

INTRAMURAL SPORTS PROGRAM

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**IMLeagues Account-Registration Website
<http://www.imleagues.com/eiu>**

**Campus Recreation Website
<http://www.eiu.edu/campusrec>**

INTRAMURAL SPORTS PROGRAM

Campus Recreation offers structured team sports participation opportunities for eligible students, faculty and staff of EIU. Team sports offered include Flag Football, Soccer, Volleyball, Dodgeball, Wiffleball, Basketball, Softball, Kickball, and Bowling.

Each team sport “season” lasts 3 to 5 weeks. Teams usually play in a four-team round-robin league, which is followed by all-university playoffs for teams winning at least half of their games.

Competition for men, women and co-rec teams is offered in most team sports with two levels of play (in larger sports). Generally, team sports are scheduled Monday through Thursday afternoons and evenings. Teams usually play one or two games per week during the regular season for each sport.

A team manager/captains must be designated to be the official representative of any team entered in a team sport. This person has many responsibilities and obligations to both his/her team and the Intramural Office, all of which are contained in this guide. We have found that the success of the team sports program is usually a result of responsible team managers/captains who know the rules and regulations of participation in the intramural program.

The intramural sports program exists for those who enjoy participating in structured athletics for the sake of fun and participation. The foundation of the program is sportsmanship. All participants are expected to participate in the spirit intended and individuals who are unable to keep their participation in perspective will be prohibited from further participation.

WHAT INTRAMURAL SPORTS CAN DO FOR YOU!

- Offer over 40 activities annually.
- Provide you with an IMLeagues online account for announcements and entries.
- Provide you with rules, policies and procedures.
- Answer any questions or concerns regarding intramural sports or facilities.
- Lend you many kinds of athletic equipment.
- Assists in develop of your own tournaments, leagues, etc.
- Offer you numerous opportunities to learn and play new sports.
- Offer you numerous opportunities to learn new sports.



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MISSION STATEMENT

The mission of Campus Recreation is to provide EIU students, faculty and staff with informal and formal recreational activities regardless of ability. We wish to promote a safe and enjoyable environment, encourage participation, and promote healthy lifestyles. Campus Recreation serves primarily EIU students because our facilities and programs are supported through required student fees.

INTRAMURAL SPORTS

Intramural Sports offers a fun and competitive component to student life. The program is designed to meet the needs and interests of the students in a wide range of physical, instructional, and recreational pursuits “within the walls” of EIU. The program offers competitive individual, dual, and team sports. Our program is offered to students of all skill levels. There are three different communities of students that may sign up: Greek, Hall, and Independent.

***Hall** competition is for undergraduates and all the members of each team who live in the same hall or meet the eligibility and specified requirements.

***Greek** competition is for those students who are members of a sorority or fraternity organization and who are enrolled at EIU.

***Independent** teams will be permitted to enter in either the Hall or Greek divisions but all team members must be enrolled at EIU. Independent teams are usually made up of those students who reside off campus.

CAMPUS RECREATION STAFF

The Student Recreation Center has both professional and student staff to assist you in making Recreation activities a positive experience. Our staff is available to offer suggestions, provide rules, help you schedule, and to make equipment or facilities available for activities.

During games/events Team Sports Supervisors and the Crew are assigned to each intramural sport and is responsible for that sport from beginning to end. Should you or any participant have questions, or need any information, this supervisor is the initial contact. If you have general questions or problems, call Kevin Linker (or email - kslinker@eiu.edu) and he will help you with any intramural sports information you may need.

DIRECTOR OF CAMPUS RECREATION

Sarah Daugherty581-2616

ASSISTANT DIRECTOR OF INTRAMURAL SPORTS

Kevin Linker.....581-7000

ASSISTANT DIRECTOR OF FACILITIES

Vacant 581-3961

CAMPUS RECREATION SECRETARY

Vacant581-2820

INTRAMURAL GRADUATE ASSISTANTS

Cody Hollensbe581-7476

INTRAMURAL SPORTS HOURS OF OPERATION

Office Hours: Monday - Friday 8:30 AM to 4:30 PM

Event Hours: Monday – Thursday 4:00 PM to 10:00 PM (SRC Close)

- Other event days and times determined by Intramural office
 - Different activities begin at different times

HOW TO ENTER/SIGN UP – INTRAMURAL SPORT REGISTRATION

Teams enter a sport by designating a team captain and submitting a complete team roster before the sport/activity entry deadline. Team captains are encouraged to follow the guidelines listed below to successfully enter their team in a sport:

All intramural participants will be required to create an account on **IMLeagues.com**.

