# 2016-2017 Intramural Sports Captains Manual

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2015-2016 INTRAMURAL SPORTS CHAMPIONS

Flag Football:
Men’s Competitive: Another one
Men’s Recreational: Futbol Team
CoRec: The Pat Groves

Volleyball:
Men’s: Pike
CoRec Competitive: Pancake Crew
CoRec Recreational: Bump and Grind

3v3 Basketball:
Men’s Competitive: Why Even Try
Men’s Recreational: Kappa Sig
CoRec: VSSB

Outdoor Soccer:
Men’s Competitive:
Men’s Recreational:
CoRec Competitive: ZTA and Theta Chi
CoRec Recreational: Going Ham FC

Basketball:
Men’s Competitive: Back to back Champs
Men’s Recreational: Towson Tropics
CoRec: The Pat Groves

Spring Indoor Soccer:
Men’s Competitive: Delta Sigma Phi
Men’s Recreational: Falcons FC
CoRec Competitive: Bendtner’s Banter
CoRec Recreational: Alpha Sig & Phi Mu

Softball:
Men’s Competitive: Pike Gold
Men’s Recreational: Phi Sigma Kappa
CoRec: Ken Griffey Stiffness

4v4 Flag Football:
Men’s Competitive: Joystick

2016-2017 INTRAMURAL SPORTS STAFF

Jeff Keenan
Assistant Director, Competitive Sports
jkeenan@towson.edu
410-704-3649

Dave Stewart
Coordinator, Intramural Sports
dstewart@towson.edu
410-704-4612

Intramural Sports Office: 410-704-4612
Web site: www.towson.edu/intramurals
Email: intramuralsports@towson.edu

Intramural Sports Manager
Jake Spalding

Intramural Sports Supervisors
Montrell Cade
Emma Conine
Jake Crisco
Anthony Giesler
Chris Gonzalez
Fred Katana
Virginia Lampron
Dominic McAnany
Justin Mensh
Deion Moore
Kira Rubert
**Intramural Sports Supervisors in Training**
Lyndsay Walker  
Chris Weirich

**2016-2017 INTRMURAL SPORTS CAPTAINS MANUAL**
All changes from previous year and additions are highlighted in yellow.

1) **CAMPUS RECREATION MISSION**

Campus Recreation exists to offer recreational opportunities promoting the development of student leaders and healthy lifestyles through physical activity and experiential education.

2) **PROGRAM STRUCTURE**

   a. **GENERAL:**
   The Intramural Sports Program offers team sports and tournaments to Towson University students, faculty, staff, and alumni. All activities are played between members of the Towson community at Campus Recreation or Athletics Facilities.

   b. **TEAM SPORTS:**
   Team sport offerings, along with their registration periods, price, and starting dates can be found on the Intramural Sports website (www.towson.edu/intramurals). Teams typically play one game per week during the regular season. These games are usually played on the same day of the week at the same time (ex: Mondays 7p). At the conclusion of the regular season, the top 50% of teams from each division with at least a 3.0 Sportsmanship Rating average will advance to a single elimination playoff bracket. *Divisional ties are broken by the following criteria: Sportsmanship Average followed by Head to Head, followed by Point Differential, followed by Points Allowed.*
   
   **Leagues:**
   - Open- Teams consist mainly of male students, faculty, staff, and alumni that have purchased an alumni pass. Females may also participate in this league.
   - Women’s- Teams consist of female students, faculty, staff, and alumni that have purchased an alumni pass.
   - CoRec- Teams may consist of students, faculty, staff, and alumni that have purchased an alumni pass. Teams are required to have both male and female participants. The required number of male and female participants depend on the individual sport and can be found on the Eligibility Chart below or within the individual team sport rules.
   
   **Divisions:**
   Most Open and CoRec Leagues will now be featuring Competitive and Recreational Divisions. Competitive divisions are geared toward experienced participants who are looking for more challenging game play. Recreational divisions are aimed toward participants who are playing with a ‘just for fun’ mentality. *All Varsity Athletes must always compete in the Competitive Division, and club athletes participating in their associated sport must also compete in the Competitive Division. Restrictions of the number of club athletes participating in associated sports still applies.*

