



INTRAMURAL SPORTS GUIDELINES

Last Updated: 7/2022

Intramural Sports Department
2000 W. University Blvd.
Brownsville, Texas 78520
Contact Information: Agnelia.Hernandez@tsc.edu



TSC **REC CENTER**      

For more information contact us via:
recmail@tsc.edu
(956) 295-3712

UTRGV **UREC**      

INTRAMURAL SPORTS

Contents

I.	PART I: GENERAL INFORMATION	3
	Department Structure	3
	Mission Statement.....	3
	Program Description	3
II.	PART II: REGULATIONS FOR ALL PARTICIPANTS	4
	Eligibility to Participate	4
	Restrictions or Limitations on Participants	5
	Ineligible Participants	7
	Student Code of Conduct and Sportsmanship Expectations.....	7
	Sports Registration.....	7
	Appropriate Attire	8
	Free Agent Program.....	8
	Nomad Rule	9
	Sportsmanship & Conduct	10
	Protests	14
III.	PART III: TEAM SPORT INFORMATION	15
	Team Captains' Responsibilities	15
	Eligibility for Playoffs	16
	Participant Awards	16
	Forfeits, Defaults, and Late Game Penalty	16
	Reschedules & Special Game Situations	18
	League Playoffs Structure.....	18
	Pool Play Format.....	19
	Overtime/Tiebreaker Policy.....	19
	Tournament Structure	19
IV.	PART IV: OTHER.....	19
	Extramural Tournaments/Traveling.....	19
	Medical Information.....	20
	Student Employment Opportunities	20
	Disclaimer	21
	Questions/Comments.....	21
V.	PART V: APPENDIX	22
	Online Registration Guide	22
	Protest of Eligibility Form	24

PART I: GENERAL INFORMATION

Department Structure

- The name of the organization is Texas Southmost College Recreation Center, within the Division of Student Affairs. The department of the Recreation Center is accountable to the Director of the Recreation Center.

Mission Statement

- The Office of Recreation Center & Intramural Sports enhances the student experience through the development of innovative and quality programs, services, and facilities. We enrich student life, encourage health and wellness for the college and community, and optimize student development by providing leadership opportunities. We offer comprehensive programs in Informal Recreation, Intramural Sports, Fitness, and Aquatics for our students, staff, faculty, and alumni members.

Program Description

- The purpose of the Intramural & Recreational Sports Program is to offer innovative opportunities with a fun filled environment which provides physical, social, and emotional benefits outside a classroom setting. This program is designed to increase the student's involvement with the recreation center and with each other. The Intramural Recreation Sports Program provides league play and tournaments for Men's, Women's, and Co-Ed Divisions.

PART II: REGULATIONS FOR ALL PARTICIPANTS

Eligibility to Participate

All participants must submit a waiver prior participating in our Intramural Sports Program. A waiver must be electronically submitted for every sport the participant wishes to participate.

- Students who are enrolled for one or more hours of resident schoolwork at Texas Southmost College and/or the University of Texas-Rio Grande Valley and have paid the Recreation Center fees are eligible to participate in our Intramural Sports Program.
- Students enrolled in a class or classes must remain enrolled throughout the semester in order to be eligible for our Intramural Sports Program. Leaving school or dropping *all* classes will result in immediate suspension of eligibility.
- Students under the age of 18 may participate in our Intramural Sports Program, but must provide proper waiver form signed by their guardian.
- High School Dual Enrollment students are not eligible to participate in our Intramural Sports Program.
- All students must present their TSC or UTRGV Student ID Card at each competition in order to participate. Driver's license or other form of picture ID will not be accepted.
- Alumni's with a current membership of the Recreation Center are eligible to participate in the Intramural Sports Program. Alumni's must present their Recreation Center ID Card/Texas ID at each competition. Special accommodations may be made. They are prohibited to participate in extramural tournaments representing TSC.
- Faculty or Staff with a current membership of the Recreation Center are eligible to participate in the Intramural Sports Program. Faculty or Staff must present their Recreation Center ID Card, TSC, or UTRGV Staff/Faculty Card at each competition. They are prohibited to participate in extramural tournaments representing TSC.
- For extramural tournaments, teams must represent their own school. Each participant from that team must be attending the same school. A team with a captain from UTRGV must have all UTRGV participants. A team with a captain from TSC must have all TSC participants. This will not be the case for our intramural games at the Recreation Center.

No student/faculty/staff ID, no play, no exception.

Restrictions or Limitations on Participants

- A participant may play for only one Men's or Women's team and one Co-Ed team. Conflicts between team schedules are the responsibility of the individual participant to resolve.
- A participant is not permitted to transfer from one team to another after participating in one scheduled game. Participation is defined as competing in a match, contest, event, or officially entering a game and playing in that game. *Winning a regular league game by forfeit and being checked-in will also count as participating in that game.*
- Individuals who fall into one of the following categories are limited from Intramural Sports participation based on their **specific** or **associated** sport:

Club Sport Athletes – a student whose name appears on an official traveling club roster or anyone who has practiced, competed, or is otherwise recognized as being a member of a sports club team.

- Each Intramural Sports team IS ALLOWED to have a maximum of three (3) current sport club members on its roster for the same or related sport in a league/tournament.
- These club players must be noted on the traveling roster.
- If the men's, women's or co-rec division does not have a Pro/Semi-Pro designation, then the three (3) club member rule is in effect unless otherwise noted on the specific activity.
- Please refer to the Related Sports List to address eligibility concerns.
- Teams that play with more than the allotted amount of club players allowed are subject to forfeiture of games, loss of forfeit bonds, and being dropped from the league.
- Former athletes that haven't had one whole academic year rest, can play in a team, but will be considered a current sport club athlete.
- Former sport club athletes who have either quit/dismissed or their eligibility has expired and have sat out for one whole academic year are eligible to compete in their specific or associated sport without limitations.

