

DEPARTMENT OF RECREATIONAL SPORTS
INTRAMURAL SPORTS HANDBOOK
2021-2022

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TEXAS A&M UNIVERSITY
DEPARTMENT OF RECREATIONAL SPORTS
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Philosophy

The philosophy of the intramural sports program at Texas A&M University is to encourage participation in sports as a meaningful component of a student's total well-being. The mission of the Department of Recreational Sports is to promote activity, wellness, and development by providing high quality, inclusive facilities and experiences for the students and community of Texas A&M University.

Contact and Information

Intramural Office - Student Rec Center Room 114 (turn left past Smoothie King)

Office Hours - Monday-Thursday 9:00am-6:00pm; Friday 9:00am-3:00pm; Sunday 12:00-3:00pm

Phone - (979) 862-1884

Email - im@rec.tamu.edu (use for assistance in rescheduling games, checking posted results, or any other inquiries regarding intramural sports)

Website - recsports.tamu.edu (use for general information and updates)

<http://imleagues.com/tamu> (use to purchase your Intramural Sports Unlimited Play Pass, team and player registration, league schedules, playoff brackets, game results, and team/roster management.

Social Media - [Texas A&M Intramural Sports](#) on Facebook, [@RecSports](#) on Twitter, [Rec Sports](#) on Instagram

Rain Out/Information Number - Participants may have games canceled due to inclement weather. If this happens, individuals may call the rain information number at **979-845-2625** after 4:00 p.m. on the day of the contest (2:00pm on Sundays). A recorded message will indicate whether or not games are being played. Be sure to check back regularly and before leaving for your game, as updates may change as the weather does.

Article 1: Individual Eligibility

Statement of Purpose:

Eligibility rules for intramural sports are designed to provide an opportunity for everyone to participate in a safe, balanced, and fair competition. The rules listed below cannot provide for all possibilities; therefore, the intramural staff reserves the right to rule on the eligibility status of participants not covered specifically by the following rules.

Section I. Captains are responsible for the eligibility of players on their teams. The intramural office will assist team captains and individuals with questions pertaining to eligibility and interpretation of rules. The intramural office does not check every team roster for eligibility. For information on protesting player eligibility, please refer to Section VII.

Section II. Effective beginning with the Fall 2021 semester, any person* with an active Rec Sports membership is eligible to purchase an Intramural Sports Unlimited Play Pass. The Intramural Sports Unlimited Play Pass is required for participation in Intramural Sports (Article 2, Section II). Day, week, and month-long guest passes are not considered memberships. More information regarding Rec Sports memberships can be found at <https://recsports.tamu.edu/membership/>.

*Exception – Any person that is NOT a Texas A&M student that is attempting to purchase an Unlimited Play Pass must be at least 18 years old to participate.

All participants must show valid government-issued identification each time they participate in Intramural Sports. Proper identification must show both a photo and the participant's full name. Photos and names must be clear and distinct enough to identify the person; otherwise, a second identification will be required.

Examples of identification that will not be accepted include (but are not limited to) social media profiles, class schedules, etc. Scanning in through the Rec Sports app is also not a valid option.

Section III. Any individual is eligible to participate in intramural programs if he/she is not under disciplinary penalty prohibiting participation and if the requirements of intramural rules are met.

- A. Rosters are open to any eligible player who has NOT played for another team in that sport, with the restriction that each person can only play on as many as two single-gender, two coed, and two open teams per sport. All participants can participate in the gender-specific league that affirms each participant's personal gender identity. The participant's gender identity will also be applied when there are gender-specific rules or player ratio requirements in coed leagues. All inquiries pertaining to participation rules should be directed to the intramural office.
- B. Rosters will be frozen at 4:00pm on the first day of playoffs for the respective sport. Once a participant joins the online roster and plays in at least one game, they are locked on the roster. If a team wishes to add a player who has not played in a regular season game, the participant must be added to the online roster by 4:00pm the day playoffs begin for that sport.

Section IV. Team Limits for Individuals

- A. Contestants may only represent one team in any league.
- B. An individual may play on as many as two single-gender, two coed, and two open teams on which he/she is eligible to participate.
 - a. For example, in sand volleyball, Steve could legally play on the Birds in men's competitive and the Tigers in men's recreational, plus the Eagles in coed competitive and the Lions in coed recreational. Steve cannot play on both the Birds and the Wolves in men's competitive.

- C. A participant playing on a Corps of Cadets or a Fraternity team is counted as playing on one of their two allowable single-gendered teams.
 - a. For example, Brad plays on Kappa Kappa Kappa in the Fraternity Flag Football League. He may also play on one Men's Competitive team OR one Men's Recreational team, but not both.
- D. If a sport has a regulation of six (6) or more players on the field/court, there may be a maximum of three (3) players common to the same rosters in different leagues
- E. If a sport has a regulation of between three (3) and five (5) players on the field/court, there may be a maximum of two (2) players common to the same rosters in different leagues.
- F. If a sport has a regulation of two (2) or less players on the field/court, there may be a maximum of one (1) player common to the same rosters in different leagues

Example: John, Jane, Joe, and Jess are on a 4v4 Coed Competitive Flag Football team together. Two of the four players may also play on a Coed Recreational team together, but not three or all four.

- G. Minimum disciplinary action for a contestant playing on more than one team in a league or more than two leagues is a one game suspension during regular season league play. If an individual violates the rule twice or at any point during the playoffs, he/she will not be eligible for the remainder of that semester.
- H. Any team that allows an ineligible player to play will forfeit the game. If your team discovers an opposing team in violation of any of these rules, your team captain should file a formal protest with the Intramural Office by emailing im@rec.tamu.edu. (See Protests of Eligibility: Article 3, Section XII.).

