to the specific sports registration deadlines. Additional duties of the manager include:

- Turn in team registration on time.
- Represent, or see that the team is represented, at your sports mandatory manager's meetings.
- Inform team members of game time and location for every scheduled contest. Inform team members to show up at least 15 minutes prior to game time to keep contests on schedule.
- Be sure that all players on your team have knowledge of and meet the eligibility regulations set forth by the Intramural Sports program. Be investigative of their eligibility status so that your team does not forfeit from play.
- Notify each team member that they must present a valid MAV card before they can participate in the scheduled contest.
- Make sure that all team members have signed the scorecard each game.
- Make sure that you and each team member refrain from verbally or physically abusing the game officials or Intramural supervisor staff. Stress the importance of Sportsmanship and the Spirit of Competition.
- Be familiar with rules, schedules, policies and procedures of the Intramural program.
- Maintain your name, current address, email address, and phone number along with the same information for the co-manager with the Intramural Sports office staff.
- Work with the Intramural Sports staff to ensure a safe and fun experience for all participants.

Eligibility

Eligibility for the Intramural Sports program is the responsibility of each individual participant and of the team manager. The Intramural Sports staff does not assume the responsibility for checking the eligibility of all participants; however, it does reserve the right to investigate the eligibility of any participant and take appropriate disciplinary action against the individual and team in question. Each participant should be prepared to present his/her validated MAV card at any time when participating in an Intramural Sports activity. **NO MAV CARD, NO PLAY, NO EXCEPTIONS!**

The following individuals are eligible for Intramural Sports provided they meet all eligibility guidelines:

- Any fee paying undergraduate or graduate student, enrolled in a minimum of one credit hour, with a MAV card is eligible until he/she withdraws from the university or fails to comply with eligibility guidelines.
- Any faculty member or administrative/staff personnel employed by the university with an administrative/staff ID.
- Current school year intercollegiate team members are prohibited to participate on those Intramural Sports teams in the same sport or related sport for the entire academic year. If an individual is cut from a team prior to the game schedule, he/she is eligible to participate on a same sport or related sport team, but if an individual drops/quits the intercollegiate team after having made the team, he/she is not eligible. Red-shirted players are ineligible to participate in a related sport.

Sports & Related sports include:

- Football and Flag football
 - Baseball, Fast/Slow pitch softball and Softball
 - Basketball and Associated Basketball contests
 - Soccer and Indoor/Outdoor Soccer
 - Ice Hockey and Broomball
 - Triathlon - current year members of any intercollegiate team in swimming, running, or biking are ineligible to compete in the related sports leg of the team competition.
 - Volleyball and Wallyball
- Sport Club members are allowed to participate in their sport or related sport with a maximum of two members per Intramural Sports team. This is sport specific only.
 - Intercollegiate Sport letter winners from the previous academic year are allowed to participate in their sport or related sport with a maximum of two members per Intramural Sports team. This is sport specific only.
 - Current or former professional athletes are ineligible to participate in their sport or related sport if they signed a contract and were compensated.

- No player may play as a member of two teams in the same sport. (i.e. You may play for a maximum of one Men's team and one CoRec team if CoRec is offered at the same time). If a player is determined to be playing on two teams, both teams will forfeit all games player in which illegal player participated. It is the team manager's responsibility to make sure that all members of his/her team are aware of and follow all eligibility guidelines.
- Women/Men are required to play in their specific divisions when offered unless participating on a CoRec team (if CoRec is offered at the same time). (i.e. A woman may not participate on a men's team or vice versa). Special circumstances must be approved by the Program Coordinator.
- To be eligible to compete in an Intramural activity, each team member must sign his/her name on the Assumption of Risk form on the back of the scorecard prior to each game; or have turned in a completed Assumption of Risk form at the time he/she registered for an Individual/Dual sport.
- Any player who participates in an Intramural Sport under an assumed name shall be disqualified from that sport for the remainder of the season and the team for which the person plays will forfeit all games in which the individual played. Forfeit fees must be paid for reinstatement back into the league.
- The **NO ID, NO PLAY POLICY IS IN EFFECT**. All Intramural participants must furnish their MSU MAV card at every Intramural activity. If a participant does not have their ID with them, he/she will not be allowed to play in that contest. No other form of ID will be accepted, it must be a current MAV card.
- Any player guilty of playing while ineligible **or** any player, coach, or fan ejected from an Intramural game for any reason must leave the playing area immediately if requested to do so by a game official or Intramural Staff. Failure to leave the area may result in forfeiture of the game by the team associated with the ejected person. The ineligible/ejected person is ineligible to play another game **in any sport** until he/she meets with the Program Coordinator and disciplinary action has been determined. **Note: Self-imposed punishment will not be considered or accepted.**