For the purpose of Intramural Sports eligibility, the Intramural Sports Office will use the Office of Student Affairs & the Recreation Center as well as the Office of University Recreational Sports to determine eligible members of these organizations.

RELATED SPORTS LIST

- The following is a list of TSC and UTRGV Intramural related sports:
 - Football ----- All IM Flag Football events
 - Basketball ----- All IM Basketball related events
 - Volleyball ----- All IM Volleyball events

- Tennis ----- All IM Tennis events
- Baseball ----- All IM Softball events
- Soccer ----- All IM Soccer events
- Softball ----- All IM Softball events
- Ultimate Frisbee --- All IM Ultimate Frisbee events

NOTE: The Intramural Sports Office reserves the right to rule on player eligibility for Intramural events not specifically listed in the Related Sports List.

ELIGIBILITY CONSEQUENCES

- Team captains are responsible for each team member's eligibility. A team discovered using ineligible player(s) will result in a team having to forfeit a game(s) during the regular season and will result in team being disqualified from the tournament during playoffs.

Current/Former Athletic Scholarship Students – a student whose name appears on an official intercollegiate varsity roster or anyone who has practiced, competed, or is otherwise recognized as being a member of an intercollegiate team.

- For Intramural Sports purposes, teams may have as many current/former athletic scholarship students competing in their specific or associated sport on their team, but only one current/former athletic scholarship student competing in their specific or associated sport will be allowed to play on the court/field.
- Former athletes that haven't had one whole academic year rest, can play in a team, but will be considered a current athletic scholarship student.
- Former varsity letter winners' athletes who have either quit/dismissed or their eligibility has expired and have sat out for one whole academic year are eligible to compete in their specific or associated sport without limitations.
- Should a current athletic scholarship student stop practicing with or be dismissed from an intercollegiate athletic team before a period of one month after the start of organized practices, they will not be considered a team member for that sport. Any further practice or workouts by the student with the team or team members, formally or informally, shall cause the student to be considered as a current athletic scholarship student.

Current/Former Head or Assistant Coaches of a University Athletic team

- For Intramural Sports purposes, teams may have as many current/former head or assistant coaches of a University Athletic team competing in their specific or associated sport on their team, but only one current/former head or assistant coaches of a University Athletic team competing in their specific or associated sport will be allowed to play.

Please note: Only one current/former athletic scholarship student or current/former head or assistant coach of a University Athletic team will be allowed to participate in their specific or associated sport per team.

Current/Former Professional Athletes - a professional athlete is one who receives any kind of payment, directly or indirectly for athletics participation. Professional athletes shall be **ineligible** to participate in their specific or associated sport.

Ineligible Participants

- Any team that allows an ineligible participant to play on their team will *forfeit* each game in which the ineligible participant(s) takes part in. Ineligible participants include:
 1. Having someone that is not Recreation Center affiliated playing for your team.
 2. Assumed Names - the use of an assumed name in any manner constitutes a violation. Should a participant use an assumed name, they will be prohibited from participating in Intramural Sports for a period of no less than one academic year.

The Intramural Sports Supervisor will determine exceptions to participation restrictions during evening or weekend games. Appeals of any participation decision must be made to the Intramural/Recreational Sports Specialist/Coordinator the following business day.

Student Code of Conduct and Sportsmanship Expectations

- The core values of Texas Southmost College are integrity, access, service, excellence, innovation, and success. Each member is expected to uphold these values toward peers and community.
- All individuals, organizations, and team followers participating in Intramural Sports are expected to comply with the rules.
- Abuse towards participant(s), coach(s), team follower(s), Intramural Official(s)/Specialist/Coordinator(s), in any form, will not be tolerated. Violations of this code will be reviewed by the Intramurals/Recreation Sports Specialist/Coordinator and may result in individual or team suspension and/or referral to the Director of The Recreation Center.
- Fighting will result in an automatic individual or team suspension and a referral to the Director of Recreation Center.
- A student's code of conduct will be reviewed prior to representing TSC at any Extramural tournament.

Sports Registration

- Registration for both team and individual sports can be found by logging in directly to www.imleagues.com/recreationcenter and creating an account.
- Participants are required to attain an IMLeagues account in order to register/participate in a league or tournament. Participants will be allowed to play as long as they have an IM League account - *it's easier for us to add/move/transfer a current participant with an IMLeague account to a team or tournament. If a participant doesn't have an IMLeague account, they won't be able to participate.*

- In addition, participants that aren't enrolled with the college still need to create a guest/member account thru IMLeagues. Members must request to be added since they will not have access to a student email address.
- IMLeagues presents all the sports offered within the semester. Registration deadlines and Captain's Meetings are listed for each sport. Each sport has a limit in the maximum number of teams and participants per division, therefore registration will be approved according to a first come, first serve basis. Teams must have the minimum number of participants in order for a team to be approved. *The Recreation Center reserves the right to refuse or accept any late entry.*

Appropriate Attire

- **Athletic Attire:** All participants must wear athletic attire. Jeans and denim shorts are prohibited.
- **Athletic Footwear:** Non-marking shoes are required to be worn inside the Recreation Center. No one may play in sandals, bare feet, socks only, metal or ceramic spikes. Rubber cleats may be worn on the Intramural Field.

Consult individual sport rules to determine permissible athletic attire and footwear.