**Eligibility Chart:**

<table>
<thead>
<tr>
<th>SPORT</th>
<th>TOTAL # OF PLAYERS</th>
<th>MINIMUM # OF PLAYERS</th>
<th>MAXIMUM # OF PLAYERS</th>
<th>COREC # RESTRICTIONS*</th>
<th>VARSITY SPORT EQUIVILANT</th>
<th>SPORT CLUB PLAYER RESTRICTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>3v3 Basketball</td>
<td>3</td>
<td>2</td>
<td>6</td>
<td>2m/1f or 1m/2f</td>
<td>Basketball</td>
<td>1</td>
</tr>
<tr>
<td>5v5 Basketball</td>
<td>5</td>
<td>4</td>
<td>10</td>
<td>3m/2f or 2m/3f</td>
<td>Basketball</td>
<td>2</td>
</tr>
<tr>
<td>4v4 Soccer</td>
<td>4</td>
<td>3</td>
<td>8</td>
<td>2m/2f</td>
<td>Soccer</td>
<td>1</td>
</tr>
<tr>
<td>4v4 Flag Football</td>
<td>4</td>
<td>3</td>
<td>8</td>
<td>2m/2f</td>
<td>Football</td>
<td>1</td>
</tr>
<tr>
<td>Kickball</td>
<td>10</td>
<td>7</td>
<td>20</td>
<td>5m/5f</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Flag Football</td>
<td>14/16</td>
<td>7 (8 for CoRec)</td>
<td>14/16</td>
<td>4m/4f</td>
<td>Football</td>
<td>2</td>
</tr>
<tr>
<td>Indoor Soccer</td>
<td>6</td>
<td>4</td>
<td>12</td>
<td>3m/3f</td>
<td>Soccer</td>
<td>2</td>
</tr>
</tbody>
</table>
c. TOURNAMENTS:
Several tournaments are offered each semester. Tournaments take place as single elimination brackets over one or more days. Specific structure for each tournament varies depending on the number of participants/teams registered, facility limitations, and time of year.

3) ELIGIBILITY

a. GENERAL:
All students currently enrolled in three or more credits at Towson University or students paying student fees (FTP and ELC), and all faculty and staff currently employed by Towson University are eligible to participate in all activities. Additionally, alumni that have purchased an alumni pass may participate in all activities.

b. GENDER:
All participants are permitted to play under the gender they identify as. This will apply to any gender specific rules or player ratios for Open, Women’s, or CoRec leagues.

c. VARSITY ATHLETES:
Current members of varsity intercollegiate teams (listed on the team roster at any point during the semester) at Towson University are not eligible to compete in corresponding activities. Consult the Eligibility Chart in Section 2b for specific details.

d. PAST VARSITY ATHLETES:
Any member of a varsity athletic team whose eligibility ends or discontinues participation for any reason may not participate in the corresponding intramural sport until the following academic year.

e. VARSITY TEAM DEFINITION:
A varsity team is defined as a group that represents Towson University in NCAA competition and/or that group of participants holding varsity status. This includes red shirts and athletes who have made the team but retired themselves during the season. This does not include individuals who have tried out unsuccessfully.

f. PROFESSIONAL ATHLETES:
Any individual who has received professional playing status may not compete in the corresponding sport for a period of two years after the completion of their last professional season.

g. OLYMPIC/NATIONAL TEAM ATHLETES:
Any individual who has received Olympic and/or national team playing status may not compete in the corresponding sport for a period of two years after the completion of their last Olympic and/or national team season.

h. SPORT CLUB ATHLETES:
A sport club member is defined as an individual who is listed on the official active club sports roster. Individuals who participate on a sport club are eligible to participate in the corresponding intramural sport; however, they must adhere to the player number restrictions associated with each sport. Please consult the Eligibility Chart in Section 2b or the rules of the sport in question for Sport Club athlete limitations.
i. **INTRAMURAL SPORTS ROSTERS:**

To appear on a team roster, an individual must legally sign in at a game site and sign a waiver during the regular season. A team may add eligible players during the regular season only. Additions may not be made to rosters after the end of the regular season.

j. **PLAYER RESTRICTIONS:**

Once an individual has participated with a team they may not be moved to another roster. Participants are also restricted from playing on two teams in the same league (Open, Women’s, CoRec) each season. A player may participate on a single gender or open league and a CoRec league in the same sport.

k. **PENALTY FOR ELIGIBILITY INFRACTIONS:**

A team shall forfeit any contest in which it is discovered that an illegal player participated, and the participant will be suspended for a minimum of one additional contest. Participation is defined as the individual signing in at the game site.

