

Auburn University Campus Recreation

Intramural Sports Participants Handbook
2022 - 2023



AUBURN UNIVERSITY

CAMPUS RECREATION
STUDENT AFFAIRS

Table of Contents

I.	Competitive Sports Staff	<u>3</u>
II.	Eligibility	<u>3</u>
III.	Rosters	<u>4</u>
IV.	Roster Limit	<u>5</u>
V.	Club Sports Athlete Participation	<u>5</u>
VI.	Liability Release & Health Insurance	<u>5</u>
VII.	Team Names	<u>5</u>
VIII.	General Safety	<u>6</u>
IX.	Drug/Alcohol/Tobacco/Vaping Policy	<u>6</u>
X.	Pets	<u>6</u>
XI.	Field Policies	<u>6</u>
XII.	Blood/Contaminated Uniforms	<u>6</u>
XIII.	Attire	<u>7</u>
XIV.	Sportsmanship	<u>7</u>
XV.	General Policies	<u>9</u>

COMPETITIVE SPORTS STAFF

Every semester Campus Recreation hires students to officiate team sports including flag football, soccer, volleyball, basketball, softball, and many others. Student assistants and supervisors lead the daily operations for Intramural and Club Sports. Any student that is interested in officiating intramural sports should complete an application on the Campus Recreation website at www.campusrec.auburn.edu/employment.

ELIGIBILITY

Any student and/or faculty staff with a current membership to the Recreation and Wellness Center is eligible to play. Faculty/Staff can purchase a membership at the Recreation and Wellness Center Welcome Desk.

All players must check in with competitive sports staff by showing a valid AU ID (will accept official Auburn web-based app with photo) or other official photo ID before every contest. Players without proper identification will not be allowed to participate. If a team member is late to the game the player must check in prior to entering the contest. They may check into the game only when the scorekeeper has time to check their ID. The participant may not interrupt the scorekeeper during live play. If the individual needs to get into the game immediately the team must take a time out or wait until the scorekeeper is available to check ID. If a player does not have the appropriate ID they will not be allowed to participate. **No exceptions will be made!**

Player eligibility will be solely determined by the Competitive Sports staff.

Any individual who violates eligibility rules and regulations may be disqualified from all intramural sports for the balance of their Auburn University career or any part thereof. If the team which the player represents is knowingly involved in this violation, that team may be barred from intramural sports for the balance of the year or any part thereof. Infractions include but are not limited to the following examples:

- Playing under an assumed name.
- Misrepresenting a score.
- Playing illegally on more than one team.
- Violating varsity athlete regulations
- Being a varsity letter winner at another school and withholding that fact.
- Changing positions illegally in such sports.

The competitive sports staff does not assume responsibility for checking player eligibility. Any cases of ineligibility brought to the awareness of our staff will be dealt with according to these guidelines.

VARSITY ATHLETES

A varsity athlete is defined as any Auburn University student athlete competing in an athletic sport that is sponsored by the Auburn Athletic Department or any transfer student from another college or university that competed in a sport sponsored by their former athletic department.

Varsity athletes may not compete in the sport(s) in which they are a varsity athlete at the intramural sports level. To compete in their sport, varsity athletes must be unaffiliated with their varsity sport for at least one academic year.

Ex: Player graduates December 2021 and is no longer a varsity athlete. Cannot play their related sport until January 2023.

Varsity Affiliation is defined as:

"The point at which a student athlete begins their varsity career up until their last game, practice, rostered, or other organized team function that they are required to participate in." This includes any minutes played during exhibition, regular-season, or post-season games.

Ex: For football, a student athlete begins his varsity affiliation once he practices, works out, listed on the team roster, or attends a mandated function with the team. It ends when that player is no longer associated with the team, by reasons of quitting, running out of NCAA eligibility or being dropped from the team.

Ex:

- Any basketball player that plays or practices any minutes during an exhibition, regular-season or post-season game.
- Any baseball/softball player that earns an at-bat, pinch runs, plays a field position or records time in the bullpen during an exhibition, regular-season or post-season game or practice.
- Any soccer player that plays any minutes during an exhibition, regular-season, post-season game, or practice.
- Any volleyball player that plays any minutes during an exhibition, regular-season, post-season game, or practice.
- Any football player that plays any minutes during an exhibition, regular-season, post-season game, or practice.

PROFESSIONAL ATHLETES

A professional athlete is defined as someone who has participated in a professional setting in a sport that is related to what is offered through intramural sports. (NPF or MLB = Intramural Softball, NFL = Flag Football...etc.)