- **Jewelry:** Jewelry is not allowed to be worn by participants during Intramural Sports contests. Definition of jewelry: Ornaments, such as bracelets, earrings, watches (including heart rate monitors), necklaces, or rings, made of precious metals. The following equipment are exceptions to the jewelry rule but not limited to:
 - *A religious medal must be **taped** and worn under the uniform.*
 - *A medical alert must be taped and may be visible.*
 - *Hearing aid worn in or behind the ears is legal provided that the device does not create the threat of injury.*
 - *A tooth and mouth protector, shall include an occlusal and labial portion and covering the posterior teeth with adequate thickness, is legal.*
 - *A protective face mask may be worn by a player with a facial injury.*
 - *All permissible artificial limbs must be padded with a closed-cell, slow recovery foam padding no less than a half inch thick.*
- The Intramural Official(s)/Specialist/Coordinator have the authority to prevent a participant from playing who they feel would endanger others due to similar types of jewelry. *Taping over or using a Band-Aid to cover restricted jewelry is not permitted as it may not secure the jewelry in question.*

Free Agent Program

Free Agents are individuals that are not members of a team but would like to join one. Individuals wanting to be picked up by a team should open an account through

www.imleagues.com and sign up as a free agent as soon as entries become available. Team Captains in need of additional participants are strongly encouraged to utilize the Free Agent List. We strongly encourage Free Agents to attend the Captain's Meeting and league games to have the opportunity to get picked up by a team.

Please remember there is no guarantee that a free agent will be picked up by a team.

Nomad Rule

This rule was made to establish a guideline for teams short of the minimum number of participants at game time of a scheduled Intramural contest to temporarily field a full, competitive roster without compromising the integrity of the league.

Nomad Definition: Any current TSC or UTRGV Student/Faculty/Staff member with an active and eligible IMLeagues profile; rostered and playing an intramural sport.

How it works: Any team may pick up currently rostered player(s) from another team in the same league (i.e. "nomad") to play for their team to avoid forfeit and play competitively. Teams must be scheduled for a sanctioned intramural game and have at least one less player than the required minimum per sport (see chart below) to sign in any "nomads". Teams may only add enough nomads to bring their team roster up to league standard for the game.

Eligibility:

- Teams must have enough current rostered players signed in at game time per sport designation (Ex. 5v5 needs minimum of 4, can pick up 1 nomad).
- Teams **MUST** announce nomads to officials and opposing captain during pregame captains meeting.
- Teams may only pick up enough nomads for a full team on the field; no bench/alternate players.
- If at any time during the game a currently rostered player signs in, a corresponding nomad must sign out. **They cannot stay on as a sub.**
- Teams are responsible for the sportsmanship /actions of entire team.
- Nomads must be eligible to participate in Intramural Activities.
- Nomads must be able to prove they have a current IMLeagues account.
- If a nomad is not currently on a roster, they will automatically be added to the first team they play with.
- Any sportsmanship/behavior penalties will "carry over" over to nomads' current team.

Administration: The TSC Intramural Sports Department reserve to the right to change, modify or cancel this rule at the league, team and/or participate-level at any time during the season if the staff determines the spirit or intent of the rule has been misused, abused or no longer effective.

Sportsmanship & Conduct

- Good sportsmanship is vital to maintaining the appropriate recreational atmosphere of Intramural Sports. The Intramural Sports Program's sportsmanship policy will be strongly enforced by the Intramural Sports Staff. All Intramural Sports participants, coaches and team followers are expected to always conduct themselves in a civil and sporting manner - before, during, and after contests. Behavior that promotes intolerance or prejudice, degrades any racial, ethnic, gender or religious group, infers an explicit sexual reference, or promotes destructive behavior is considered disrespectful to Texas Southmost College and its members, and will be addressed and dealt with accordingly. It is the responsibility of each participant to do everything possible to maintain a friendly and fun game atmosphere. This includes Intramural Sports team names.

1. No participant, coach, or team follower shall:

- a. Use foul or derogatory language, threaten, or verbally abuse any other participant, Intramural Official(s)/Specialist/Coordinator, coach or team follower before, during or after the game.
- b. Argue or fight with any other participant, Intramural Official(s)/Specialist/Coordinator, and coach or team follower before, during or after the game.
- c. Intentionally strike, push, trip or otherwise physically assault another participant, Intramural Official(s)/Specialist/Coordinator, coach, or team follower before, during or after the game.
- d. Mistreat the facility, equipment or supplies of Texas Southmost College.

2. Warnings & Ejections System

A warning and ejection system will be used to enforce the sportsmanship policy. Individuals or teams will be issued a warning as explained below. Two severe warnings in one game on same participant will result in an ejection.

EJECTIONS MAY BE ISSUED WITHOUT ANY WARNINGS!

Sport Specific Examples:

- a. Basketball
 - i. Technical foul = warning
 - ii. Second technical foul on same participant or first severe act = ejection
 - iii. Three technical fouls on one team = forfeit
 - iv. Three accumulated technical fouls on same player = 1 game suspension
 - v. Flagrant fouls may be automatic ejections
- b. Flag Football
 - i. Unsportsmanlike conduct penalty = warning
 - ii. Second unsportsmanlike conduct penalty on same participant or first severe act = ejection