Team Rosters

- A. Additions to the team roster can be made up until the start of the playoff season provided that:
1. Players on original roster and added players must play at least one regular season game before playoffs begin.
 2. Added player has not played on any other team. No player will be permitted to transfer from one team to another after playing a game for the original team. A player becomes a rostered player once s/he signs the scorecard.
- B. Additions to the roster will be made when the person signs the assumption of risk form on the back of the scorecard and shows a valid MSU MAV card.
- C. **No new additions can be made to a team's roster once playoffs begin.**
- D. A person may play in the same sport he/she officiates.

Manager's Meetings

Each team sport has a mandatory manager's meeting prior to the start of regular season play, with the exception Team Bowling. Each registered team must have at least (1) representative in attendance to pick up their schedule. These meetings are important since it is a chance to discuss Intramural policies and procedures, rules and rule changes, and any questions the group has concerning the upcoming season.

If a team representative does not attend the manager's meeting or leaves without picking up their team schedule, that team will be dropped from the assigned league, and will have to pay a \$10 forfeit fee to be placed back into the league.

Rescheduling, Defaults, & Forfeits

A. Rescheduling

When a team or contestant enters into an Intramural organized activity, Intramural Sports agrees to provide necessary equipment, facilities, schedules, and officials. If teams or contestants fail to appear without giving proper notice, they will be given and charged for a forfeit. In the event your team needs to reschedule a game, the following reschedule guidelines must be adhered to:

1. The team manager or captain wanting to reschedule must contact the Office of Campus Recreation for available dates and times to reschedule the game.
2. When a scheduling conflict involves one team or individual, the opposing team or individual may decide whether or not to reschedule the contest.
3. If the opposing team or player does not elect to reschedule the contest, the game will be played at the date and time it was originally scheduled.
4. If both teams are agreeable to a rescheduled match, it must be in accordance and agreement with the Intramural Sports staff and dependent upon availability of existing facility space and personnel. Such requests must be written (form provided by Campus Recreation) with both managers'

signatures, and completed with the Intramural Sports staff a minimum of **24 hours** prior to the original scheduled contest. This reschedule process must be completed by 5:00pm weekdays. In the case of a game scheduled on Sunday or Monday, the rescheduling procedure must be completed by 5:00pm on the preceding Friday.

B. Defaults

A **Default** is recorded when a team contacts the Intramural Sports office at 389-5143 by 2:00pm the day of the game to inform them they will not be available to play their scheduled game **or** when a team does not have enough players present to play the game but meets the minimum required to show prior to game time. (**The minimum required for each sport is 50% of the minimum players needed to start that sport.)

Each team will be given one (1) default to use during regular season play. They will not be assessed a forfeit fee for their first default. A loss will be given to the defaulting team in the standings.

If a team records two (2) defaults, that will be considered equivalent to a forfeit for that team. They will be removed from the league and must pay a \$10 forfeit fee by 12:00pm (noon) the day of its next scheduled game in order to be placed back into the league.

C. Forfeits

A **Forfeit** will be recorded when a team fails to show for a scheduled game without prior notification to the Intramural Sport office (using a default or rescheduling a game) **or** if a team does not meet the minimum required players needed to show prior to game time in order for a default to be recorded.

1. If a team or contestant fails to appear at the scheduled place, at game time the supervisor/official will ask the present team if they want to take the forfeit or give a ten (10) minute grace period for the other team to show up. Members of the team ready to play must enter their names on the scorecard and have it signed by their captain and the Intramural Supervisor. If the ten (10) minute grace period expires and the team has yet to meet the number required to start, the game will be declared a forfeit.
2. If neither team has the minimum number to start a game, the results will be recorded as either a default or a forfeit for both teams depending on the number of team members present.
3. Forfeiture causes immediate removal of that team from league play and the team must pay a \$10 forfeit fee by 12:00pm (noon) the day of its next scheduled game in order to be placed back into the league.