Professional athletes may not compete in the sport(s)/related sport in which they are/where a professional athlete at the intramural sports level. To compete in their sport, a professional athletes must be unaffiliated with their sport for at least two academic years.

Professional Affiliation is defined as:

"The point at which an athlete begins their professional career up until their last game, practice, rostered, or other organized team function that they are required to participate in." This includes any minutes played during exhibition, regular-season, or post-season games.

PROTESTS OF ELIGIBILITY

If a player is suspected of playing for a team illegally then a protest may be made to the competitive sports staff. If it is found that a team is playing with an illegal player, they will forfeit that contest and will risk being removed from that league and future intramural leagues. Protests must be submitted via official protest form on the Campus Recreation website within 24 hours after conclusion of the contest. [Eligibility Protest Form](#)

ROSTERS

Players may play on one male/female/open team and one co-rec team per sport (only if a separate co-rec league is offered for that sport). All roster questions should be communicated with the sport coordinator prior to participation. A player having entered one contest with a team may not transfer or play for another team in the same league. A player playing for more than one team shall be ineligible to play for any team for the remainder of the season. Special circumstances will be reviewed by the Competitive Sports staff.

All participants must be listed on their team roster on IMLeagues. Players are not considered legal until they are on a team's roster. Team roster additions can be made until 11:59pm on the last scheduled day of the regular season of each league. All rosters will be frozen (no additions) after the end of the regular season.

Any individual who violates any of the rules and regulations may be disqualified from all intramural sports for the balance of their Auburn University career or any part thereof. If the team which the player represents is knowingly involved in this violation, that team may be barred from intramural sports for the balance of the year or any part thereof. Some of the infractions which come under this heading are:

ROSTER LIMITS

Team rosters in every sport will be limited to a maximum number of players as follows: This is due to teams becoming too large for a single sport, space issues, equipment issues and assisting in team management. The max number of players allowed on a single roster in each sport is as follows:

Sport	Men/Women Teams	Co-Rec Teams
4 v 4 Flag Football	13	13
7 v 7 Flag Football	22	25
Basketball	16	16
Indoor Soccer	16	N/A
Indoor Volleyball	19	19
Kickball	25	N/A
Outdoor Soccer	22	25
Sand Volleyball	13	13
Softball	31	37
Ultimate	22	22

CLUB SPORTS ATHLETE PARTICIPATION

Teams may have a limited number of club members who play the same or related sport on their intramural roster. Maximum numbers of club players are as follows:

Sport	Club Player Limit
Basketball	2
Indoor Soccer	2
Indoor Volleyball	2
Outdoor Soccer	2
Sand Volleyball	1

Softball	2
Ultimate	2

LIABILITY RELEASE & HEALTH INSURANCE

All participants must sign an Auburn University Liability Release Form. Campus Recreation recommends all participants have health insurance equal to or better than that offered by the Student Government Association (SGA). Information about the SGA Health Insurance program may be obtained from the SGA office in The Melton Student Center.

TEAM NAMES/ORGANIZATIONS

Teams entering intramural competition may select team names representing approved Auburn University organizations such as fraternities, sororities, and residence halls. Independent teams can select their own team name if it is appropriate. Please refrain from team names that discriminate against any Auburn University students or group of students on the basis of race, color, sex, religious beliefs, gender identity, national origin, sexual orientation, disability, age, or ethnicity.

If a team name is deemed inappropriate or discriminatory, Campus Recreation may request a change in team name, or at its discretion, may change the team's name without notice to the team.

GENERAL SAFETY POLICIES & PROCEDURES

Campus Recreation contracts certified athletic trainers through Hughston Clinic. Hughston Clinic strives to have a certified athletic trainer available at all contests. In the case of serious injury, the competitive sports staff will contact Auburn First Responders Units and/or Auburn Police as the case may merit.

All participants are urged to obtain a physical examination before participating in the intramural sports program. Each participant is responsible for knowing their own limitations and is responsible for their participation in the program.

DRUG/ALCOHOL/TOBACCO/VAPING POLICY

The use of drugs, alcohol, vaping, and tobacco products is strictly prohibited during intramural sports contests. If it is determined or suspected that a player or spectator is under the influence of drugs and/or alcohol while watching and/or participating in an intramural sports program, the competitive sports staff has the authority to remove that participant from the game and from the sporting venue. A written report of the incident will be submitted to the Campus Recreation Office. The participant will be referred to the Campus Recreation Office and/or Student Conduct for a discussion of the incident and possible disciplinary action.

PETS/TRASH

Pets, with the exception of service animals, are prohibited at all Campus Recreation Courts, Fields, and Facilities.