- iii. Three unsportsmanlike on same team in one game = forfeit
- iv. Three accumulated unsportsmanlike fouls on same player = 1 game suspension
- v. Flagrant fouls may be automatic ejections
- c. Soccer
 - i. Yellow card = warning
 - ii. Second yellow card on same participant or automatic red card = ejection
 - iii. Three yellow cards on same team in one game = forfeit
 - iv. Three accumulated yellow cards on same player = 1 game suspension
 - v. Flagrant fouls may be automatic ejections
- d. Softball
 - i. Verbal admonishment = warning
 - ii. Second verbal warning on same participant or first severe act = ejection
 - iii. Three verbal admonishment of same team in one game = forfeit
 - iv. Three accumulated verbal admonishment on same player = 1 game suspension
 - v. Flagrant fouls may be automatic ejections
- e. Volleyball
 - i. Yellow card = warning
 - ii. Second yellow card on same participant or automatic red card = ejection
 - iii. Three yellow cards on same team in one game = forfeit
 - iv. Three accumulated yellow cards on same player = 1 game suspension
 - v. Flagrant fouls may be automatic ejections

These similar guidelines will put in effect for all other sports not being mention above. Guidelines will be followed for tournaments, leagues and playoff games.

3. Ejections

- a. Any participant, coach, or team follower receiving an ejection (due to a severe act) during an Intramural Event/Sport will be immediately suspended from all Intramural Events/Sports. The suspension is indefinite in length, carrying over year-to-year, until reinstated by the Intramural/Recreation Sports Specialist/Coordinator.
- b. The reinstatement process begins with scheduling a meeting with the Intramural/Recreation Sports Specialist/Coordinator. *It is the responsibility of the participant to initiate this process with the Intramural/Recreation Sports Specialist/Coordinator.* The length of the suspension will be determined on a case by case basis, with information gathered on the incident from the officials, supervisors, and participant ejected.
- c. A participant may submit an appeal for their suspension but must do so within the next business day. However, that participant may not participate in any Intramural Sports event while the appeal is in process.

- d. Once a participant, coach, or team follower has been ejected (due to a severe act), they must leave the facility area (if game/event is taking place indoors) or field area (if the game/event is taking place outdoors) immediately. If they refuse to leave the facility/field, the game shall end with the ejected participant's team forfeiting.
- e. Team captains are responsible for the sportsmanship of their teammates, coach(s) and team followers. Team captains who cannot fulfill this responsibility will be issued a warning and, if necessary, a forfeit against their team.
- f. In the case of extreme misconduct, teams and/or individuals will be referred to Campus Police and the Director of The Recreation Center.

4. Fighting

- a. Fighting is defined as a participant intentionally striking, pushing, slapping, punching, elbowing, tackling, or committing any other malicious act toward another person.
- b. Fighting is *never* permitted in our Intramural Sports Program. Participants who fight will be immediately ejected and suspended from further participation until the outcome of a disciplinary action meeting with the Intramural/Recreation Sports Specialist/Coordinator. The meeting will be held anytime *during the next three business days* following the confrontation. Depending on the outcome of the meeting, the participant(s) may be referred to the Director of The Recreation Center for violations of the student code of conduct policies.
- c. If a game is stopped and not finished due to a fight, the outcome of the game will be determined by the Intramural/Recreation Sports Specialist/Coordinator and Recreation Coordinator the following business day. *Their decision will be final.*
- d. Penalties for fighting may include suspension and/or probation for a period of one game to an entire academic year or life; they may even lose Recreation Center privileges.

5. Sportsmanship Ratings

- a. Intramural Official(s) give ratings to teams after each contest. These ratings reflect behavior before, during, and after the contest.
 - i. *A team must have a "C" (2.0) average or better sportsmanship rating during regular season games to be eligible for the playoffs; they must also keep a "C" (2.0) average or better sportsmanship rating during playoffs. The average sportsmanship rating will be calculated similarly to the grade point-ratio.*
- b. Sportsmanship ratings are based on the following criteria:

“A” or 4.0 = Rating (Excellent): Excellent conduct and sportsmanship. Participants cooperate with official(s) and team member(s). The captain calmly converses with official(s) and has full control of the team.

“B” or 3.0 = Rating (Good): Good conduct and sportsmanship. Team members complain about official(s) and show *minor* conflict, which may or may not merit a warning. Teams that receive one *severe* warning will receive no higher than a “B.”

“C” or 2.0 = Rating (Average): Average conduct and sportsmanship. Team members complain about official(s) and/or the opposing team, which may or may not merit a warning. The captain exhibits minor control over self or team. This also applies to discussions or arguments that occur between teammates. Teams receiving two severe warnings, or one ejection (severe act) will receive no higher than a “C.” A team which *defaults* a game will get a “C.”

“D” or 1.0 = Rating (Below Average): Below average “poor” conduct and sportsmanship. Team members continuously dispute the official(s) calls or abusively speak to the official(s) or opposing team. The captain exhibits minor control over self or team. Teams receiving three or more severe warnings or two ejections (severe acts) or not wanting to sign a scorecard will receive no higher than a “D.” A team which *forfeits* a game will get a “D.”

“F” or 0 = Rating (Unacceptable): Unacceptable conduct and sportsmanship. Team members are completely uncooperative. The captain has no control over self or team. Some examples of behavior warranting an “F” include:

- i. Any game forfeited for fighting or other abusive, violent behavior.
- ii. A team has been warned about unnecessary roughness that jeopardizes the safety of participant(s).
- iii. A participant, coach or team follower clearly associated with a team, shouts obscenities, gestures, or commits other threatening actions, which could endanger the safety of participant(s), coach(s), team follower(s), official(s), or other(s).
- iv. A game with three unsportsmanlike, yellow cards, verbal admonishment on a team will result in immediate forfeit of the game and inability of that team to participate in playoffs.

Any team receiving an “F” during the pre-season, regular season, or playoffs will be ineligible for playoffs.