Section V. Restricted Player Categories

- A. A restricted player is one who meets the definition of any of the restricted player categories listed under Section V, B1-6.
 - 1. Competitive teams are limited to two restricted players on the roster who should be noted prior to play. EXCEPTION: If a sport allows no more than four players on the field/court at a time (i.e., sand volleyball, four-on-four flag football, racquetball doubles, etc.), competitive teams are limited to only one restricted player on the roster.
 - 2. Restricted players are restricted in their sport and associated sports as follows:
 - a. Football – all versions of flag football
 - b. Basketball – all versions of basketball
 - c. Baseball – all versions of softball
 - d. Volleyball – all versions of volleyball
 - e. Soccer – all versions of soccer
 - f. Softball – all versions of softball
 - g. Swimming – swim meet
 - h. Ultimate – ultimate
 - i. Tennis – tennis

j. Racquetball – racquetball

k. Golf - golf

3. The length of restriction for each category is listed under Section VII.

B. The definition of each restricted player category is:

1. Professional athletes: Any individual who has received pay for playing, including appearance money, or who is recognized by that sport's governing body as a playing professional.
2. Varsity letter winner: Any individual who has been awarded a varsity letter from a recognized senior or junior college.
3. Collegiate postseason honorees: Any individual who receives a collegiate postseason honor, e.g., "All-American," "All-Region," etc.
4. Scholarship athletes: Any individual whose name appears on the Texas A&M or other recognized senior or junior college athletic scholarship list.
5. Competitive sport club members: Any individual who appears on a travel roster of a registered Texas A&M sport club for that academic year, or who competes with the Texas A&M sport club team. In addition, any individual who has participated in a minimum of 5 practices after the try-out phase with the club is considered a sport club member. Individuals who participate in fall practices will still be considered members for the sport club the entire academic school year; i.e., soccer club members from the fall are still restricted players in the spring and summer. Off season practices are considered regularly scheduled practices even if no coach is present. The intramural sports staff will look at each situation individually. It is suggested that sport club members wanting to play intramural sports with other sport club members check with the intramural office prior to the season to prevent possible violations.
6. Squad members: Any individual who has appeared on a roster or practiced for a Texas A&M or other senior or junior college intercollegiate varsity sport. This also includes red shirts and ineligibles. In the case of an intramural sport that precedes or coincides with a varsity sport, a squad member may participate in both until an official squad list is published.

Section VI. Limitations for Restricted Players

A. Restricted players are ineligible to compete in their sport or associated sport for the following time periods:

1. Professional athlete: five years from conclusion of the semester they last played as a professional.
2. Varsity letter winners and scholarship athletes: one calendar year from the conclusion of the semester they last competed. For example, a member of the Texas A&M men's basketball team who earns a letter or was on an athletic scholarship during the fall 2020 semester is not eligible to play intramural basketball until spring 2022.
3. Collegiate postseason honorees: one calendar year from the conclusion of the semester they last competed. For example, a Heisman trophy winner for the fall 2018 Texas A&M Football team cannot play any form of intramural flag football until spring 2020.

4. Competitive sport club member: no period of ineligibility, but are restricted as defined in section V, A1.
 5. Squad members: the academic year they are a squad member.
- B. Once a player becomes eligible to play in the intramural program, he/she is restricted to play in the competitive league for the time periods listed below. No team may have more than two “restricted” players on its roster, and that team must play in the competitive league. (EXCEPTION: If a sport allows no more than four players on the field/court at a time, competitive teams are limited to only one restricted player on the roster.) Competitive club members must play in the highest skill level offered.
1. Professional athletes: 10 years
 2. Varsity letter winners and scholarship athletes: 5 years
 3. Collegiate postseason honorees: 5 years
 4. TAMU sport club competitive members: academic year
 5. Squad members: 1 year

Section VII. Individuals Looking to Join a Team – “Free Agent” Program

If an individual needs help finding a team to join, the free agent program can provide assistance in getting that person placed on a team that is looking for players. To begin the process of officially becoming a recognized free agent, first go to <http://imleagues.com/tamu> and create an account, if you have not done so already.

From there, choose the sport you wish to join. Then, you can show as a free agent in as many divisions within a league as you’d like. For example, you might want to list yourself as available in four different Coed Competitive Sand Volleyball divisions, because they work in your schedule – CC01 Monday 6:30, CC04 Tuesday 7:20, CC06 Wednesday 9:00, and CC07 Thursday 9:50. Choose one of those divisions and click on the green button that says “Register/Signup.” You will sign up as a free agent and can provide further information on your background in that sport, if you wish to do so. You can also check additional divisions in this league from this same page. Ultimately, following this process helps team captains as they seek out players to add to their roster, if they so choose.

The Intramural Sports Office tries to facilitate matches between free agents and teams seeking free agents prior to the start of each season. Understand that there is sometimes no perfect solution, so there are also no guarantees about being placed on a team. Feel free to contact the Intramural Office at (979) 862-1884 for additional information.

Section VIII. Coaches and Fans

- A. During a game, each team may have one coach who is designated by the team captain. Coaches do not need to appear on the team roster, and teams do not need to use the same coach throughout the sport season. Coaches must be eligible to participate in the intramural program, but are not required to purchase a Play Pass. The coach is allowed to interact with officials and scorekeepers during the game, but must stay off the field of play except during time outs.