### 4) REGISTRATION

a. **TEAM REGISTRATION:**

To register as a team, the captain must pay the required registration fee and follow the instructions at [www.towson.edu/studentlife/activities/recreation/campusrec/sports/intramurals/register.html](http://www.towson.edu/studentlife/activities/recreation/campusrec/sports/intramurals/register.html). Registration will be taken on a first-come, first-served basis; once all divisions/leagues are filled the remaining teams will be placed on a ‘waitlist’. Instructions on registration using IMLeagues are available on the Intramural Sports website [www.towson.edu/intramurals](http://www.towson.edu/intramurals).

b. **TEAM COLORS:**

Teams that are designated as ‘Home’ on the IMLeagues webpage schedule will be required to wear white or a matching light team color. Teams that are designated as ‘Away’ on the IMLeagues webpage schedule will be required to wear black or matching dark team color. Teams who do not comply with the color policies are subject to a reduced sportsmanship rating starting the second week of play.

c. **FREE AGENTS:**

Free agents are individuals wishing to participate in an intramural team sport, but who do not have a team. To register as a free agent, an individual must create an account and log on to Towson University’s IMLeagues page and provide contact information to the free agent list for the sport(s) in which they wish to participate. If enough free agents are available and there is an opening remaining in a league, a free agent team may be created. Once a free agent team is created, they must pay the team registration fee before playing, and are subject to the same rules as every other team. We cannot guarantee that free agents will be placed on a team, but the Intramural staff will attempt to assist in the process.

d. **DEADLINES:**

Deadlines for team sports and tournaments will be posted in the Intramural Sports calendar, Campus Recreation website, various campus calendars, and literature throughout Burdick Hall, the University Union, and the Towson Center. Registration periods are a minimum of one week long and always close at 5pm on the date of the registration deadline. Teams that have not paid before 5pm on the date of the registration deadline will not be registered.

e. **REGISTRATION FEES:**

Registration fees are collected for all team sports and tournaments. Registration fees will be non-refundable, unless the entire season, tournament, or special event is cancelled.

<table>
<thead>
<tr>
<th>Fall Team Sports</th>
<th>Spring Team Sports</th>
</tr>
</thead>
<tbody>
<tr>
<td>Outdoor Soccer-$50</td>
<td>Basketball- $50</td>
</tr>
<tr>
<td>Flag Football-$50</td>
<td>Softball-$50</td>
</tr>
<tr>
<td>Volleyball-$50</td>
<td>Indoor Soccer-$50</td>
</tr>
<tr>
<td>3v3 Basketball-$30</td>
<td>4v4 Flag Football-$30</td>
</tr>
</tbody>
</table>
5) CAPTAINS’ RESPONSIBILITIES

a. GENERAL:
The team captain is the liaison between the Intramural Sports Office and the participants. Team captains are responsible for making sure that all members of their teams are aware of all Intramural Sports policies and rules. Rules and policies can be downloaded from the Intramural Sports website (www.towson.edu/intramurals). Captains are responsible for their teams’ sportsmanship, and in some cases may be held accountable for the actions of individuals on their teams.

b. IDENTIFICATION:
Each participant is required to bring their valid Towson University identification card to every activity area. No other form of identification will be accepted. Failure to do so will result in the participant being ineligible for that game. NO ID=NO PLAY

c. ELIGIBLE PLAYERS:
It is the responsibility of the captain to make sure that the players on his/her team are eligible. All games in which an illegal player participates will be forfeited.

6) FORFEITS

a. GAME TIME IS FORFEIT TIME:
Any team failing to report to the activity site by the scheduled starting time shall forfeit the contest to their opponent. If both teams fail to report, each team will be given a forfeit. A team’s second forfeit will result in their disqualification from the league, at the discretion of the Assistant Director of Competitive Sports.

b. OFFICIAL SCORE:
The official score of a forfeited game is 1-0.

c. MINIMUM PLAYERS:
Each sport rules contain a minimum number of players required to start a game. If the opponent forfeits, the opposing team is still required to have at least the minimum number of players to avoid a double forfeit. The minimum number of players for each sport can be found in the Eligibility Chart in Section 2b.

d. MAXIMUM PLAYERS:
Each sport rules contain a maximum number of players allowed to be on a roster. This is typically twice the amount of players on the field/court at a time. The maximum number of players for each sport can be found in the Eligibility Chart in Section 2b.

