



Tyler Junior College Intramural Sports Policies and Procedures

INTRODUCTION: Intramural Sports are intended primarily to afford an opportunity for experiential learning through athletic participation for Tyler Junior College. We serve to cultivate lifetime recreational skills, to integrate students socially in a sports setting, and to foster a spirit of sportsmanship and fair play among participants and spectators. Intramural Sports offers a variety of opportunities for individuals of all abilities.

Individuals and organizations participating in Intramural Sports should do so with the attitude that good sportsmanship and fair play are an integral part of the activity. The rules and procedures set forth in this publication will be used as guidelines to apply toward the Intramural Program. The Recreation Office reserves the right to amend, alter, or dissolve any of these guidelines or rules for the enhancement of the program. All participants are expected to comply with the spirit as well as the letter of the rules.

HOW TO ENTER: To enter any activity, please follow the suggested guidelines:

Register at: imleagues.com/tjc
or imleagues.com/tjc/registration

Free Agents – If you desire to play a team sport but do not have an entire team, please sign up as a free agent in IMleagues.com/tjc. Team Athletic Chair will review the sheet and select individuals to play with their team. If enough individuals are listed on the sheet, the Rec Department will create a team of free agents.

HOW TO ORGANIZE AND MANAGE: Residence Halls should choose an Athletic Chair to be in charge of Intramurals. There are **Captain Meetings** at the start of each sport as announced on the Intramural flyers posted in dorms and around campus, and on the website. At these meetings, the Athletic Chairs or Team Captains will be given information what they will need to pass on to the other members of their hall.

STUDENT EMPLOYMENT: The Rec Sports Department employs a large number of students each year to aid in conducting the different programs. These are paid positions giving students



the opportunity to work throughout the entire school year. Interested persons are to contact the department for additional information.

ASSUMPTION OF RISK: Individuals are highly encouraged to have a physical examination and obtain adequate health and accident insurance PRIOR TO PARTICIPATION in INTRAMURAL activities. Individuals that participate in Recreation Department activities will be doing so at their own risk. YOU WILL BE REQUIRED TO SIGN A LIABILITY & WAIVER SHEET at check in!

Neither Tyler Junior College nor the Recreation Department can assume the responsibility for injuries incurred during practice for, or participation in, any Intramural activity. Participation is on a strictly voluntary basis. All participants injured during an Intramural activity are required to report the accident to an Intramural staff.

RULES AND REGULATIONS FOR INTRAMURAL COMPETITION

The Director(s) of the Department of University Recreation reserve the right to put into effect emergency rules relative to the program in order that the program might function in a secure manner.

ELIGIBILITY RULES

Student Status: All students who are currently enrolled for 6 or more semester hours of credit at TJC are eligible for intramural competition, unless otherwise provided by the rules. Participants must present a valid TJC ID with current sticker to participate in any intramural activity.

Co-Rec. Activities: All eligible students, faculty, and staff may participate in co-rec. activities.

Eligibility Investigation: The Intramural Sports Staff will assume responsibility for investigating eligibility for all participants upon request by the offended team. NOTE: Any individual that the Intramural Sports Staff deems to be ineligible will not be allowed to participate.

Professional Athletics: Students ineligible for varsity competition due to professional rank are prohibited from competition in the intramural sport(s) in which loss of amateur standing was achieved for a period of five (5) years from the date professional career ended. (This does not include try-outs and cuts from a professional team). **Examples of professional teams include**



but are not limited to: National Football League, Major League Soccer, USA Volleyball, National Basketball Association, National Pro Fastpitch, and/or Major League Baseball. A Semi-Professional league participant will be considered as any person whose name appears on an official squad list, who has suited out for any game, or continues to work out with a semi-professional team after the first game. A semi-professional athlete will be ineligible for intramural competition in that sport, or related sport, until that individual has no affiliation with the team for consecutive fall, spring, and two summer semesters in any order (365 days). NOTE: Individuals considered professional or semi-professional will be eligible to participate in the open divisions in their related sport.

Varsity Athletics: Any person whose name appears on an official squad list, who has suited out for any game, or continues to work out with a varsity team (including red-shirt and walk on players) after the first intercollegiate game shall be considered a varsity athlete and ineligible for intramural competition in that sport, or related sport, **during the academic semester that the varsity team plays and until the next academic semester begins.** NOTE: There is no limit to the number of current varsity athletes in a non-related sport or former varsity athletes in a related sport that can be on the team roster.

Captain Meetings: Captain meeting's are scheduled for each major sport. (E.g Flag Football, Volleyball, Soccer, Basketball, etc.). For all team sports, it is mandatory for a representative from each team to attend this meeting. At this meeting, policies and rules will be reviewed, and teams will submit their roster to be entered into the league. If a representative is not present, a team will lose 5 POINTS going into the season. The Athletic Chair or Captain must meet with the Rec Sports Office within 48 hours after the registration meeting in order to be added to the league. This loss of points is only required for those teams who do not have a representative present at the registration meeting.