To create an IMLeagues account: ****Note**** IMLeagues offers a **live support button** on the bottom right side of all pages, please use this button if you encounter any difficulties.

1. Go to www.imleagues.com/EIU/Registration and **Create Account (You have an Acct/ USE PAWS credentials to enter)**.
2. Enter your information, **and use your School email (@eiu.edu)** and submit.
3. An activation email will be sent, **click the link in the email to login and activate your IMLeagues account**.
4. If not automatically joined to the EIU page, you can search schools by clicking the “Schools” link.

How to sign up for an intramural sport:

1. Log in to your **IMLeagues.com** account.
2. Click on the “Eastern Illinois University” link (at top of the page) to go to your school’s homepage on IMLeagues.
3. The current sports will be displayed, click on the sport you wish to join.
 - a. Entries accepted when the registration opens for specific sports.
4. Choose the league(s) you wish to play in (Men’s, Women’s, Co-Rec, etc.)
 - a. You may only participate in **one** gender and **one** Co-Rec league.
5. Choose the division in which you can play (Mon/Wed 5PM, Tues/Thurs 5PM, etc.)
6. Join a sport in 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.
 1. If they’ve already registered on IMLeagues: search for their name, and invite them
 2. If they haven’t yet registered on IMLeagues: scroll down to the “Invite by Email Address” box, and input their email address.
 - b. **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
 - c. **Join as a Free Agent**

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 post information about yourself so teams can request to add you to their team.

LEVELS OF PLAY UNDER MEN’S, WOMEN’S, AND CO-REC DIVISIONS

Levels of play are determined by the number of teams in a sport. Basketball and Volleyball are usually the largest and demand skill levels.

“A” Pro-Level (Above average to highly skilled) –

Teams comprised of skilled and competitive individuals. Any former intercollegiate athletes must participate in this league level, **WITH A LIMIT OF ONE PER TEAM, OR THREE SPORT CLUB MEMBERS** per team. Fraternity & Sorority “A” teams must play in this level.

“B” University Level (Intermediate skill level) –Teams are recreationally competitive. No sport club members allowed at this level.

---Levels of play restricted to team sports schedule.---

REPRESENTATION IN A SPORT/ACTIVITY

Communication is the #1 ingredient in the success of the Intramural program. Following are suggestions for getting people involved and creating a positive experience.

- 1) Post sign-up sheets and schedules for all events in high traffic locations.
- 2) Be available for questions/problems.
- 3) Know entry deadline and any special information for a particular sport.
- 4) Check with captains periodically during season.
- 5) Contact Intramurals regarding any problems.

Check your Intramural Sports Schedules on IMLeagues - Never guess about dates or rules.

GUIDELINES FOR THE INTRAMURAL SPORT TEAM MANAGERS / CAPTAINS

Team captains shall serve as the liaison between the Intramural Office and their team. This includes taking responsibility for the proper administration of the team and the on field/court behavior of each and every team member. The policies and procedures in this handbook are the rules that will be enforced at each Intramural Sport competition. Understanding and adhering to these guidelines will facilitate and allow a team's participation in Intramural Sports at Eastern Illinois.

Administrative Duties:

- Register your team online at <https://www.imleagues.com/EIU/Registration> and complete your roster.
- Captains are responsible for checking the score sheet following each game to verify the score and winning team – a signature is preferred.
- Check schedules regularly for updates/changes. All schedules are posted online (and in the Trophy Case outside the SRC in the Lantz Building). Occasionally, schedules may change for various reasons, including but not limited to: weather cancellations, teams forfeiting out and not being replaced, and possible facility availability changes, etc.
- Obtain the playoff schedule (usually) the Friday after your last regular season game at www.imleagues.com/eiu
- Be responsible for thoroughly understanding the rules of the sport you are participating in and informing your team members of the Intramural Sport Rules and Policies.
- Ensure that enough eligible participants are at the game 10 minutes prior to the start of a scheduled contest. Forfeit times may vary from 5 to 10 minutes after, so check the rules.
- Ensure that all players have checked-in with the IM Sports Staff by providing their EIU Panther Card before the start of the game.