Teams have until 12 noon of the next business day after the contest to appeal a rating to the Intramural/Recreational Sports Specialist/Coordinator. All decisions made by the Intramural/Recreational Sports Specialist/Coordinator regarding evening or weekend tournaments are final.

6. Special Sportsmanship Situations

- a. A team losing by default gets a “C” (2.0) and a team that loses by forfeit will receive a “D” (1.0). The team winning by default or forfeit will receive an “A” (4.0).
- b. Special sportsmanship policies exist in order to keep advancing in the playoffs. Teams must have a “C” (2.0) sportsmanship average or better during regular season play in order to keep advancing in the playoffs. Any team with an average of “D” or “F” (lower than 2.0) during regular league game will be ineligible from advancing to the playoffs. *Team with next best record will take the spot of the removed team.*
- c. Special sportsmanship policies also exist *during* the playoffs. Teams must have a “C” (2.0) sportsmanship average or better in order to continue advancing in the playoffs. Any team with an average of “D” or “F” (lower than 2.0) during the playoffs will be *removed*. *If a team wins but gets a grade of “D” or “F” (lower than 2.0) during the playoffs, they will grant their spot to the team they defeated.*

Protests

- Only team captains can file protests when a rule has been violated which affects the outcome of the event. The captain must, upon occurrence of a discrepancy, immediately inform the Intramural Sports Official(s)/Specialist/Coordinator that they wish to put the game under protest. Intramural/Recreational Sports Specialist/Coordinator will rule on protests during the playoffs.
- The captain must fill out a Protest Form which they can obtain from IMLeagues. The Protest Form must be turned in by 5pm of the next business day after the event to the Intramural/Recreational Sports Specialist/Coordinator. Grounds for protest are eligibility concerns and rules interpretations.
- An official’s judgment or interpretation of a participant’s actions **does not** constitute grounds for protest. Eligibility protests may be filed by any captain throughout the season.

PART III: TEAM SPORT INFORMATION

Team Captains' Responsibilities

- Team captains should attend or send a representative to the captain's meeting prior to start of the season. If no meeting is scheduled, Captains must take online quiz prior to the start of the season. Captains are responsible for knowing all policies and procedures published herein, as well as information covered in the team captain's meetings or quizzes. Team captains must be familiar with all game rules and inform the rules to their teams.
- Team captains are responsible for making sure all their team members are signed up through IMleagues.com.
- The team captains must assume responsibility for participant eligibility. This means team captains are responsible for knowing:
 - i. If student is currently registered for the current semester as mandated by TSC.
 - ii. If student is a current/former athletic scholarship student competing in their specific or associated sport.
 - iii. If participant is a current/former head or assistant coach of a University Athletic team competing in their specific or associated sport.
 - iv. If participant is a current/former professional athlete competing in their specific or associated sport.
- Team captains should be familiar with the sportsmanship policy and should be aware that poor sportsmanship will jeopardize their team's future participation. Team captains are responsible for signing each scorecard with a grade given by the Intramural Official(s) at the end of each game. By signing a scorecard, captains can prevent the Intramural Official(s) from giving an inaccurate score. Failure to sign will result in automatic acceptance of the score and sportsmanship grade.
- Team captains should notify the Intramural/Recreational Sports Specialist/Coordinator whenever their team must default a game/match as soon as possible. Teams have a minimum of two hours prior to a scheduled game/match to notify their absence - failure to do so within the two hour time limit will result in a forfeit.
- Team captains are responsible for notifying their team members of all schedule games: date(s), location, and time(s). It is the captain's responsibility to have their team ready to play as scheduled. Information concerning date(s), location, and time(s) of games **will not** be given via telephone by Recreation Staff to avoid any miscommunication. Instead, captains and players may view IMLeagues schedule online or via the REC*IT app.
- In case of severe weather or any other emergency, team captains must call the Intramural/Recreational Sports Specialist/Coordinator two hours prior to their scheduled game time in order to find out if game/match will be cancelled or

rescheduled. We will also post online on our social media page and IMLeagues page.

Eligibility for Playoffs

- In order to be eligible for playoffs in team sports, a participant must have checked-in and played with the Intramural/Recreational Sports Specialist/Coordinator in at least one regular league game with the team they represent.
- A team that wins a regular league game by *default* may count *all participants on their **current** roster* as if they played that regular game. Additions to the team are allowed but won't be checked in if added after the scheduled game time.
- A team that wins a regular league game by *forfeit* may count *all participants that currently **checked-in** for the game* as if they played that regular game.
- Teams can keep adding participant(s) until last regular season game, *but no new participants may be added during playoffs.*

Participant Awards

- For award purposes, Intramural Champion t-shirts will be awarded only to individuals listed on the roster that participated or checked-in at least one regular league game. If you are absent the day the t-shirts are awarded, make sure to present your valid ID to the Intramural/Recreational Sports Specialist/Coordinator at our main office to redeem your Intramural Champion t-shirt. Participants have one month passed the event/playoff date to pick up shirt. If shirt is not picked up, it will be forfeited.

Forfeits, Defaults, and Late Game Penalty

- A forfeit occurs when a team fails to have the required number of participants present (*10 minutes after scheduled game time*). Consult individual sport rules for the minimum number of participants required to begin play. A team which forfeits a game will get a "D" (1.0) in sportsmanship rating. The score on a forfeit will be subject to the sport specific penalty.
- A double forfeit is declared when either team fail to have the required number of participants present (*10 minutes after scheduled game time*). The score on a double forfeit will be subject to the sport specific penalty.
- Two forfeits from a team will result in the team being dropped from league or tournament play; during leagues, teams with two forfeits are ineligible for playoffs.