Games that have been ruled a default or forfeit will be recorded as such. Once declared, team members present at the site may use the field/court to scrimmage but will not have officials present and will not count in league standings. There will be **NO Mutual Agreement rule in effect.

Protests

Protests involving official's judgment will not be accepted. The only protests that will be accepted are those based on rule interpretation or player eligibility. The following procedures should be used when making a protest:

Rules Interpretation

1. Immediately notify the official and the opposing team in a sportsmanlike manner that you would like to protest the interpretation of the rule **before** the next play or live ball. This must be done immediately after the rule was enforced. You will not be permitted to protest if you realize later in the game or anytime after the next live ball that the situation or rule was handled incorrectly.
2. The official should explain his/her ruling.
3. If you think the ruling is still wrong, ask the official to get the Intramural Supervisor. If the official(s) are hesitant or refuse to summon the supervisor, then the team captain shall be responsible for securing the supervisor. The team captain shall refuse to continue play until the supervisor arrives at the court/field and makes a ruling regarding the protest.
4. The supervisor will then rule on the situation and his/her ruling will be final for that night. If you think the supervisor is also wrong, inform him/her that you would like to play the game under protest and continue the game from that point. The supervisor must document the contest facts (player name, team played for, score, ruling, date, time, time remaining in the contest, etc) and file the report with the Program Coordinator.
5. Formal protests will be heard and reviewed by the Program Coordinator and appropriate Intramural Sports staff. To be considered, the situation must affect the outcome of the contest.
6. If a formal protest is upheld, the game will be replayed from the point at which the rule misinterpretation was made or in its entirety in order to correct the error. This decision will be made solely by the Intramural Sports staff.

Player Eligibility

1. To protest the eligibility of a player(s) on the opposing team, the team captain should notify the official and the site supervisor. If the official is hesitant or refuses to summon the supervisor, the team captain shall be responsible for securing the supervisor. The team captain shall refuse to continue play until the supervisor arrives at the court/field to make a ruling on the protest.
2. The supervisor will hear the protest and notify the opposing team captain. If the player(s) in question is illegal, the game shall be declared a forfeit. If the player(s) in question continues to play in the contest, then the supervisor must document the contest facts with the Program Coordinator.
3. During playoffs, eligibility protests must be filed before the accused team plays another contest or the protest becomes null and void by the initial protesting team.

4. If a formal protest is completed, the Program Coordinator will rule on the protest during the next business day. If a player(s) are found to be ineligible, they will be suspended from play and the team will forfeit the game and must pay the forfeit fee to reinstate the team back into the league.

Player Conduct

If an Intramural Sports participant is ejected from any Intramural Sports contest, s/he is immediately ineligible from further access to competition in any Intramural Sports activity and other Campus Recreation programs or facilities until s/he is cleared by the Program Coordinator or his/her designee. Player suspensions are effective after the meeting with the Program Coordinator or his/her designee (i.e., no self-imposed penalties). There are no appeals of ejection/conduct suspensions and decisions. It is the participant's responsibility to schedule an appointment with the Program Coordinator or his/her designee to review his/her behavior and subsequent eligibility in the Intramural Sports Program. Failure to schedule a meeting will result in the incident being forwarded to Student Judicial Affairs. Any participant who commits, incites, or aids others in committing any of the following acts of misconduct shall be subject to disciplinary procedures:

1. Player or spectator hits, strikes, or pushes a Campus Recreation employee--indefinite suspension. Player may petition for reinstatement to the Program Coordinator after a minimum of one calendar year.
2. Hitting or striking another player or spectator--indefinite suspension; minimum suspension for remainder of sport.
3. Threatening behavior (verbal or physical) before, during, or after a contest toward a Campus Recreation employee (student or professional)--indefinite suspension; minimum suspension for remainder of sport.
4. Threatening behavior (verbal or physical) before, during, or after a contest toward another player or spectator--indefinite suspension; minimum suspension for remainder of sport.
5. Verbally abusing an official or any other Campus Recreation employee--indefinite suspension; minimum one game.
6. Verbally abusing an opponent or teammate--indefinite suspension; minimum one game.
7. Action(s) which could potentially cause equipment or facility damage and/or personal injury--indefinite suspension; minimum one game.
8. Team players and managers are expected to be cooperative and honest when asked for assistance in identifying teammates who may be involved in incidents. Failure to do so may result in a team and/or individual penalty including game or season forfeiture.
9. Failure to cooperate with Campus Recreation staff (i.e., giving name, completing forms, etc.) after ejection--minimum 1 game and game forfeiture.
10. Any person entering/using a Campus Recreation facility illegally, using an assumed name, or using an MSU MAV card illegally will be declared ineligible for all Campus Recreation programs and/or facilities for at least 7 days (University holidays and breaks will not count toward the suspension).
11. Illegally playing for more than one team--player is ineligible for the remainder of that activity and each team forfeits all games in which the illegal player participated.
12. Personal conduct situations that are not covered by the above rulings will be handled in an appropriate manner by the Program Coordinator or his/her designee.
13. After player ejection, the ejected individual must meet with the Program Coordinator before s/he is possible for game eligibility.

Sportsmanship

As stated in the Intramural Sports mission statement, our purpose is to provide exercise, recreation, and fun to our participants in a relaxed, yet structured environment. Everyone is encouraged to play to the best of their abilities, but cheating, verbal and physical abuse, and a win-at-all-cost attitude is considered inappropriate. Having these principles of sportsmanship in our foundation is necessary to facilitate the spirit of competition. Therefore, a team sportsmanship rating system has been developed to encourage ethical conduct at all Intramural contests.

Team Sportsmanship Rating System

The development of team and individual sportsmanship is of fundamental importance in all intramural sports activities. The sportsmanship rating system is intended to be an objective scale by which teams' attitude and behavior can be assessed throughout the Intramural Sports league and playoff seasons. Behavior before, during, and after an intramural sport contest is included in the rating. The team manager is responsible for educating and informing all players and spectators affiliated with his/her team about the system. To encourage acceptable conduct before, during, and after intramural sports contests, officials and/or supervisors shall make decisions whether to warn, penalize, or eject persons and/or teams for poor sportsmanship.

Team ratings are: **Acceptable** **Unacceptable** **Season Ending**

A team is responsible for the actions of the individual team members and spectators related to it. The team manager's efforts in assisting officials/staff to calm difficult situations and to restrain troubled teammates are the key to controlling team conduct. Intramural Sports officials and/or supervisors shall determine acceptable and unacceptable team ratings. Appeals for unacceptable ratings are not accepted. The Program Coordinator will determine season ending ratings. The Intramural Sports program staff also reserves the right to review any rating given to a team. Regardless of the division or league, teams displaying good sportsmanship and receiving an acceptable rating throughout the league and playoff season will be eligible for complimentary awards and discounts.

MSU All-University Champions

- 2001-2002 – Stormtroopers
- 2002-2003 – Mud Dogs
- 2003-2004 – McElroy G-1
- 2004-2005 – Regulators
- 2005-2006 – Hungry Like the Wolf
- 2006-2007 – Daytrippers
- 2007-2008 – Daytrippers
- 2008-2009 – Daytrippers
- 2009-2010 – Daytrippers



Acceptable Sportsmanship Rating

1. Team members cooperate with and demonstrate good sportsmanship toward members of both teams, spectators, and all IM officials and staff.
2. Team captain exhibits control over his/her team and spectators, converses reasonably and rationally with officials about rule interpretations/calls, and cooperates by providing any information requested by any intramural sports official/staff.
3. Team members participate in the spirit and intent of the intramural sport game rules and/or program policies. Team members accept judgmental decisions made by the officials during the contest.
4. Respect is shown for Campus Recreation facilities and equipment.