- B. Coaches and fans are expected to conduct themselves in a sportsmanlike manner. The behavior of a coach and fans is taken into account when a team's sportsmanship rating is determined. Improper behavior by a coach or fans may result in that individual or those individuals being sanctioned by the rules of the sport (i.e., technical foul in basketball, unsportsmanlike conduct penalty in flag football), removed from the team area, ejected from the game, and/or removed from the facility.
- C. Coaches and fans may be removed from the game area and/or facility at the discretion of intramural and/or facility staff.
- D. Team captains are expected to be honest in providing the names of coaches and fans affiliated with their team if those individuals are acting in an unsportsmanlike way. If an intramural staff member asks a team captain for the name of a coach or fan affiliated with the team, and the captain provides inaccurate information or will not reveal the appropriate individual's name, the team captain may face disciplinary action.

Article 2: Getting Started

Section I. Registration

- A. All registration is conducted online by logging into <http://imleagues.com/tamu>. To play Intramural Sports for the first time, please follow the instructions below:

Step 1 - Create an account on IMLeagues

- 1. Visit www.imleagues.com/tamu.
- 2. Click "Create Account" (green button at the top of the page).
- 3. Log in to the Texas A&M network using your NetID and password
- 4. Complete the required information for your account.

Step 2 – Purchase your Intramural Sports Play Pass

- 1. Click on "Intramural Sports" or the A&M logo on IMLeagues (near the top left of the page).
- 2. Click on the icon in the middle of the page that says "Click here to purchase your Intramural Sports Unlimited Play Pass."
- 3. Click "Buy PayPackage" for the appropriate item, either the Play Pass or the Esports-Only Play Pass.
- 4. Complete your purchase.

Step 3 – Create or Join a Team

To Create a Team:

- 1.) Click your desired sport and league from the options displayed and "+Create team."
- 2.) Agree to sport waiver and fill in your team information as prompted. Submit your team.
- 3.) From your team page, invite friends or accept invites from friends to join your team.

To Join a Team:

- 1.) Accept a request from the captain to join his/her team through email or IMLeagues OR
- 2.) Find the team and captain name on the division/league page and request to join.

- A. Team entries for each sport will be accepted during the designated day and time for each sport. Please see the Rec Sports Guide or website to find specific dates for each sport. Late entries will be accepted only if space is available.
- B. Rec Sports may limit the number of entries in certain activities due to space availability. Entries will be taken on a first-come, first-served basis.

Section II. Play Passes

Intramural Sports offers two payment options.

- A. Unlimited Play Pass (\$20) – grants access to all Intramural Sports activities for the duration of the semester, including in-person and Esports programming.
- B. Unlimited Play Pass – Esports-Only (\$10) – grants access to all virtual Intramural Intramural Sports activities, but does not grant access to in-person programming.

It should be noted that the Corps of Cadets uses a different payment structure, as their fees are paid through their dues within the Corps itself. Corps of Cadets members do not need to purchase either Play Pass to participate in Corps of Cadets-specific leagues. If any cadet wishes to participate in non-Corps leagues, he or she must purchase their preferred Play Pass.

Section III. Refunds

- A. Refund requests should be made to the Intramural office only.
- B. Refunds for Unlimited Play Passes will only be given if a participant never signs in for an Intramural contest and provides a valid reason to the Intramural office for why he or she never participated in a contest.

Refunds will NOT be given for reasons such as injuries sustained in Intramural play, extenuating circumstances, etc.

Article 3: Competition Format

Section I. Leagues of Competition (Please see Article 1, Section III for definition regarding gender)

- A. Single Gender League: This league consists of individuals or teams organized from university students, faculty/staff, spouses, and adult dependents of those categories.
 - a. Clarification: Individuals participating on a Corps of Cadets or Fraternity League team will count that team as one of their two single-gender teams for that sport. Corps of Cadets leagues often are comprised of males and females on the same team, but are still considered “single-gendered” teams because they do not use Coed rules. (For more info, refer to Team Limits- Article 1, Section IV.)

- b. Men will compete in the Men's League and women will compete in the Women's League.
EXCEPTION: If the women's league does not have enough participants/teams for competition, women may play in the men's league for that sport.
- B. Coed League: This league consists of teams organized from University students, faculty/staff and spouses. Teams in this league will consist of a combination of men and women as designated by the rules of each sport.
- C. Corps League (upperclassmen): This league consists of individuals or teams organized from Corps units as designed by the Office of the Commandant. Members of the teams in this league will be upperclassmen in the Corps and will play for the respective units.
 - a. Clarification: if an individual has played a minimum of one game with a unit and is transferred to another unit, he/she must show a copy of the transfer papers to the intramural staff and they will then make a ruling on the participant's eligibility.
 - b. Female members of each outfit are permitted to participate with the respective outfit. If a female cadet chooses to play with her outfit, this counts as one of her SINGLE GENDER TEAMS, meaning she can play for only one additional women's team (maximum of two single-gender teams per person per sport).
- D. Fish League (freshmen): This league consists of individuals or teams organized from Corps units as designed by the Office of the Commandant. Members of the teams in this league will be freshmen in the Corps and will play for their respective units.
 - a. Clarification: if an individual has played a minimum of one game with a unit and is transferred to another unit, he/she must show a copy of the transfer papers to the intramural staff and they will then make a ruling on the participant's eligibility.
 - b. Female members of each outfit are permitted to participate with the respective outfit. If a female freshman chooses to play with her outfit, this counts as her SINGLE GENDER TEAM, meaning she can play for only one additional women's team (maximum of two single-gender teams per person per sport).

NOTE: A freshman may ONLY play with his/her outfit's upperclassman team in the Corps League if their outfit does not have a Fish team for that sport. Otherwise, freshmen are expected to play on their outfit's Fish team. Additionally, all fish games must be scheduled to start at 5:45pm or earlier, unless permission is granted by the commandant's office.