Rosters: Teams may have an unlimited number of individuals on the team roster. In order for an individual to be considered eligible for intramural competition, his/her name and campus identification number must appear on the team roster prior to competition. Additions to the team roster must be made by the team captain and before the last regular season game. Rosters will need to be set going into playoffs, NO changes will be made in playoffs. Deletions may be made at anytime; however, if an individual is deleted from the roster, he/she is ineligible to compete in that division for the remainder of the regular season and play-offs.

NOTE: Maximum championship t-shirt awards will be determined by the number of people allowed to compete on the field plus 3 more.



(E.g. 7 on 7 flag football: there are a total of 7 people competing on the field for one team, and then 3 more shirts will be awarded on top of the 7 players, so that will make 10 shirts for the team)

Competing on Two Teams: Players having participated with one intramural team are ineligible to play for another team within that division in that sport. All properly protested teams will forfeit their games due to use of an ineligible player. Exception: Individuals may play both in the men's or women's divisions as well as the co-rec. and open divisions.

Play-off Meetings: Play-off meetings are scheduled for each intramural team sports event at the conclusion of the regular season. It is mandatory for a representative from each team to attend this meeting. At this meeting, play-off policies and rules will be reviewed, and tournament brackets will be distributed. If a representative is not present, the **team will lose 5 POINTS** from the All School Champs Competition. This captain must see the Rec Sports office within 48 hours of the meeting or the team will not participate in playoffs.

Play-offs Eligibility: In order to be eligible for the play-offs in a sport, an individual must have played in at least one game during the regular season and have his/her name and student identification number on the team's roster **prior to the play-off meeting**. **NOTE: If a team is scheduled to play a game where their opponent defaults or forfeits, the team members are still required to sign-in with an Intramural Staff member indicating they were present.**

The top 2 teams will get a bid to the first round of playoff. Playoffs will be based off the standings from the regular season. The only time a team will NOT make the playoffs if they have forfeited more than 20% of their games or their team has below a 5.0 sportsmanship rating from the regular season.

Ineligible Player: Any person participating in an intramural activity without his/her name and student identification number on the team's roster or found in violation of the Rules and Regulations of Intramural Sports shall be deemed ineligible. The following penalties shall apply:

- 1 Any person participating in an Intramural activity found to be ineligible shall be suspended from that activity for the remainder of the season.



2. Any team using an ineligible player shall forfeit the game in which the ineligible player participated provided the contest was properly protested.
3. A player competing under an assumed name will be suspended from intramural competition for the remainder of the season and placed on probation for the remainder of the school year. Violation of probation may result in expulsion from the program.
4. The team using an ineligible player with an assumed name shall be suspended from that activity for the remainder of the season and placed on probation for the remainder of the school year. Violation of probation may result in expulsion from the program.

Forfeit Policy: If a team fails to appear at the scheduled location, the official will declare the contest a forfeit using the following procedures:

1. A team will have a 10-minute grace period from the scheduled game time to arrive with the minimum number of players to avoid a forfeit. At the scheduled game time, the manager will start the game clock. If the team is not ready to begin play, the offended team will receive one (1) point per minute. When the team arrives with the minimum number of players and is ready to begin play, the score will reflect the point(s) awarded due to the lateness of the team, and the clock will continue to run. If the team has not arrived within 10 minutes, they will forfeit the game. The game score will be 10-0.
2. The winning team must record its lineup (names and student identification numbers) for the forfeited game and must have at least the minimum number of players to participate. NOTE: Officials will not be used during a forfeited game.
3. The team that forfeits will receive a Loss by Forfeit (LBF) recorded against their record. The captain will have 48 business hours to contact the Coordinator of Recreation Services in order to be approved to play the following week or your team will be dropped.
4. In the event of a double forfeit, both teams will receive a Loss by Forfeit (LBF) recorded against their record. Both captains will be responsible to contact the Coordinator of Recreation in order to not be dropped from the league.
5. A team will be dropped from competition upon announcement of their second forfeit.



Request to Cancel: A team that has a regular season or playoff conflict may "*request to cancel*" as opposed to forfeiting the contest. To "*request to cancel*", the team captain must call or visit the Recreation Office by **1:00 p.m. the day of the game**. The contest is recorded as a loss by the defaulting team. The team will not be required to pay a forfeit fee if this option is utilized.

Rainouts: No decision of whether to play or cancel the games will be made **until 1:00 pm** on the day of the inclement weather. Games will be rescheduled at the discretion of the Department of Recreation Sports.

Protests: Protests involving rule interpretations or player eligibility will be considered but judgment calls by the official will not receive consideration. To properly file a rule interpretation protest, a participating member must call a time-out immediately following the play in question and notify the game official of their intention to protest. The game will be suspended, and the Rec Sports Coordinator will be called to the game site to render a final decision. **NOTE:** Team captains that request a rule protest must REMOVE their team from the field/court and suspend play until a manager is notified. If the team continues to play, the protest will NOT receive consideration.

Protest concerning player eligibility must be made to the Rec Sports Coordinator before, during, or immediately following the contest in question to receive consideration. A Staff member of the Department of Recreation will rule on the protest the day following the contest in question. Neither contest brackets nor event schedules will be postponed because of this protest. If an immediate decision is required, the Rec Sports Coordinator will resolve the situation. **NOTE:** No protest will be considered if the above procedures are not followed.