- Default occurs when a team notifies Intramural/Recreational Sports Specialist/Coordinator in advance that they will not show up for a scheduled game/match. Teams have a minimum of two hours prior to scheduled game/match to notify their absence – *failure to do so within the two hour time limit will result in a forfeit*, instead of a default. Defaults may not be rescheduled. A team which *defaults* a game will get a “C” (2.0) in sportsmanship rating. The score on a default will be subject to the sport specific penalty.
- Teams have up to 10 minutes past the scheduled game time to have enough participants to start a game, but will be subject to the following sport specific penalties:

Flag Football Minutes Late Penalty

- 1-5 minutes early team’s option of ball or field
- 6-9 minutes 6 points against late team and early team’s option of ball or field
- 10 minutes Game Forfeited or Defaulted (score 0/19)

Volleyball Minutes Late Penalty

- 1-5 minutes early team’s option of serve or ends
- 6-9 minutes 3 points against late team and early team’s option of serve or ends
- 10 minutes Game Forfeited or Defaulted (score 0/21, 0/21)

Basketball Minutes Late Penalty

- 1-5 minutes early team’s ball
- 6-9 minutes 5 points against late team (*starts at minute 6*) and early team’s ball
- 10 minutes Game Forfeited or Defaulted (score 0/25)

Softball Minutes Late Penalty

- 1-5 minutes early team’s option of bat or field
- 6-9 minutes 1 run against late team and early team’s option of bat or field
- 10 minutes Game Forfeited or Defaulted (score 0/10)

Soccer Minutes Late Penalty

- 1-5 minutes early team’s option of ball or field
- 6-9 minutes 1 goal against late team and early team’s option of ball or field
- 10 minutes Game Forfeited or Defaulted (score 0/3)

Dodgeball Minutes Late Penalty

- 1-5 minutes early team has possession of all the balls
- 6-9 minutes late team must start with only 4 participants in the next round
- 10 minutes forfeit against late team (0-3)

Reschedules & Special Game Situations

In team sports, a regular league game contest may be rescheduled, but there is no guarantee. The Intramural/Recreational Sports Specialist/Coordinator will decide to cancel or reschedule a game due to severe weather or any other emergencies.

▪ Special Game Situations during Games:

1. Flag Football, Basketball & Soccer – All games stopped in the first half due to severe weather or any other emergency situations *will result in a tie for both teams*. Games stopped at half-time or afterward will be considered official games and the score will stand as is.
2. Softball – All games stopped prior to the end of the third inning due to severe weather or any other emergency situations *will result in a tie for both teams*. Games stopped after the completion of three innings or when the home team is leading after the visiting team has batted in the top of the third will be ruled an official game and the score will stand as is.

▪ Special Game Situations:

1. Team(s) that are on the waiting list and want to participate should wait for a team to drop out. There is no guarantee that there will be a spot for that team. If a team drops out, the 1st team on the waiting list would take the spot and *inherit* the record of the team dropping out.
2. Participant/Team that do not sign up on time and want to participate in a tournament at the last minute, can do so only:
 - i. If participant/team that had already signed up does not show up.
 - ii. If space is still available.

Participant/team that did not sign up on time will take spot of team/participant not showing up.

▪ **Other Game Situations** - Any other game situation not mention in Intramural Policy will be decided by Intramural/Recreational Sports Specialist/Coordinator on site.

League Playoffs Structure

- League Playoffs will be determined by the overall record of each individual team and will be designed by the Intramural Specialist/Coordinator. Playoff games will be held on a specified date and are mentioned in advance in quizzes or IMleagues page. *Playoff games will not be rescheduled unless severe weather or any other emergency situation has been called by the Recreation Center.*
- If a team cannot make their scheduled playoff game, they must immediately notify the Intramural/Recreational Sports Specialist/Coordinator.

- League play day and time will not be guaranteed during the playoffs.
- The Champions on teams sport may have the option to represent TSC in a Regional Tournament, if available (*The Recreation Department may only pay entry fee*).

Pool Play Format

- The following rules will determine the order of finish after pool play:
 1. WIN-LOSS RECORD
 2. HEAD TO HEAD
 - a. When two (2) teams tie for a position:
 1. The team which defeated the other is ranked higher.
 - b. When three (3) teams tie for a position:
 1. If one of the teams is 2-0 in games against the other 2 teams, that team is ranked higher.
 3. HIGHEST SCORE DIFFERENTIAL - Determined by taking total points favored minus total points allowed.
 4. Coin Toss

Overtime/Tiebreaker Policy

- Overtime/Tiebreaker policies vary from sport to sport.

Tournament Structure

- Tournaments usually run one day. If there is an unexpected event to occur that prevents the tournament to continue, then captains will be notified about the final outcome from the Intramural/Recreation Sports Specialist/Coordinator.
- Teams are allowed to add or recruit participants to their roster that haven't played in another team any time before the 2nd round. There will be no adding or recruiting participant(s) after the 2nd round.
- Individual and Dual tournaments are not allowed to adjust their roster after the first round.

PART IV: OTHER

Extramural Tournaments/Traveling

Texas Southmost College participates in several extramural tournaments throughout the academic year. Extramural tournaments are sport tournaments in which colleges and university compete against each other in a friendly competition. The campuses involved are: Texas Southmost College, Texas State Technical College – Harlingen, South Texas College, and the University of the Rio Grande Valley. TSC students must represent their

institution during all tournaments and abide by our policies and guidelines throughout the tournament.