NOTE: If an outfit does not have enough individuals who want to play on a Corps or Fish team, that outfit may form a combined team with one additional outfit, with approval from the Commandant's Office and the intramural program. Both outfits would need to be identified and all members of the team would need to be in one of the two outfits. All points earned on the point system would be divided equally between the two outfits, no matter the ratio of participants from the outfits. A combined team of more than two outfits, such as a major unit team, is not permitted.

- E. Fraternity League: This league consists of Texas A&M students belonging to Greek social organizations that are recognized by Office of Fraternity and Sorority Life at Texas A&M and have national affiliations.
 - a. EXCEPTION: For sports where there is not a fraternity league, teams will compete in the single gender league. Members of the team in the fraternity league will compete for their respective affiliates.
- F. Open League: This league is used in sports where there will not be a gender specific number requirement for a team. Teams may consist of any number of males and females and will not have coed specific requirements or rules.

Section II. Playoff Structures

The sports offered in the Intramural program are classified as follows:

- A. Team Sports
- B. Tournaments
- C. Individual & Dual Sports
- D. Meets

A. Team Sports

1. Teams will be formed according to league (Fish, Corps, Men's, Women's, Fraternity, Coed, Open, etc.) and competition level/class (typically competitive and recreational or A and B). Team sport leagues are traditionally conducted in one of three formats, with some occasional exceptions:
 - a. Traditional Leagues – three-game round robin regular season, followed by all teams qualifying for single elimination playoffs.
 - b. Modern Leagues – four to six-game round robin regular season played in a doubleheader format (two games per night), followed by all teams qualifying for single elimination playoffs.
 - c. Mini Leagues – two-game regular season completed in one week, followed by all teams with a record of .500 or better qualifying for single elimination playoffs.
2. All teams will advance to the play-offs in their respective leagues with the following guidelines:
 - a. Fish, Corps, and Fraternity leagues will compete in play-offs within their respective league (A only for the Fish and Corps; typically A and B for Fraternity, though the division depends on the number of teams registered).
 - b. Coed and Men's/Women's leagues will compete in play-offs within their respective league (competitive or recreational). However, the play-off brackets will be divided into A and B playoffs for competitive leagues and C and D playoffs for recreational leagues. Any team competing in the competitive league that finishes the regular season with a winning percentage equal to or better than .500 will compete in the competitive A play-offs; teams with less than a .500 winning percentage will compete in the competitive B play-offs. The same

methodology will be used for recreational play-offs with teams competing in recreational C and D play-offs.

- c. The intramural office reserves the right to put a team in a higher bracket if the team is deemed to be losing on purpose.
 - d. For competitive and recreational, all leagues must have more than 15 teams to be split into A/B or C/D. If there are not more than 15 teams, all teams will compete together in the play-offs.
 - e. Teams who do not maintain an average rating of 3 in sportsmanship will not be eligible for playoffs (see Article 2. Section XI).
 - f. Teams must play at least one regular season game to qualify for the playoffs
 - a. Exception – a team that receives any win by virtue of their opponent’s forfeit or default is considered to have played that game, and is therefore eligible for the playoffs
 - b. Example – A team cannot play any of their regular season games, but wants to play in the playoffs. They default all three of their scheduled regular season games. That team is ineligible for the playoffs.
3. Any team wishing to petition to move up a league in the play-offs for more equal competition must contact the intramural office via email (im@rec.tamu.edu) by the conclusion of the regular season. Teams will be petitioned up based on the intramural staff making a decision that will be fair to all teams entered in each particular league. (Exception: If a team is forced to register in a league during the registration period that is not equal to the level of play requested, a petition may be filed during registration to move down for playoffs.)
 4. The coed and women’s class A play-off tournaments are considered the All-University tournament for that league.
 5. The intramural staff may find it necessary to combine divisions where there are too few entries in a particular league.

B. Tournaments

1. Tournaments may be conducted in a wide variety of formats. Examples include, but are not limited to:
 - a. Single elimination (one loss and your team is out)
 - b. Double elimination (two losses and your team is out)
 - c. Two-game guarantee (like a double elimination, only your team is simply guaranteed a minimum of two games)
 - d. Pool play (round robin, followed by a single elimination tournament)
2. Tournaments will be played usually over a one to two week period. They are sometimes played in one evening or one weekend. Be sure to check the sport and league descriptions at www.imleagues.com/tamu for exact format of your tournament. Updates will also be sent out via email.
3. Many times, tournament format is contingent on the number of entries. This will be indicated as such in the sport or league descriptions.
4. During tournaments, reschedules may not be allowed.

C. Individual and Dual Sports

1. Individual and dual sports may be conducted with round robin play followed by a single elimination tournament or a single- or double-elimination tournament depending on the number of entries. Play may be offered in classes A and B, depending on the activity and the number of entries.
2. Sports may have specific rules on who advances to the playoffs. Please refer to the handbooks section of our website www.imleagues.com/tamu.
3. Intramural staff may find it necessary to combine divisions or cancel the tournament in instances where there are too few entries in a particular division.

D. Meets

1. Meets are traditionally conducted over the course of one to two evenings.
2. Examples of meets are the swim meet, track meet, etc.
3. Some meets have preliminary (qualifying) heats, while others follow a finals-only format.

Section III. Schedules and Reschedules

A. Team Sports

1. League schedules will be prepared and made available before the first contest in league play. Playoffs will begin after all teams have completed league play. Check <http://imleagues.com/tamu> and navigate to your team page to view published playoff brackets. They will be found through a blue button in the middle of the page.
2. Any teams wishing to change days or time of a scheduled contest must use the online system to reschedule a game. Both captains must agree to a new game time and the reschedule must be approved by the intramural office or the game will not be changed. All reschedules must be completed by 4:00pm the day of the scheduled contest. EXCEPTION: Reschedules for Sunday games must be completed by 2:00pm on Sunday. Because the office is closed Friday evening and Saturday, reschedule requests over the weekend may not be acknowledged on the day they are submitted. During playoffs, it is not allowable to reschedule a game to be played the same day as the next scheduled contest, i.e. teams will not be allowed to schedule themselves to play two contests on the same day, unless otherwise approved by the intramural office (please contact the intramural sports office if you wish to attempt to reschedule a game in such a manner).