Sportsmanship Duties:

- Educate your team members regarding the consequence of poor sportsmanship for both the individual and the team. (ex.- 3 yellows or techs on team = forfeit)
- Be responsible for the behavior of all your players and spectators/fans.
- Be responsible for ensuring all your team members understand and abide by all the Intramural Sports Policies as posted at www.eiu.edu/campusrec .
- Be responsible for reading, understanding and informing your team members of the Intramural Participant Conduct Policy.
- Inform any ejected players that they must promptly leave the facility in which the competition is being held or risk forfeiture of the game.

- Inform any ejected players of the procedural steps for reinstatement (meet w/ IM Sports Director before playing again).
- Only the Team Manager is permitted to clarify calls with the IM Sports Officials or IM Sports Supervisors at the specific game sites.

INTRAMURAL SPORTS STAFF

The Intramural Sports Supervisor is the final authority during an intramural activity. The supervisor will be in charge of organizing the event, directing teams to proper fields/courts, and managing the contests so that good sportsmanship is practiced at all times.

Participants must realize that the game officials are the first source of ruling and information. The supervisors may only be consulted when interpretations or applications of the rules are in question. Supervisors will not overrule any judgment calls!

The supervisor may intervene to stop play at any time. Situations such as disorderly conduct, abusive language and fighting are potentially dangerous and can lead to a supervisor terminating the contest and assessing a forfeit to the team or removing a player from the event and asking him/her to leave the facility.

INTRAMURAL SPORTS POLICIES AND PROCEDURES

Schedules

Official regular season team and individual schedules will be posted on www.imleagues.com/eiu under specific team sport/activity pages (and in the intramural trophy case located outside the lower Student Recreation Center entry doors in the Lantz building). The regular season schedules will be updated after every game with the scores and won/loss record for each team. Team captains are responsible for any changes in the schedule and should plan to check the schedule frequently. Team captains should notify the Intramural Staff as soon as possible if discrepancies in the posting of scores are noticed. Also, check the website for updates. **Please be aware that the Intramural Sports Staff will not give out intramural scheduling information over the phone.**

Game Days

Teams should plan to arrive at the game site 5 or 10 minute before the scheduled starting time.

The team captain must locate the Team Sports Supervisor and obtain the score sheet with printed names for their game and **print** the complete names of all additions that will be playing in the game. **Check-in and add online when ipads are operational. All additions on score sheets must be added to roster (liability form checked) online in IMLeagues.com before game.

Checking Panther Cards: Every player must have a valid Panther Card to participate; players without Panther Card (or picture ID if already on roster) will not be allowed to participate until a Panther Card is presented. **The Panther Card serves as the participant liability waiver.** The game officials will check the provided Panther Cards against the names appearing on the score sheet, as well as check for ineligible players before the game begins. Any discrepancy between the names on the score sheet and the player's Panther Card, constitutes an eligibility violation. **All participants' names must be printed on the score sheet (with ipads) prior to the game start in order to participate.** The IM staff will not collect or hold Panther Cards. Campus Recreation is not responsible for lost Panther Cards.

The team manager will be held responsible for his/her team's conduct and behavior before, during and after the contest.

Forfeit time is 10 minutes after the official scheduled playing time. Since teams should arrive 10 minutes before the contest, this gives 20 minutes to field a team. **A forfeit time of 5 minutes is for sports will 45 min or less playing time (including Softball).** If a previous contest runs

into the official scheduled starting time, teams must be ready to play immediately following the previous contest, with the score sheet filled out. Forfeit time is strictly enforced.

Player Additions

Teams may add players to their team roster for one week (or first 2 games) from the day play begins provided that the team has not reached the maximum roster limit. Once listed on the roster, a player may not be dropped from the team. (See IM Director for special cases). The team captain may add players to the roster beginning the day league play begins by adding the new player to the online roster before the scheduled deadline. Ipads will be used to check in players and add to rosters at game site. Score sheets and rosters are checked daily by the IM Sports Office.