Teams are responsible for picking up their trash after each contest. Failure to do so may result in their sportsmanship being lowered.

COMPETITIVE SPORTS FIELD POLICIES

All vehicles are parked at their own risk around the competitive sports fields. Balls will occasionally go into the parking lot. Any vehicle illegally parked may be ticketed, towed, and/or booted by the Auburn City Police Department.

BLEEDING/BLOOD ON UNIFORMS

There is a remote risk for blood borne infectious diseases to be transmitted by a player who is bleeding or from blood on a participant's clothing.

Accordingly, when an official observes a player who is bleeding, has an open wound, or has blood on his or her clothing, the official will temporarily stop the game. The bloody player must leave the game until the official has declared them eligible to return. If play has resumed, the player must wait for a legal substitution opportunity to re-enter the game.

A removed player is expected to receive appropriate treatment on the sidelines before returning to the game. The player involved shall not return to the contest until the bleeding is stopped, the open wound is covered, and/or the bloody piece of clothing is changed.

ATTIRE

SHOE POLICY

All participants must wear appropriate athletic shoes. No metal spikes, cleats or open-toed shoes are allowed. Competitive Sports reserves the right to inspect participant's shoes at random. The officials and supervisors on duty have the authority to disallow any shoe which they feel would endanger the person wearing the shoes or other participants. Protests involving shoes will not be accepted by the Campus Recreation Office.

JEWELRY POLICY

Intramural sports participants may not wear jewelry during contests (exception, religious or medical alert items may be worn). If deemed unsafe by Competitive Sports staff, participants wearing religious or medical alert items may be ineligible to participate. Protests involving jewelry will not be accepted by the Campus Recreation Office.

HEADGEAR POLICY

Intramural sports participants may not wear headgear of any kind (exception, religious headgear may be worn if deemed safe by Competitive Sports staff), except for ball caps in softball games. Inappropriate headgear consists of hats, baseball caps, and any other such similar headgear. One piece head/sweat bands that do not have to be tied may be worn. Protests involving headgear will not be accepted by the Campus Recreation Office.

SPORTSMANSHIP

Campus Recreation places a high value on sportsmanship and will not tolerate fighting, taunting, verbal abuse, or otherwise un-sportsmanlike behavior directed at officials, participants, or opposing fans from any participant or spectator. Teams are responsible for the conduct of their spectators.

BEHAVIORAL EXPECTATIONS AT INTRAMURAL SPORT EVENTS

Campus Recreation expects students participating in intramural sports to play with the highest regard to civility and respect for their opponents. Intramural sports participants and spectators should behave in a manner consistent with all Auburn University policies. For example, physical and verbal altercations between students are unacceptable behaviors at intramural sport events. Participants who fail to meet these standards will be subject to appropriate disciplinary actions. Additionally, student organizations participating in intramural sports will be held accountable by the appropriate body (i.e., fraternities by the Inter-Fraternity Council; club sport athletes by the Competitive Sports Office).

Any player(s) ejected from an intramural sports game is automatically suspended from all campus recreation activity until the player has met with the Competitive Sports staff. Competitive Sports reserves the right to refer any incident to Student Conduct.

Any abusive behavior or contact with an intramural sports official, supervisor, or staff member will be grounds for an indefinite suspension from all Campus Recreation activities.

Decisions on suspensions made by the Competitive Sports administrative staff may be appealed to the Associate Director of Programs within three business days from the outcome. Appeals may take 1-2 weeks to be heard. During the appeals process the participant(s) decision will be upheld until a final decision has been determined. In cases involving a suspension of longer than 30 days, appeals may not be filed until one half of the suspension has been served.

Appeals will only be heard for the following reasons:

- Additional information provided not available at time of suspension meeting
- Suspension length not consistent with guidelines

SPORTSMANSHIP RATINGS

After each intramural contest, every team will receive a sportsmanship rating (1-5) assessed by the officials and supervisors.

The criteria for sportsmanship rating are:

5 POINTS- EXCELLENT

- Team demonstrates great sportsmanship and maintains an attitude of complete cooperation.

4 POINTS- ABOVE AVERAGE

- If there is no incident of poor sportsmanship
- If a team wins by forfeit

3 POINTS- AVERAGE

- When unsportsmanlike conduct is not present in the game except for rare minor infractions.

2 POINTS- BELOW AVERAGE

- If players other than the captain persist in questioning the officials' decision; and/or repeatedly argue with officials
- For frequent use of profane and/or vulgar language.
- If spectators clearly related to the team, fail to cooperate with the officials.
- If a team forfeits.