e. ILLEGAL PLAYERS:
If a team uses an illegal player in the regular season, all games or contests in which that player participated will be declared forfeits and wins will be given to their opponent(s). If this occurs during the playoffs or tournament play, the team will be disqualified from the tournament and the opponent will move ahead in the bracket.

f. DEFAULTS:
Any team knowing that they will not be able to participate in a regular season or playoff contest may notify the Intramural Sports Office to default. Verbal notification must be made to the Intramural Sports Office by 5:00pm the day before the game to be considered a legally defaulted contest. If the game occurs on a Saturday or Sunday, said notification must be made to the office by Friday at 2:00pm. A team that legally defaults a game will receive a loss in league standings, but not a forfeit. They will also receive a 2 as a sportsmanship rating for that contest instead of a 0 (zero).
7) PROTESTS

a. ELIGIBILITY:
   Protests based on the eligibility of an opponent must be completed within 24 hours of the completion of the game in which
   the opponent’s eligibility is in question. Forms can be acquired from the Intramural Sports Supervisor on-site or from the
   Intramural Sports Office.

b. RULE INTERPRETATION:
   Questions pertaining to the interpretation of rules by officials must be resolved on the field/court at the time the
   interpretation occurs, prior to the next live ball, and by the Intramural Sports Supervisor.

   The procedure shall be:

   - If a team/participant feels an official has made an incorrect interpretation of a rule, the team captain
     shall calmly request a time out and inform an official that he/she wishes to have a ruling on the
     interpretation by the Intramural Sports Supervisor.
   
   - If corrections are necessary, the Intramural Sports Supervisor shall make them immediately and the
     team/participant shall not be charged with a time out. However, if the interpretation was correct, the
     protesting team/participant will be charged with a time out; if the team does not have any remaining
     time outs, the appropriate delay of game penalty (sport specific) will be enforced.
   
   - If the participant still does not agree with the decision, a protest form can be obtained from the
     Intramural Sports Supervisor. The Supervisor will inform both teams that the remainder of the game is
     being played under protest. The form must be turned into the Intramural Sports Office within 24 hours
     of the completion of the game.

c. OFFICIALS’ JUDGMENT:
   No protest will be accepted which involves the judgment of a game official.

d. FINAL AUTHORITY:
   The Assistant Director of Competitive Sports will make all final decisions on written protests.

8) EQUIPMENT

a. GAME EQUIPMENT:
   Intramural Sports game balls are not available to be checked out for warm-up. Balls may be available at the Burdick Hall
   Equipment Check Out for warm-up.

b. JERSEYS:
   For some sports, contrasting color jerseys and/or jerseys with numbers are required (see Section 4b). Failure to follow the
   team color policy may result in a decrease in sportsmanship rating.

c. PROPER EQUIPMENT:
   Proper footwear must be worn for all sports. For outdoor sports, cleats may be worn, but they must be rubber, plastic, or
   plastic-tipped cleats (metal cleats are not permitted). For indoor sports, non-marking athletic shoes must be worn. All
   participants must wear a shirt or jersey that covers their entire torso, holes below the sleeves may only be 3 inches in
   length or width.

9) JEWELRY

a. PLAYERS WEARING JEWELRY:
   All jewelry is illegal for all sports. Any player wearing jewelry will be asked to leave the game and not be permitted to
   return until the jewelry is removed. If the jewelry is unable to be removed the individual may not participate. If a player
wishes to participate with a religious medallion, they must set up a meeting with the Assistant Director of Competitive Sports prior to any participation.

b. MEDICAL ALERT BRACELETS:
Any medical alert bracelets will be permitted, but they must be taped to the body with the medical data visible. The Intramural Supervisor must be alerted prior to the beginning of the game if a participant will be playing with a medical alert bracelet.

10) CANCELLATIONS/INCLEMENT WEATHER

a. REGULAR SEASON:
The first cancelled game of any team sport will NOT be rescheduled, any subsequent cancellations will be rescheduled based on time and availability.

b. PLAYOFFS:
All cancelled playoff games will be rescheduled. Participants can view updated playoff brackets by noon the following day on the IMLeagues web site.

c. CANCELLATIONS DURING AN ACTIVITY:
If a regular season activity has begun and is postponed before it reaches the official game minimum, it may or may not be resumed based on timing. During the playoffs, the game will be resumed from the time that it was postponed.

d. OFFICIAL GAME MINIMUM:
The minimum that an activity must be played to be considered an official game during the regular season is one half of the allotted game time. For games that are timed, any game postponed past halftime will be recorded as an official game. For softball, one half of the game time is four complete innings. For volleyball, there is no official game minimum.