- **Fall:**
 - *Spikefest* – Volleyball tournament hosted at Texas State Technical College in Harlingen TX. Usually scheduled in mid to late September.
 - *Valley Bowl* – Flag Football tournament hosted at Texas Southmost College in Brownsville TX. Usually scheduled in late October.
- **Spring:**
 - *South Texas Shootout* – Basketball tournament hosted at the University of Texas at Rio Grande Valley – Edinburg campus in Edinburg TX. Usually scheduled mid-February.
 - *Copa Del Valle* – Outdoor soccer tournament hosted at South Texas College in McAllen TX. Usually scheduled in mid-April.

Prior to departure, the appropriate travel documentation must be completed and approved by the Office of the Recreation Center and Intramural Sports. Travel documentation must be submitted a minimum of two weeks (10 working days) in advance. Only recognized student teams are eligible for travel.

Medical Information

- **Injuries:** The Recreation Department is not responsible for injuries incurred in the Intramural Sports Program. All participants are advised to carry some type of hospitalization insurance that will cover Intramural Sports injuries. ***No student with any special health problems or physical ailments which could be aggravated by participation will be allowed to participate.*** It is strongly advised that each participant has had a recent physical examination. It is each individual's responsibility to provide for their own health protection.
- **Accident/Incident Report:** An Accident/Incident Report will be completed at the time of an accident/incident by the Intramural Official(s)/Specialist/Coordinator on site at the event.

Student Employment Opportunities

The intramural sports staff will attempt to recruit, train and furnish officials for program. These officials are also students who give a lot of time and effort to the program. They are not "professional officials" who officiate for a living. Any form of abuse, be it verbal or physical, directed at an official before, during or after an event will not be tolerated in the program. All students are invited to become officials and to give back to the program in this manner. Callout sessions for intramural officials may be found on the web site or by visiting the Intramural Coordinator's office. Numerous students are employed each year by the Recreation Center in a wide spectrum of jobs. Interested students are urged to visit our website <https://tsc.peopleadmin.com/> and create an account with us to begin the application process.

Candidates selected for the various jobs must have the appropriate personality and skills. In general, any individual applying for Intramural Sports Employment should have a high level of interest in working with people, have an interest in sports, preferred experience in officiating, and be available to work evenings and some weekends. In order to work for the Recreation department, students must be taking at least one class, be in good academic standing, and maintain a 2.0 G.P.A.

The available job category and a brief description of the respective responsibilities follow:

- **Intramural Sports Official:** An Intramural Sports Official is the foremost individual in the Intramural Sports Program. Students selected for this position must demonstrate above-average knowledge of the rules and officiating procedures of the game, must be capable of controlling difficult game situations, and, without bias, must be able to enforce the rules of the game. Prospective officials should be aware that mandatory training clinics are scheduled prior to each league sport for clarification of officiating mechanics, rules, and program regulations. In most cases, officials are scheduled for at least two shifts per week.

Students interested in becoming Officials should submit online an employment application, along with their resume, cover letter, unofficial transcript, and current class schedule. In addition, applicants can contact the Recreation Office at their earliest convenience for any other questions or concerns.

Disclaimer

The TSC Intramural & Recreation Department, Coordinator of the TSC Recreation Center, Specialist/Coordinator of Intramural Sports, and Intramural Staff reserve the right to rule on any case not specifically covered in the rules of the game or in these guidelines and procedures and will do so in the spirit of the rule and in the spirit of fair play, participation, lifelong learning, and opportunity for all.

To this end, the right is also reserved to put into effect and add to these guidelines and procedures any new rulings pertaining to Intramural Sports, unsportsmanlike behavior, eligibility, fair play and the safety of all TSC Intramural participants, spectators, and staff that will lead to the enhancement of the event or the activity.

Questions/Comments

We welcome any comments, suggestions or concerns you might have. Feedback from our participants is necessary in making the Intramurals Sports Program better able to serve you. Please refer any comments, concerns or questions regarding the IM Sports Program to the Intramural & Recreational Sports Specialist/Coordinator at (956) 295-3712.

PART V: APPENDIX

All intramural participants will be **required** to create an account on IMLeagues.com using their school email address.

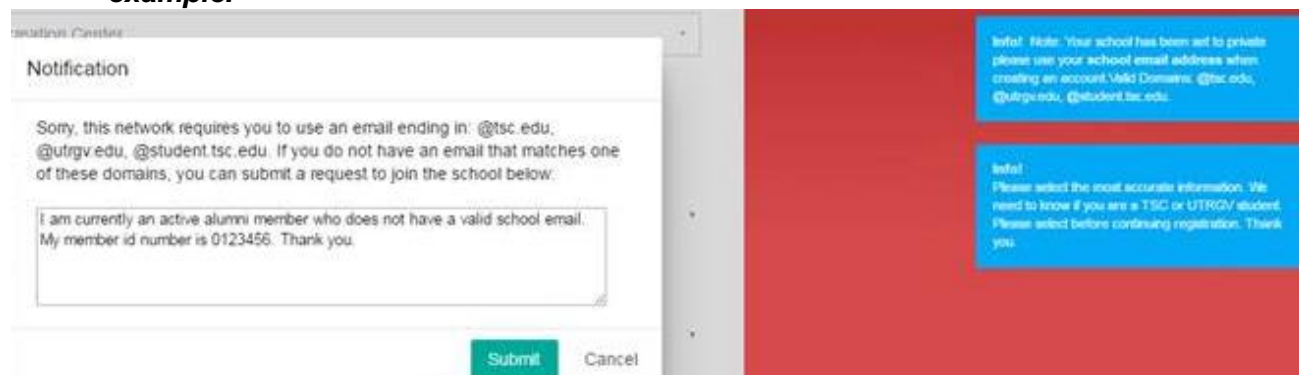
Online Registration Guide

To Create an IMLeagues Account:

1. Go to <http://www.imleagues.com/RecreationCenter>
2. Enter your information, use your TSC or UTRGV email and be sure to fill in all questions prior to moving on to the human verification. For the human verification it will ask you a question or just tell you to enter text. Be sure to follow the instructions and submit.
Troubleshooting: If it is not working, double check that you have answered all the questions if you have then, refresh the page and start again.