1 POINT- POOR

- When a player is ejected for abusive remarks or fighting.
- If players disregard warnings of unnecessary roughness, unsportsmanlike conduct, abusive language, or action, etc.
- If a team cannot control their fans after a request to do so from the intramural supervisor.

A team must average a minimum of a "3" rating during the regular season to be eligible to qualify for playoffs and must earn a minimum of a "3" rating in each playoff contest to advance. Campus Recreation reserves the right to suspend a team from further play if it has sportsmanship rating issues during the year.

Whenever a "2" or "1" rating is given, the Competitive Sports Office reserves the right to investigate and assess appropriate penalties or warnings to the team or individual(s) involved.

Please Note: Teams are responsible for the conduct of their spectators. Profanity, poor conduct, verbal abuse, taunting, etc. by fans will affect a team's sportsmanship rating, and be grounds to end a contest, in addition to possible sanctions against a team. Players will encourage good sportsmanship from their fellow players, captains, officials, and fans at every game, by demonstrating good sportsmanship themselves.

POLICIES GOVERNING ALL INTRAMURAL SPORTS

LEAGUE SIGN-UPS

Each intramural league will have a registration period where a team captain or representative can register a new team. All registration will be on IMLeagues. If you are a currently enrolled student, then you already have an account to register. All faculty/staff must purchase a current membership to the Recreation and Wellness Center to participate. You can log in to IMLeagues system with your AU username and password. Space is limited and is on a first come first serve basis.

PLAYERS REQUIRED TO AVOID FORFEIT

Each sport has a minimum number that a team must have to avoid a forfeit. A team must have this number, player must be on roster and have proper equipment, at gametime to avoid a forfeit.

7 v 7 Flag Football – 5
4 v 4 Flag Football – 2
Co-Rec Flag football – 6 (3 men, 3 women)
Basketball – 3
Kickball – 6

Outdoor Soccer – 5
Co-Rec Outdoor Soccer – 6 (3 men, 3 women)
Indoor Soccer – 4
Sand Volleyball – 2
Indoor Volleyball – 4
Co-Rec Indoor Volleyball – 4 (2 men, 2 women)
Softball – 8
Co-Rec Softball – 8 (4 men, 4 women)

GAME TIME/FORFEITS/FORFEIT FEES

Game time is forfeit time. Teams must have the minimum number of players at the playing venue in appropriate attire by game time to avoid a forfeit. The team captain should report to the Competitive Sports Staff 15 minutes before the contest. If a team forfeits the captain will be required to pay a \$25 forfeit fee within 48 hours. (CREDIT CARD ONLY!). The fee can be paid on the Campus Recreation website at www.auburn.edu/campusrec. Captains are responsible for paying this fee. Teams will be removed from the league if they fail to pay the forfeit fee or forfeit a second time. All future games will be counted as a forfeit.

The score for a forfeited game will be a mercy rule:

Flag Football = 19-0

Basketball = 30-0

Soccer = 6-0

Softball = 10-0

Volleyball = 2-0

The winning team will receive a sportsmanship rating of 4.0 and the losing team will receive a rating of 2.0.

DEFAULT/CANCELLATIONS

If your team cannot make a game, the team may default/cancel to avoid the forfeit fee and retain playoff eligibility. Teams may default/cancel their scheduled contests directly through IMleagues submission process. The default/cancel submission will send an automated email to both teams informing them of the default/cancel. A default/cancel must be completed 3 hours prior to gametime. If a game is defaulted/canceled past 3 hours of scheduled contest this will result in a forfeit and the team captain will be required to pay a \$25 forfeit fee within 48 hours. If a team defaults/cancels three times during a sport season, that team will be removed, and all future games will be counted as a forfeit.

The score for a defaulted game will be a mercy rule:

Flag Football = 19-0

Basketball = 30-0

Soccer = 6-0

Softball = 10-0

Volleyball = 2-0

The winning team will receive a sportsmanship rating of 4.0 and the losing team will receive a rating of 3.0.

WEATHER

The competitive sports staff aims to play all games when possible. If games must be canceled all team members will receive an email notification through IMleagues. Any team playing on a field

that is closed will be suspended from all intramural competition. Regular season games cancelled due to inclement weather or poor field conditions will not be rescheduled.

The SportsPlex and Intramural Fields are monitored by a Thor Guard Lightning Prediction and Warning System. The Thor Guard system measures atmospheric conditions in the surrounding area. When the conditions reach the threshold for potential lightning, an alarm will sound (one long blast of the sirens) and the strobe lights will begin to flash.