B. Individual and Dual Sports

1. League schedules will be prepared and made available before the first contest in league play. Playoffs will begin after all participants have completed league play. Check <http://imleagues.com/tamu> and navigate to your team page to view published playoff brackets. They will be found through a blue button in the middle of the page.

Section VI. Playoff Bracket Draw Process

- A. Many team sports use a “bracket draw” to assign game times and dates for the playoffs. Due to large participation numbers in many team sports, it is impossible to keep playoff games scheduled on the same night of play as a team’s regular season games. This process theoretically allows teams to select

the days and times that align closest with their team members' availability. The process is intended to reduce the amount of games that get forfeited, defaulted, and rescheduled in the playoffs.

1. Once the brackets are published, you will be able to see on your team page your assigned "bracket selection" time. This selection time will be assigned in five minute increments based on seeding for the regular season. For example, the number one seed in the CoRec A bracket will choose first at 7:00pm. The number two seed will choose at 7:05pm, the three seed at 7:10pm, etc.
2. Once you see your assigned bracket selection time, it is strongly suggested that you get together with your team and discuss some spots in the bracket that you can play. Look beyond just the first round and try to decipher what would happen if your team kept winning. The more spots you and your team can agree on being available, the better; if you're a lower seed, the 1-2 spots you desire might not be available when it's your time to choose.
3. The entire bracket selection process typically starts at 7pm several days before the playoffs are scheduled to begin. Be sure to check your emails for exact date and time. When your time arrives, a link to the bracket will appear on your team page. Click that link and then you can go into the bracket and choose your position from the available times.
4. It should be noted that only your team captain can make this selection. If your team captain isn't available during the assigned 5-minute window, you can always make a teammate a co-captain ahead of time. This will allow them to make the selection as well.

Q: What happens if I forget to select my spot in the bracket?

A: If you are scheduled to pick at 7:20 but remember any time until all teams have selected, you can still go in and pick your spot. Just remember once your time window ends, each five minutes new teams will jump you in selection priority. If you forget to pick altogether, you will be randomly assigned a spot in the bracket by the intramural staff, which could result in a day/time in which your team is unable to play.

Q: What if none of the available times work for my team?

A: Pick the time that works for the most amount of people. You will always have the option to reschedule games after the brackets are finalized, but that is not guaranteed.

Q: I am the 1 seed and my team is playing the 3 seed. Meanwhile, the 31 seed is playing the 34 seed. How did this happen and how is it fair?

A: While this is not common, this can happen. Our thought is that this process makes it so more teams can play, which is the bottom line. Either way, you have to win all your games to win the championship!

Q: Do I need to come into the Intramural Office or do anything else to pick my spot?

A: No, this process is completely online! It is designed to be convenient for you and your teams, and also to ensure that more of our teams play on days/times in which they are available.

- B. Some sports do not use a bracket draw process. Those sports will typically include game times and dates assigned by the Intramural office.

Section V. Defaults

- A. If it becomes impossible for a team, individual or doubles team to play a scheduled contest, and if the team captain, individual or doubles team notifies the intramural office in person, over the phone, or through email by the appropriate deadline on the day of the game, the game will be scored as a loss by default. The notification deadline is 4:00pm for games scheduled Monday-Thursday, and 2:00pm for games scheduled Sunday.
- B. Teams will receive a 3 in sportsmanship if they default a game. The winning team will receive a 4.
- C. If a team cannot continue a contest due to having too few players (i.e., because of injury or ejection), or a team chooses to not continue the contest, a default will be recorded.
- D. In individual and dual sports, if a player becomes injured during a contest and cannot continue, the injured individual will concede the contest.
- E. The intramural office will notify the opposing captain if a team is going to default. If a team captain is not notified by the intramural office, the game has not been defaulted, and the game is still scheduled to be played.
- F. In team sports, a default does not include a loss of entry points, imposing of forfeit points or exclusion from the play-offs. In the fraternity division, participation points will not be awarded for a team that defaults a contest.
- G. NOTE: In Corps and Fish leagues, a team winning a game by default will earn victory points; teams losing a game by default will not be charged forfeit points. In the case of a tie, each team will receive half of the victory points that the game was worth. In the fraternity division, a team winning a game by default will still receive credit for participating in the contest; a team losing a game will not receive credit for participating in the contest, but will not receive forfeit points.
- H. Due to playoff seeding and tiebreaking implications, the following scores* will be recorded in IMLeagues for all defaulted games:
 - a. Action Ball: 15-0
 - b. 5v5 Basketball: 58-45
 - c. 3v3 Basketball: 21-14
 - d. Cricket: 30-12
 - e. Dodgeball: 3-0
 - f. 7v7 Flag Football: 24-10
 - g. 4v4 Flag Football: 30-16
 - h. Indoor Soccer (7v7 and 5v5): 7-3
 - i. 7v7 Outdoor Soccer: 5-2
 - j. 4v4 Outdoor Soccer: 8-5
 - k. Softball, Kickball: 13-7
 - l. Ultimate: 8-3
 - m. Table Tennis: 3-0
 - n. Volleyball, Sand Volleyball, Racquetball, Badminton, Spikeball, Cornhole, Tennis, Kan Jam, Summer Games, Wheel of Sportune, and several others: 2-0

*Scores are derived from taking an average of historical games played in each sport