A team will receive any unacceptable Sportsmanship Rating as a result of the following:

1. Any player that is ejected for unsportsmanlike conduct.
2. Any technical fouls for unsportsmanlike conduct and or multiple unsportsmanlike penalties given.
3. Participants/spectators who continually complain about officials' decisions and display dissension. Complaints include both verbal and non-verbal behavior. Excessive arguing between opposing teams/spectators may also lead to an unacceptable rating.
4. Team captain (spokesperson) exhibited little control over his/her team and spectators, conversed in a dissenting manner with officials about rule interpretations/calls and did not cooperate. Did not provide information requested by any intramural sports official/staff while performing their duties.
5. Team members did not meet eligibility requirements for participation in the Intramural Sports Program.
6. Team members played with participants who are currently suspended from participating in intramural sports (i.e., on the Outstanding Ejection List).
7. Public indecency, vulgarity, or obscenity.
8. Individuals/teams played after the consumption of alcohol/drugs. If the contest has begun when discovered, the player(s) will be immediately removed from the facility, and the contest will be forfeited to the opponent.
9. Physical abuse by participants(s)/spectator(s) in the form of fighting and/or wrestling with an opponent and/or teammate which occurred before, during, or after an intramural sports contest.
10. Any threatening behavior (verbal and/or non-verbal) to any intramural sports employee, participant, or spectator, which occurred before, during, or after an intramural sports contest.
11. Damage to or destruction of any Campus Recreation facilities and equipment.
12. Any violation of the Minnesota State University, Mankato Student Code of Conduct (<http://www.mnsu.edu/conduct/studentresources.html>).

Consequences for Unacceptable Rating

1. Team is suspended until the captain meets with Program Coordinator. It is the captain's responsibility to call and schedule a meeting with the Program Coordinator. A team is ineligible for any intramural sport competition in this activity until this meeting occurs.
2. Regardless of the length of the season or tournament, two unacceptable ratings will be equivalent to a season ending rating, and the team will automatically be dropped from any further competition.

Season Ending Sportsmanship Rating

1. Team was uncooperative and out of control before, during or after intramural sports contest.
2. Team captain (spokesperson) exhibited poor control over self, the team, and/or the spectators.
3. Multiple ejections or blatant unsportsmanlike conduct that endangered participants, fans, officials, or supervisors occurred.
4. Any physical contact with any Intramural Sports employee.
5. Team failed to cooperate/comply with intramural sports administrative staff/University officials while performing their duties; falsely represented or withheld any information requested.
6. A team received a second unacceptable rating in the same sport or activity.
7. A season ending sportsmanship rating can not be appealed.
8. Teams were unable to continue to play and the game was stopped (i.e. bench clearing fight).
9. Teams receiving an unacceptable sportsmanship rating in a weekend tournament are eliminated from further competition regardless of the outcome of the game.

Consequences for a Season Ending Sportsmanship Rating

1. Team will be automatically dropped from any further intramural competition.
2. Future eligibility in the Intramural Sports Program of all team players will be reviewed.
3. Possible student Judicial Affairs action.

Postponements and Inclement Weather

All decisions concerning game postponements will be made by 2:00pm on the day of play. All decisions made after 2:00pm will be made by the site supervisor on duty. All team managers for the postponed games will be contacted by the Intramural Sports office if/when games will be rescheduled. It is your responsibility to inform your team members of postponements and rescheduled game times.

Injuries

Participation in the Intramural Sports program is on a voluntary basis. MSU and the Office of Campus Recreation do not provide health insurance/coverage and are not liable for injuries sustained while participating in the Intramural Sports program. Medical costs incurred by injured Intramural participants must be covered by the student's personal insurance and health plans. Incident forms must be completed and turned into the Office of Campus Recreation immediately. Site supervisor will have the incident reports and will assist in completing and submitting the form.

IMPORTANT: Do not move a person who is thought to have a back or neck injury or severely broken bones. Have a representative from your team go to the nearest phone and call Security (#2111). Security will get EMT's or call for an ambulance if needed.

Game Balls & Equipment

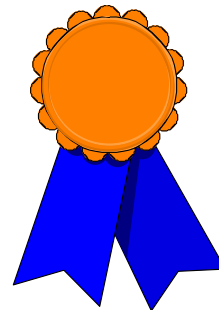
The Office of Campus Recreation will furnish game balls for all Intramural Sports events. Official game balls cannot be used by teams for warming up. You can check out equipment from the Campus Recreation equipment office with your MSU MAV card or bring your own. At completion of the game, return the equipment to the equipment office. All equipment that is stolen, lost, broken, or misused (outside natural elements of the game) will be billed to the issued user. Some Intramural Sports events will require participants to provide their own equipment.