Steps to take when the Thor Guard sirens and lights are activated:

1. All fields should be cleared and encourage members to seek immediate shelter.
2. Members may return to the Sportsplex/Intramural Fields only after the Thor Guard system gives the 'all clear' (3 short siren blasts and the lights go off), staff will unlock the entry gate and activities may resume.

If an intramural contest is delayed due to weather or any other reason, the following procedure will be used:

- If the game has reached halftime or the 5th inning in softball (Bottom of 4th inning if the home team is winning) it will be delayed or called as final.
 - If a regular season game has not reached this point, it will be delayed or deemed a no contest.
- If a playoff game has not reached the complete game cut-off above, it may be delayed or rescheduled.
 - Players that were not present at the original game are LEGAL to participate in the rescheduled game.
 - Exception: Playoff game – if they are not on the roster, they may not be added.
 - Officials – It is not guaranteed that the game will resume with the same officials as the original game, but every effort will be made to keep as many as possible.

Competitive Sports Staff and Athletic Trainers reserve the right to institute mandatory water breaks during outdoor game play to ensure a safe playing environment for participants. Water breaks will be an uncharged one-minute timeout where coaches may meet with their players. If required, the water break will be at the midpoint of half. Competitive Sports Staff and ATs may add more water breaks as needed.

RULE INTERPRETATIONS

Judgment calls may not be protested. It is the sole responsibility of the team captain to immediately (before the ball becomes live) request clarifications regarding rule interpretations from the official(s). All rule interpretations will be sent through the supervisor on duty. The decision made by the supervisor is final. Protests involving rule interpretations will not be accepted by the Campus Recreation Office.

BENCH CLEARING

Any player(s)/spectator(s) who leaves the bench during an altercation, confrontation, etc. will be automatically ejected and suspended from all intramural competitions and facility access.

LOST INTRAMURAL EQUIPMENT

All intramural equipment checked out is to be returned on the same day that it is checked out. Any participant who fails to return equipment on the same day will be sent a notification with a return

deadline. Any participant who fails to return equipment by the return deadline will be assessed a fee equal to the cost of the lost equipment. The participant will be suspended from all Campus Recreation facilities and activities until the fee has been paid.

Lost Equipment Cost

Football - \$35.00

Football Flag Belt Set - \$40.00

Softball Bat - \$40.00

Soccer Ball - \$20.00

Shorts - \$18.00

MEN'S/WOMEN'S INDEPENDENT

Intramural sports have independent leagues for all of sports. Independent leagues are leagues with no affiliations to fraternity/sorority groups.

PLAYOFF ELIGIBILITY

Teams that have above a .500 record and a minimum average of 3.0 sportsmanship rating may qualify for the playoffs (depending on space available). If a sport requires additional teams to be taken, then qualifications could be altered.

Playoff eligibility is determined by:

- Winning Percentage
- Sportsmanship Average
- Head-to-Head Results
- Points against (sets lost in volleyball)

FRATERNITY/SORORITY LEAGUES AND ALL SPORTS POINTS

Fraternities and Sororities are allowed to field one team in any fraternity/sorority league. Fraternities/Sororities are encouraged to field additional teams, but those teams must compete in the independent league. All participants in the fraternity/sorority leagues must be active members of the organization they are playing with. Any teams caught playing with participants that are not active members will be forced to forfeit any games where the ineligible participant played and/or be removed from playing intramural sports.

Fraternities and sororities receive points for competing in any of the fraternity/sorority leagues that are offered. All sports are divided up in categories and points are awarded as follows:

A-SPORTS

Sport	1st Place	2nd Place	3rd Place	4th Place	5th Place
Flag Football	120	110	100	90	80
Outdoor Soccer	120	110	100	90	80
Indoor Volleyball	120	110	100	90	80
Basketball	120	110	100	90	80
Softball	120	110	100	90	80
Teams will also receive points for their season ending sportsmanship rating					
Sportsmanship	120	110	100	90	80
Teams also receive ten points for each round of the playoffs they advance					

B-SPORTS

Sport	1st Place	2nd Place	3rd Place	4th Place	5th Place
Swimming	100	90	80	70	60
Bowling	100	90	80	70	60
Tennis	100	90	80	70	60

C-SPORTS

Sport	1st Place	2nd Place	3rd Place	4th Place	5th Place
Racquetball	80	70	60	50	40
Golf Scramble	80	70	60	50	40
Table Tennis	80	70	60	50	40

***An additional ten points are awarded to teams that participate in a sport. ***