11) SPORTSMANSHIP/TEAM CONDUCT

a. TEAM NAMES:
The Assistant Director of Competitive Sports reserves the right to change names of teams deemed offensive, profane, and/or inappropriate.

b. UNSPORTSMANLIKE CONDUCT:
The definition of unsportsmanlike conduct includes, but is not limited to, arguments with staff or officials by any player, coach, manager, or spectator, flagrant fouling, fighting (before, during, or after a contest), etc.

c. EJECTED PARTICIPANT:
Any ejected participant must leave the activity site immediately after speaking with the Intramural Sports Supervisor to discuss the reinstatement procedure. The player who was ejected will be ineligible to compete in ALL intramural activities until he/she has completed the reinstatement procedure.

d. EJECTED PARTICIPANT REINSTATEMENT:
Any ejected participant who is seeking reinstatement must petition in writing (email) to the Coordinator of Intramural Sports for a reinstatement hearing. The petition must include a description of the events leading up to and during the incident, rationale for actions of the ejected participant, rationale for why the participant should be reinstated, and contact information (name, email address, phone number, and TU ID number). Upon receiving the petition, a hearing will be arranged between the ejected participant, the Coordinator and/or the Assistant Director where a decision will be made regarding reinstatement.

e. YELLOW AND RED CARDS:
Game officials use a yellow and red card system to enforce sportsmanship-related issues during intramural contests. Yellow cards are formal warnings that are issued by an official to an individual player or coach. A red card is a player ejection. A player does not necessarily have to receive a yellow card before receiving a red card if the offense is deemed severe.
enough to warrant an ejection (fighting or assaulting officials, staff, or opponents). Some sports, by rule, have specific enforcements for issuing yellow and red cards, as listed below:

- Basketball: technical fouls
- Flag Football, 4-on-4 Flag Football: unsportsmanlike conduct penalties

f. TEAM SPORTSMANSHIP RATINGS:
Intramural staff and game officials will evaluate teams and assign a sportsmanship grade following each game. Ratings are given based on the following criteria:

- 4 – Outstanding sportsmanship and conduct: All players cooperate fully with staff and officials and the captain controls his/her team.
- 3 – Good sportsmanship and conduct: Team members are in control throughout the contest. The team does not show verbal dissent or aggression towards the opposing team or officials.
- 2 – Below average sportsmanship and conduct: Verbal dissent or aggression towards the opposing team or officials resulting in a yellow card. Any team receiving one sportsmanship-related yellow card, technical foul, or unsportsmanlike conduct penalty will receive a 2.
- 1 – Poor sportsmanship and conduct: Team members continually show disrespect for the opposing team and officials. The team captain shows little or no control over the team. Any team receiving two sportsmanship-related yellow cards or one red card, two technical fouls, or two unsportsmanlike conduct penalties will receive a 1.
- 0 – Unacceptable sportsmanship and conduct: The team is completely uncooperative, resulting in several yellow and/or red cards to be issued. Any team receiving three sportsmanship-related cards, technical fouls, or unsportsmanlike conduct penalties and/or causing the game to be ended early will receive a 0.

g. FORFEITS:
Any team receiving a win by forfeit or default will receive a 3 sportsmanship rating for that game, and any team receiving a loss by forfeit will receive a 0 sportsmanship grade.

12) PLAYOFFS

a. SPORTSMANSHIP AVERAGE:
To be eligible for the playoffs, a team must have a 3.0 sportsmanship average.

b. FORFEITS:
Any team forfeiting two or more games will be ineligible for the playoffs.

c. BRACKETS:
Playoff brackets will be posted on the IMLeagues web site, prior to the end of the regular season. Updated brackets with the full schedule and teams will be available the day after the conclusion of the regular season.

d. INTRAMURAL CHAMPIONS
Champion T-shirts are awarded to the champions of each sport (teams may receive up to but no more than twice the amount of players required to field a team).
13) ASSUMPTION OF RISK

a. RISK STATEMENT:
   Participation in Intramural Sports includes a risk of injury. The Intramural Sports Program assumes no responsibility for injuries; however, basic first aid will be available.

b. WAIVERS:
   Each participant is required to sign an Intramural Sports waiver for each team he/she participates on. A waiver must be completed before the participant plays in any games.