Section VI. Forfeits

- A. Forfeits are defined as teams or individuals not ready to play, with enough players present to start the game based on the rules for the sport in question, within 10 minutes after the scheduled time for the contest.
- B. Teams arriving late for a scheduled contest, but within the 10 minute forfeit time, will be assessed a penalty according to the sport rules.
- C. Teams will receive a 1 in sportsmanship if they forfeit a game. The winning team will receive a 4.
- D. When a team forfeits a game, all players on the roster that did not check in for that game will be suspended from all intramural activities, regardless of sport. Each of these individuals will be assessed a \$5 individual forfeit fee on his or her IMLeagues account. There is no longer a team suspension fee.
 - 1. To lift that suspension and reconfirm eligibility for all intramural play, navigate to your individual profile at www.imleagues.com/tamu. In red, you will see a box that says “You have been suspended from Intramural Sports until you’ve paid \$5.” Click “Pay Now” and complete payment as prompted.
 - 2. If possible, individual players should always check into a game, even if they know their teammates are not going to attend. Doing so will prevent that individual from being assessed a \$5 forfeit fee and from being suspended on IMLeagues.
- E. If a team forfeits two league play games, that team will NOT be entered into the play-offs.
- F. No forfeited game will be rescheduled. A double forfeit during the playoffs will result in the opponent from the next round receiving a bye.
- G. Scores for forfeits can be found in Section V, Article H.

Section VII. Mercy Rules

- A. Many sports’ rules include a specific scoring difference at which a “mercy rule” is declared. Check sport-specific rules for exact rules for each sport.
- B. For all sports, when a game hits the mercy rule threshold, officials will ask the losing team whether they want to continue; if they say yes, the contest will continue until the team captain tells an official they would like the game to end.
- C. If a losing team wishes for the game to continue, the winning team will then be given the option to either:
 - a. Officially confirm the current score as final OR
 - b. Continue keeping score until the game is final
 If a winning team chooses to keep score until the game is final, this decision cannot be reversed. The game will continue until time expires or the losing team declares that they would like the game to end.
- D. The Intramural Sports staff reserves the right to discontinue any game that is being played beyond the mercy rule threshold, should they be concerned about safety.

Section VIII. Results

- A. In team sports, results are recorded on the game sheets. By signing the game sheet, the team captain or team representative verifies the score, the accuracy of the roster, sportsmanship rating, and eligibility of players. If the team captain refuses to sign the game sheet, he/she relinquishes the right to protest, and the information on the game sheet is deemed to be accurate. (See Protests, Section XII)

- B. In individual and dual sports, the winner is responsible for reporting the results to the intramural office. Failure to report results by required time may constitute a double forfeit.
- C. Team captains are asked to check league standings after each game to verify the accuracy of their team's records, scores and sportsmanship ratings. All league schedules will be available online.
- D. The records and seeding number of the teams are for informational purposes only. ONCE PLAY-OFF BRACKETS ARE POSTED, NO SEEDING CHANGES WILL BE MADE.

Section IX. Protests

A. Rule Interpretation

1. There will be no protests allowed on judgment calls.
2. If a team captain believes an error was made, he/she must inform the official in a sportsmanlike manner, before the game continues, that he/she is protesting a rules interpretation. If the team captain does not immediately notify the official of his/her intent to protest, he/she waives all rights to protest on that particular call.
3. Upon notification by the team captain of a rules interpretation protest, the official will stop the game and confer with the other intramural staff on duty to resolve the situation. If the captain believes that the error has not been corrected, the official will note the existing game situation on the protest form and the basis for the captain's protest. Both team captains will sign the protest form and continue the game according to the official's ruling.
4. In resolving a rules interpretation protest after the conclusion of a contest, the intramural staff take into account whether or not an error was made, and if that error had an impact on the outcome of the contest. The staff will make a final decision on whether to replay the remainder of the game or allow the initial outcome to stand, and both team captains will be notified.

B. Eligibility

1. Any individual may protest the eligibility of an intramural participant.
2. To complete a formal protest of eligibility during the regular season, the protest must be filed prior to playoff brackets being posted. Once playoff brackets have been set, all eligibility protests will not affect regular season results. To protest eligibility, the individual must contact the Intramural office and indicate why it is believed that the player in question is ineligible. During playoffs, a protest must be filed on the following business day after the contest in question or by noon the day following the contest in question if the next game is scheduled for the following night. The intramural staff will rule on the protest based on the relevant information that they obtain.
3. A Rec Sports employee may suspect the ineligibility of a participant and forward information to the intramural staff who will make a ruling based on relevant information they obtain.
4. Any team that uses an ineligible player will forfeit the contest(s) that is being protested. In addition to forfeiting the game, that team will be penalized forfeit points for the contest. During the regular season, ALL games in which a team used an ineligible player will be forfeited.

Section X. Appeals

All decisions made by the intramural staff may be appealed to the Associate Director of Programs.

Section XI. Sportsmanship

Officials for each game are required to assign a sportsmanship rating for the sportsmanship displayed by each intramural sports team. Sportsmanship occurs before, during, and after a contest and as long as members of the team remain in adjacent proximity to the Rec Sports facility. Ratings will be awarded based on the rating system listed below. A team must maintain an average sportsmanship rating of 3 or above to be eligible for the playoffs. A team winning a game by default or forfeit will receive a rating of 4. A team losing a game by default will receive a rating of 3. A team losing a game by forfeit will receive a rating of 1.

4 – Excellent

No incidents of negative sportsmanship. The team demonstrates excellent sportsmanship and maintains an attitude of complete cooperation.