Personal Equipment

1. Shoes must be worn during all sports contests. Open toed shoes (such as sandals) and shoes that mark the floor (if an inside event) cannot be worn.
2. **Court shoes must be worn in the gym.**
3. **NO METAL SPIKES OF ANY KIND ARE ALLOWED.** Soles must be smooth or have soft or hard plastic/rubber cleats. If metal is exposed, the shoe is illegal.
4. All jewelry, with the exception of health or medical alert bracelets, must be removed before any participant is permitted to play. Taping over jewelry will not be permitted!
5. Anyone with a cast is prohibited from participation of team sports (except Bowling).
6. Knee braces made of hard, unyielding material are illegal unless covered with at least a 1/4 inch rubber sleeve (such as the Lenox Hill Sport sleeve or neoprene sleeve).
7. Any person wearing glasses or contacts will take the responsibility for protecting their eyes.

Awards

Intramural Champion T-shirts will be awarded to both "Competitive" and "Recreational" champions as well as the individual/dual sport champions by the Office of Campus Recreation. A picture will also be taken of all Intramural champions and will be displayed on the Intramural Wall of Champions Board located outside of 118 Myers Field House. In order for team members to receive a T-shirt, each member must be an eligible player on the roster and played in at least one game. The number of T-shirts awarded to a team is 1 1/2 times the number required to play. (i.e. 5 basketball players on the court = $5 \times 1.5 = 8$ T-shirts.)



All-University Points System

- **Description**

In order to encourage more students, faculty, staff, clubs, and other university organizations to join in the fun, the Intramural Sports Program has adopted a point system that allows for the awarding of an All-University Champion at the end of each academic year. The point system provides more incentive for individuals and groups to participate in the Intramural Sports Program by keeping the thrill of competition within its limits and placing a strong emphasis on sportsmanship and having fun through participation.

- **General Guidelines**

All-University Points will be awarded only for activities in the Fall and Spring semesters of an academic year. Teams and organizations must use the same team name for all activities registered for, or include on the actual registration form the team name that they would like their points credited to for participation in that activity. The number of points awarded to a team will be dependent upon the classification of the activity, performance in the activity, forfeits/defaults, sportsmanship, and attendance at meetings. Teams will also be awarded points for all team members who officiate for Intramural Sports and meet work performance and program policies/procedures.

An overall All-University Champion will be declared from the following divisions based on total points earned throughout the academic year:

- **Organizational Division**- Residence Hall, Recognized Student Organization, Fraternity/Sorority, and Military
- **Non-organizational Division** - Independents and Faculty/Staff/Grad

**For a team to receive points as an organization or a residence hall you must be currently recognized or live in that residence hall for the academic year. All other teams should be categorized as non-organizational. The overall champion will be selected based on points accumulated throughout the academic year.

- **Prizes**

The All-University Champion from each division will have their names engraved on the All-University Points Champions Plaque which will be displayed in the Office of Campus Recreation, as well as other prizes to be determined by the Intramural Sports staff.

- **Points Systems (Participation & Performance)**

*For Espirit de Corp events, each person registered and having participated for your organization will receive full registration points toward your organizational points.

Participation Points

Team Sports	Individual/Dual Sports
Registering 1 st team = 25 pts.	Registering 1 st person = 20 pts.
Registering 2 nd team = 15 pts.	Registering 2 nd person = 15 pts.
Registering 3 rd team = 10 pts.	Registering 3 rd person = 10 pts.
Registering 4 th team = 5 pts.	Registering 4 th person = 7 pts.
Attend Manager's Meeting = 75 pts.	Forfeit = -10 pts.
Forfeit once/default twice = -75pts.	Play more than once = 10 pts.
Play all games, no defaults = 25 pts.	
Unsportsmanlike Conduct = -75pts.	
Officiate = 10 pts/person (Max. 3 / sport)	

- Only one team/individual per organization will get credit for attending the manager's meeting
- Teams/individuals must play at least one game/match in order to receive registration points
- Unsportsmanlike conduct will be determined through the sportsmanship rating system (i.e. Unacceptable), participant ejections, and all other situations deemed necessary by the Program Coordinator
- Officials must officiate for a complete season and finish in good standing with performance (Maximum of 3 officials per team per sport will earn points)

Performance Points

Class 1 Activities: Major Team Sports (5 or more players) <Includes Flag Football, Softball, Volleyball, Basketball, Ice Hockey, Broomball, Indoor Soccer, Outdoor Soccer>