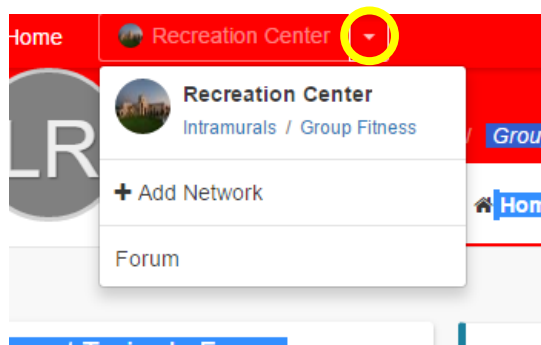
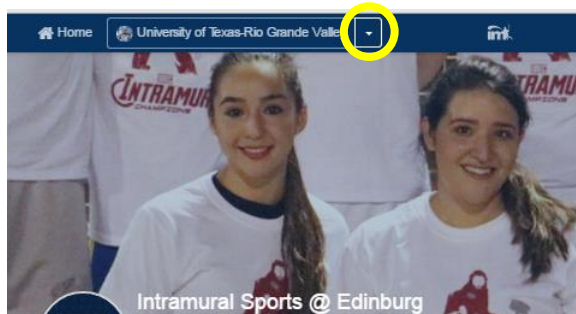
3. If you are an alumni member, use your current email address and submit a request. Be sure to include your member id number to check your eligibility. **Please see below for example.**



4. You will be sent an activation email, click the link in the email to login and activate your IMLeagues account (be sure to check your clutter/junk/spam mail).

Already have an IMLeagues Account:

1. Log into your active account and click the arrow to access the drop down tab.
2. Click on "add network".
 - a. If your old account has an old UTB or personal email, you will need to link your school email to the account by clicking on your name on the top right corner and go to "Account". Go to "Contact Email" and you will need to add the current school email address.



3. You will search for “Recreation Center” and click Join School.

The screenshot shows the IMLeagues.com search interface. At the top, there are tabs for 'All Results', 'Members', 'Teams', 'Sports', and 'Network'. Below these is a search bar with 'recreation center' entered. To the right of the search bar is a blue notification box that says: 'Your email address matches the email domain of the following schools. Please select a school to join or skip to your home page. Skip?'. Below the search bar, there are two results: 'Recreation Center' (Public) and 'Recreation Center' (Private). The 'Recreation Center' (Private) result has a blue 'Join School' button next to it.

4. Please provide the school specific information before joining school.

The screenshot shows the 'Join School' form. At the top, there is a 'Join School' button and a link to 'View Public Page of the School'. Below this is a red text prompt: 'Please provide below school specific information before joining school.' The form contains several dropdown menus: 'Status - TSC' (with a 'Select' button), 'Grad Year' (with a 'Select' button), 'Status - UTRGV' (with a 'Select' button), and a 'Join School' button at the bottom.

5. You should be set and have access to the Recreation Center IMLeagues page.

To Sign Up for an Intramural Sport:

1. Log in to your IMLeagues.com account.
2. Click the Create/Join Team button at the top right of your User Homepage page
OR
Click on the “Recreation Center” link to go to your school’s homepage on IMLeagues.
3. The current sports will be displayed, click on the sport you wish to join.
4. Choose the league you wish to play in
5. Choose the division you’d like to play in (if applicable)
6. You can join the sport one of three ways:
 - a. Create a team (For team captains)
 - i. Captains can invite members to their team by clicking the “Invite Members” link on the team page. Any invited members must accept the invitation to be joined to your team.
7. If they’ve already registered on IMLeagues: search for their name, and invite them
8. If they haven’t yet registered on IMLeagues: scroll down to the “Invite by Email Address” box and input their email address.
 - a. Join a team
 - i. Use the Create/Join Team Button at top right of every page
 - ii. Accepting a request from the captain to join his team
 - iii. Finding the team and captain name on division/league page and requesting to join
 - iv. Going to the captain’s player card page, viewing his team, and requesting to join
 - b. Join as a Free Agent
 - i. You can list yourself as a free agent in as many divisions within a league as you’d like. You will be visible to all members of the site and can request to join teams, or

Protest of Eligibility Form

Intramural Sports Protest Form

Protests: Protests involving judgment calls by the official will not be allowed.

Captain's Name: _____

Phone: _____

Email: _____

Sport: _____

Date/Time: _____

Field/Court: _____

Scheduled Game Time: _____

Time Remaining: _____

Team Protesting: _____

Game Officials: _____

Protesting Team Score: _____

Non-Protesting Team Score: _____

Explain Game Situation:

Summary of Protest:

Supervisor Only



I understand that I must also submit a written account of the protest no later than 24 hours after the time that is on this form. Failure to do so will automatically mean that my protest is denied.

Captain's Signature

Supervisor's Signature

For Office Use Only

Received By: _____

Date: _____

Time: _____

Result of Protest: Upheld / Denied

Date of Ruling: _____

Written account of situation received from protesting team? ____ Yes ____ No

Intramural Specialist Signature: _____