3 – Good

A team has minimal instances of negative sportsmanship. There is little complaining and an attitude of cooperation for the most part exists. *A team earning at least 1 unsportsmanlike penalty, technical foul, or yellow card cannot receive higher than a 3 rating.*

2 – Deficient

Team behavior is uncooperative. Conduct includes, but is not limited to:

- a. Team personnel or a spectator clearly related to the team makes abusive remarks toward opponents or officials.
- b. Team personnel consistently display rough and/or aggressive play after being warned.
- c. Team uses false identification and/or illegal players during a contest.
- d. Team members and/or spectators clearly related to the team bring alcohol/tobacco onto Rec Sports premises.

A team earning an ejection for physical or verbal abuse cannot receive higher than a 2 rating. A team earning at least 2 unsportsmanlike penalties, technical fouls, or yellow cards for physical or verbal abuse cannot receive higher than a 2 rating.

1 – Unsatisfactory/ Poor

Team behavior is completely uncooperative. Conduct includes, but is not limited to:

- a) Team personnel or a spectator strikes or physically abuses an opponent or an intramural staff member.
- b) The team, after being warned, continues to play with unnecessary roughness.
- c) Discontinuance of the game for team behavior.
- d) Spectators clearly related to the team engage in disorderly conduct that violates university regulations or jeopardizes the official's control of the game.
- e) The team shows willful disregard for the policies and procedures of the intramural sports program and the Department of Recreational Sports.
- f) Forfeiting a game.

Playoffs: Sportsmanship will be enforced during playoffs. All teams must display positive sportsmanship, win or lose. During playoffs, teams are expected to receive excellent (4) or good (3) ratings in every game. If a

team receives a deficient (2) rating and advances in playoffs, that team must receive excellent or good ratings for the remainder of playoffs. Another deficient (2) rating will result in forfeiture of that game. If at any point a team receives an unsatisfactory/poor (1) rating, the team will not be allowed to continue in playoffs.

Sportsmanship Appeal: Teams are permitted to appeal a sportsmanship rating given during a game. A team has two business days to appeal any sportsmanship rating. (Exception: If in playoffs, and the game is less than 2 business days away, the appeal must be made by noon the date of the next game.) The appeal must be logged in the intramural office.

Article 4: Suspension/Rules of Conduct

Section I. Prohibited Items

- A. Jewelry - Check specific sport rules to determine whether jewelry is allowed in each sport.
- B. NO casts/splints will be allowed under any circumstances. Players who wear a knee brace with exposed metal, hard plastic, or metal hinges are required to cover it with padding or foam at least ¼ inch thick.
- C. Religious Headwear – In the event a participant may not expose his/her uncovered head, the intramural supervisor may approve a covering or wrap which is not abrasive, hard or dangerous to any other player and which is attached in such a way that it is highly unlikely to come off during play. For sports that specifically do not allow jewelry, this stipulation applies only to religious headwear to cover the head and does not apply to any necklaces/rings/ earrings/ bracelets or any other form of jewelry.
- D. Medical Alert Bracelets – Medical alert bracelets must be taped down or covered with a wristband and may be worn. If a sport specifically allows jewelry, the medical alert bracelet does not need to be taped or covered.
- E. Elastic headbands and hair control devices without metal, hard plastic, or bandanas without knots are permitted. Hard items, including, but not limited to, beads, barrettes and bobby pins are prohibited, unless a sport's specific rules indicate otherwise. Other head decorations or headwear are not allowed unless a sport's specific rules indicate otherwise.
- F. Footwear
 - a. Indoors – all players must wear athletic shoes with non-marking court soles. Hard soled shoes of any kind will not be permitted.
 - b. Outdoors – all players must wear athletic shoes. Metal cleats, spikes, or toe cleats will not be permitted.
 - c. Five finger shoes are not considered athletic shoes.
- G. Shorts/Pants – Participants are encouraged to wear athletic style shorts or pants. Pockets and belt loops are not allowed in football only.
- H. All equipment decisions made by the intramural staff or rec sports medic on duty will be final.

Section II. Rules of Personal Conduct

- A. Any person who commits, attempts to commit, incites or aids others in committing acts of misconduct will be subject to disciplinary procedures by Rec Sports. Team captains, team managers or coaches are

responsible for the conduct of their players, and are subject to the same disciplinary actions as their players.

- B. If a player is ejected from a game, he/she is suspended indefinitely from all intramural competition, effective immediately, pending an interview with an intramural staff member who will determine the length of the suspension period.
- C. If a player is disqualified, as outlined in sport specific rules, the individual will only have to sit out the remainder of that game and will not need to meet with the intramural staff to regain eligibility.
- D. The jurisdiction of supervisors and game officials continues throughout an individual's presence in Recreational Sports facilities and adjacent areas such as parking lots. All players and spectators alike should be aware that they must abide by Texas A&M student rules of conduct at all times.
- E. Disciplinary sanctions can also include restrictions on usage of Rec Sports facilities and other Rec Sports programs. In some cases, discipline may be forwarded to the Offices of the Dean of Student Life.

Article 5: Awards

Section I. Types of Awards

- A. The All-University Champion (team, individual/dual sports, special events, and meets) will receive an All-University Championship T-shirt.
- B. Champions of all other A and B leagues will be awarded an intramural champion shirt. EXCEPTION: Fish only leagues for the Corps of Cadets will not be awarded shirts.
- C. No awards are given for winners in the recreational division. This division is designed to promote play, not competition.

Section II. Award Eligibility

- A. To be eligible to receive an award, an individual must participate in a minimum of two games.
- B. A maximum of two coaches will be eligible to receive an award.
- C. The maximum number of awards will be two times the number of required players for a game.