League Play:	
1 st Place	30 points
2 nd Place	25 points
3 rd Place	20 points
4 th Place	15 points
Below	10 points
"A" Playoffs:	
1 st Place	35 points
2 nd Place	25 points
3 rd Place	20 points
4 th Place	15 points
"B" Playoffs:	
1 st Place	20 points
2 nd Place	15 points
3 rd Place	10 points
4 th Place	5 points
All-U Divisions:	
1 st Place	20 points
2 nd Place	15 points
3 rd Place	10 points
4 th Place	5 points

Class 2 Activities: Minor Team Sports (3-4 players or designate sport) <Includes 3-on-3 Basketball, Wallyball, Team Bowling, Softball Tourney, Sand Volleyball Tourney, Dodgeball Tourney, Ultimate Frisbee Tourney>

League Play:	
1 st Place	25 points
2 nd Place	20 points
3 rd Place	15 points
4 th Place	10 points
Below	5 points
"A" Playoffs:	
1 st Place	25 points
2 nd Place	20 points
3 rd Place	15 points
4 th Place	10 points
"B" Playoffs:	
1 st Place	13 points
2 nd Place	10 points
3 rd Place	7 points
4 th Place	5 points
All-U Divisions:	
1 st Place	10 points
2 nd Place	7 points
3 rd Place	5 points
4 th Place	2 points

Class 3 Activities: CoRec Team Sports

League Play:	
1 st Place	25 points
2 nd Place	20 points
3 rd Place	15 points
4 th Place	10 points
Below	5 points
"A" Playoffs:	
1 st Place	25 points
2 nd Place	20 points
3 rd Place	15 points
4 th Place	10 points
"B" Playoffs:	
1 st Place	13 points
2 nd Place	10 points
3 rd Place	7 points
4 th Place	5 points
All-U Divisions:	
1 st Place	10 points
2 nd Place	7 points
3 rd Place	5 points
4 th Place	2 points

Class 4 Activities: Individual/Dual Sports<Includes Golf, Tennis, Table Tennis, 8 & 9 ball pool, Racquetball, *Overall NCAA FB Pick'em, *NCAA FB Bowl Pick'em, *Men's and Women's NCAA BB Pick'em, Wrestling Meet, Bowling Singles, *Free throw, *3-point, *Hot Shot Contests>

"A" or Open Bracket:	
1 st Place	25 points
2 nd Place	20 points
3 rd Place	15 points
4 th Place	10 points
"B" Bracket:	
1 st Place	13 points
2 nd Place	10 points
3 rd Place	7 points
4 th Place	5 points

Class 5 Activities: Special Events<Includes *Triathlon, *Indoor Duathlon, 2-Person Golf Scrambles, *Guitar Hero Tourney, *Welcome Week events> and any other special event sponsored by the Office of Campus Recreation and sanctioned by the Program Coordinator as a point awarding event.

Open Competition	
1 st Place	25 points
2 nd Place	20 points
3 rd Place	15 points
4 th Place	10 points

* = Denotes Esprit de Corp events

Employment Opportunities

Intramural officials are always needed and welcomed by the Intramural Sports program. If you like sports and would like to earn some extra money, the Intramural office employs many current MSU students each academic year. Whether a registered, non-registered, or beginning official wanting to learn the trade, we offer students the chance to gain officiating experience in flag football, basketball, softball, volleyball, broomball, and soccer.

No experience is necessary!! At the beginning of every team sport, officials are trained through a series of clinics conducted by the Intramural Sports staff, as well as other renowned officials in the Mankato area. Playing an active role in these training sessions is vital to gaining the rules and mechanics knowledge necessary to become a successful sport official, so attendance at these sessions is mandatory for employment. Pay rate is \$8.35/hour and officials are allowed to play in the sports they officiate. Any student interested in becoming an official should stop by the Office of Campus Recreation in 118 Myers Field House or call 389-5143 for further information.

Minnesota State University, Mankato and the Office of Campus Recreation does not discriminate against employees, students, or applicants on the basis of race, color, gender, sexual orientation, disability, age, veteran status, national origin, religion, or political affiliation. Anyone having questions concerning discrimination should contact the Equal Opportunity and Affirmative Action Office.

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