Team Captains: Team captains are designated on each roster form. Athletic Chairs can be the team captain or just the representative for the floor. The person choosing to represent a team must be willing to fulfill the following obligations and responsibilities.

1. Obligations:
 - a) ***Attend the mandatory team registration and play-off meetings.***
Fully and correctly complete the team roster form.
 - b) Ensure that all necessary players are present and prepared to play at game time. Complete each contest scorecard accurately.



- c) Check the intramural schedule board for regular season and play-off information. Schedules are subject to change due to facility availability, inclement weather, and special events. Team captains are responsible for identifying and notifying their team of all scheduling information (date, time, place, etc.).
- d) Keeping all spectators out of the team bench area.

2. Responsibilities:

- a) *Team captains are responsible for their player's conduct before, during, and after each intramural contest. Similarly, they are responsible for the conduct of their team's fans.* Since team captains assume responsibility for the conduct of their players and fans, they should be aware that inappropriate conduct would jeopardize their personal and team's future participation.
- b) Knowing all policies and procedures published herein, printed on intramural entries, notices or flyers, etc. and information covered in the registration meetings.
- c) Convey to their team members all pertinent information regarding their intramural participation.
- d) Represent their team in all intramural matters and game concerns with the Recreation Department.

CONDUCT OF TEAM, INDIVIDUAL PARTICIPANT, COACH, AND SPECTATORS

Sportsmanship: A part of the philosophy of Intramural Sports is that good sportsmanship is vital to the conduct of every contest. In order to encourage proper conduct during games, officials, managers, and administrative personnel shall make decisions as to warn, penalize, or eject players, coaches, teams, and/or spectators for poor sportsmanship. These decisions are final. The Recreation Coordinator will rule on further penalties to be prescribed as a result of unsportsmanlike conduct; profanity; unnecessary delay of game; striking or shoving an opponent; threatening, shoving or striking an official; arguing with officials; derogatory and abusive remarks toward an opponent or official; and any action with the intent to physically injure an opponent. The team captain is responsible for the actions of any individual member of the team and for spectators directly related to that team. The conduct of the players and spectators before and after games is as important as the conduct during said game. Organizations will be held responsible for conduct at these times as well as during the game.



Mandatory Penalties:

1. Ejections may be issued without warning.
2. Any individual who is ejected from a contest must leave the facility (sight and sound) immediately upon notification if deemed to be disorderly by the manager.
3. No individual may participate in any intramural activity during his/her suspension.

Violation: Shoving, striking, or physically abusing an official or manager.

Penalty: Automatic suspension from Intramural activities for one (1) full calendar year along with a mandatory meeting with a Recreation Coordinator or his representative the following day. **The Team Captain may also receive sanctions.**

Note: This includes being reported to the Dean of Students and the University Judicial Board.

Violation: Ejection from a game.

Penalty: Possible suspension of up to one week from time violator meets with the Recreation Coordinator and probation for remainder of that sport season. Additional penalties may be sanctioned depending upon severity of incident. **The Team Captain may also receive sanctions.**

Note: Each case heard separately by a Director of University Recreation or his representative.

Violation: Ejection from a game due to fighting. **(Individuals)**

Penalty: Automatic suspension of up to one year from time of incident and probation for two years along with a mandatory meeting with the Recreation Coordinator. Additional penalties may be sanctioned. **The Team Captain may also receive sanctions.**

Note: Each case heard separately by the Recreation Coordinator or his representative.

Violation: Sidelines emptying onto playing field. **(Teams)**

Penalty: Automatic forfeit of game by both teams and mandatory meeting of team captains with the Recreation Coordinator and possible suspension of all activities for the remainder of the year. **The Team Captain may also receive sanctions.**

Note: Each case heard separately by the Recreation Coordinator or his representative.

Violation: Ejection or misconduct during or after last game of season in a sport.



Penalty: Possible suspension from all Intramural Sports activities during and including the next major team sport as well as the next team sport in which the participant was ejected. **The Team Captain may also receive sanctions.**

Note: Each case heard separately by the Recreation Coordinator or his representative.

Violation: Continuous evidence of unsportsmanlike conduct by individuals, teams, or organizations. **The Team Captain may also receive sanctions.**

Penalty: Possible suspension from Intramural Sports for remainder of semester and/or year.

Note: Each case heard separately by the Recreation Coordinator or his representative.

Disciplinary Cases: Individuals or teams violating the rules and regulations of the Recreation Services Department will be held accountable for their actions. Violations may result in, at minimum, a probationary letter or a maximum penalty of indefinite suspension following review by a Director. If individuals or teams feel they have been charged unfairly, appeals may be heard by the Recreation Coordinator. The individuals or teams involved will be suspended from intramural competition pending a decision by the board.

Procedures following an ejection:

1. The individual who was ejected must contact the the Recreation Coordinator to schedule an appointment with the Recreation Coordinator.
2. The suspension imposed by a Coordinator will begin immediately following the schedule meeting.
3. Individuals may not participate in any intramural sporting event during their suspension.