Article 6: Corps of Cadets and Fraternity All-Year Point Systems

Section I. Corps and Fish

- A. The Corps and Fish divisions will compete for points in two major sports each semester. Currently, those sports are flag football and softball in the fall semester and outdoor soccer and basketball in the spring semester.

The Commandant's Office will pay for two Corps teams and one Fish team per outfit for each of the sports. Standing will be determined by adding entry points to victory points and subtracting forfeit points. Corps and Fish leagues will be offered in A Leagues only.

- B. Points will be awarded as follows:

- a. Each team that enters will receive 50 points
- b. Teams are awarded 50 points for each game they win; in case of tie games in the regular season, the two teams will each team receive 25 points.
- c. A penalty of -150 points will be assessed for each game a team forfeits.

Notes:

1. Victory and forfeit points continue through the playoffs.
2. Teams that receive a “bye” during playoffs will earn victory points for their position.
3. Swim meet teams must consist of a minimum of ten people to be eligible for team entry points.

SPECIAL TABULATION FOR SWIM MEET

The Swim Meet points are tallied slightly differently than the other four activities. The point breakdown is described in the following table, and the entry procedure is discussed below. In All-University rounds, participants will earn points for place of finish.

Clarification on Swim Meet Points

Entry Points	Individual Placement Points		Relay Placement Points		Total Points
	DIVISIONAL RESULTS	ALL-UNIV. RESULTS	DIVISIONAL RESULTS	ALL-UNIV. RESULTS	
50 pts are awarded for every outfit that enters at least 10 participants	1 st =12	1 st =24	1 st =24	1 st =48	Entry pts and participation pts are added together
	2 nd =10	2 nd =20	2 nd =20	2 nd =40	
	3 rd =8	3 rd =16	3 rd =16	3 rd =36	
	4 th =6	4 th =12	4 th =12	4 th =24	
	5 th =4	5 th =8	5 th =8	5 th =16	
	6 th =3	6 th =6	6 th =6	6 th =12	
	7 th =2	7 th =4	7 th =4	7 th =8	
	8 th =1	8 th =2	8 th =2	8 th =4	

Upperclassmen must compete in the Corps division. Freshmen will compete in the Fish division unless an outfit does not have a fish team; only at that point may freshmen compete in the Corps division.

- C. If an outfit does not have enough individuals who want to play on a corps or fish team, that outfit may form a combined team with one additional outfit, with approval from the Commandant’s Office and the intramural program. Both outfits would need to be identified and all members of the team would need to be in one of the two outfits. All points earned on the point system would be divided equally between the two outfits, no matter the ratio of participants from the outfits. A combined team of more than two outfits, such as a major unit team, is not permitted.

Section II. Fraternity

- A. Fraternities will compete for points in the following sports:
 - a. Fall Semester: Indoor Soccer, 7v7 Flag Football, Sand Volleyball, Softball, and a Cornhole Tournament
 - b. Spring Semester: Outdoor Soccer, 4v4 Flag Football, Indoor Volleyball, Basketball, and a Dodgeball Tournament.
 - c. Fraternity sport offerings are subject to change; official list of sports will be communicated prior to the beginning of each year
- B. There is no limit on the number of teams each fraternity may enter for each team sport. Points will only be awarded to the fraternity's highest scoring A team and two highest scoring B teams. If only one Fraternity League is offered, team points will only be awarded to the fraternity's three highest scoring teams using Fraternity A scoring in section IID below.
 - a. Exception – For the Dodgeball and Cornhole Tournaments, there is no limit to the number of points a fraternity can accrue. In order for a team entry to officially count for points in these tournaments, the following criteria must be met.
 - 1. Team must participate in and complete all schedule games/matches.
 - 2. Team must properly name their team in a manner that allows tracking by Intramural Staff (i.e team should name themselves Kappa Alpha Delta #1, Kappa Alpha Delta #2, etc.)
 - a. (*No points are awarded for individual game participation in these tournaments, only for team entry participation*)
- C. Fraternities will compete for two annual awards: the Victory Cup and the 12th Man Cup. Standings will be determined according to the following formula:
 - a. The Victory Cup will be determined by adding entry points to participation points and subtracting forfeit points.
 - b. The 12th Man Cup will be determined by taking the total points from the Victory Cup and dividing by the population of the fraternity.
 - c. The winner of The Victory Cup will be announced each year at an early-semester meeting with all chapters present.
 - d. The winner of The 12th Man Cup will be announced each year at an early-semester meeting with all chapters present. The winner of the 12th Man Cup will also receive a traveling trophy. Said trophy will remain with the Intramural office, but the winning fraternity can check it out to be used at recruiting related or other approved events.
- D. Points will be awarded for each team as follows:
 - a. Each team that enters will receive the following points:
 - 1. Indoor Soccer, Outdoor Soccer, 7v7 Flag Football, Indoor Volleyball, Softball – 50 points
 - 2. 4v4 Flag Football, Sand Volleyball, LessThanUThink Dodgeball – 25 points
 - 3. Alcohol Awareness Cornhole Tournament – 10 points
 - b. Teams receive the following points for each game they participate:

1. Indoor Soccer, Outdoor Soccer, 7v7 Flag Football, Indoor Volleyball, Softball – 50 points Class A, 20 points Class B
 2. 4v4 Flag Football, Sand Volleyball – 25 points Class A, 10 Points Class B
- c. A penalty of -100 points will be assessed for each game a team forfeits in class A and -50 points for each forfeit in class B and the Dodgeball and Cornhole Tournaments.
 - d. Defaulted games do not count as a participation, but do not count as penalty points either.
 - e. A team that is on the receiving end of a default will still get participation points for that game.
 - f. Teams that receive a “bye” during playoffs will earn participation points for their position.
 - g. The team that wins any fraternity playoff bracket will be awarded one additional game of participation points.