Free Agents – (find a team or find a player)

Two ways: First, see the section “How to Sign up” under Free Agent. Also, a “Free Agent” list is posted in the intramural trophy case located outside the SRC lower entry doors. Individuals may fill out a card at the SRC Intramural Counter that will be posted. Second, see Free Agents listing on www.imleagues.com/eiu . Any team may “draft” a free agent, or several free agents may form their own team.

Roster Limits

Team entries will not be accepted with less than the minimum or more than the maximum number of individuals for each sport listed below, and teams are required to maintain these rosters throughout the season. Teams may start a game with one player less than the minimum roster limit to avoid a forfeit.

Sport	Men’s & Women’s Teams		Co-Rec Teams	
	Min.	Max.	Min.	Max.
Flag Football	7.....14.....	4M, 4W8M, 8W
Softball	10.....16.....	5M, 5W8M, 8W
Basketball	5.....10.....	5M, 5W8M, 8W
Volleyball	6.....12.....	3M, 3W6M, 6W
Soccer	6.....12.....
Wiffleball	7.....12.....
Indoor Soccer	5.....10.....
Kickball	4.....10.....
Dodgeball	8.....10.....
Bowling	4.....6.....
Big Pink Volleyball	3.....6.....

Eligibility

Only E.I.U. students with a valid Panther Card or Faculty/Staff with a valid membership card are eligible to participate in the intramural sports program, with the following exceptions:

- Current members of intercollegiate athletic teams, after the first regularly scheduled varsity contest in that sport, are ineligible for that sport or related activity during that school year.
- **Former intercollegiate team sport members and Sports Club members** with team orientation (volleyball, soccer, baseball, softball, basketball, football, etc.) may participate in that sport after sitting out for one academic year. However,

each intramural team may have only one former intercollegiate athlete or 3 sports club member on their roster (A Level). Further, these rules apply in any activity related to their intercollegiate sport. (i.e. Wiffleball & Baseball or Kickball & Soccer).

- **Former intercollegiate *individual* sport member and Sports Club members** with individual orientation (swimming, cross-country, tennis, golf, wrestling, track, etc.) are not eligible to compete in that sport or related sport.
- Red-shirts and Proposition 48 athletes are not eligible to compete in their sport or relation sport.
- Fraternity and Sorority teams are limited to members and pledges in good standing. Members must have their “bids” turned into the Greek Life Office before first regular season game or a point deduction (25pts per game played) is possible **if a protest is filed during a game.**
- Hall teams are limited to residents of the hall or an off-campus student who lived in the hall previously. A team must consist of at least 75% Residents to be considered for the INTERHALL POINTS.
- Professional athletes are ineligible for that sport or related activity until their amateur standing is re-established.
- Playing under an assumed name is illegal.
- Players may play on one men’s or women’s team and one co-rec team in each sport.
- **The eligibility of players will be suspended when in violation of intramural sports conduct policies.**

The Intramural Sports Director is empowered to rule on all matters of eligibility not specifically addressed in this guide.

Proof of Eligibility

Participants are responsible for their eligibility, and must present their Panther Card each time they participate. **Participants who cannot provide their Panther Card, in most cases, will be denied the right to play until the Panther Card is produced.**

Team Eligibility Violations:

During Regular Season: The violation for teams using an ineligible player is forfeiture of the contest in which the ineligible player participated. **A team with a second violation will be ineligible for the post-season playoffs.** In the event of a third violation, the team will be dropped from the league.

During Playoffs: The violation for using an ineligible player (during the playoffs) is immediate dismissal from the tournament.

Protest

The eligibility of a participant is the only type of protest that will be accepted. The following steps must be followed for any protest:

- A verbal protest must be made before the end of the contest to the official and supervisor, and the supervisor will notify the opposing team captain of the protest and document that the protest has been made.
- An official protest form must be filled out with the supervisor **before or during** the contest.
- A decision will be made on the protest within two working days after the contest.
- A written (typed) appeal of the protest must be made first to the Intramural Director and then to the Director of Campus Recreation.

Protests based on rule interpretations and officials’ judgment will not be upheld; however teams may submit a form/letter for informational use for the evaluation of our staff and program.

Forfeits & Defaults

Forfeits Due To “No-Show”:

A game will be declared a forfeit if a team is unable to field the minimum number of players, less one, to play a game by exactly ten minutes (except softball) after the scheduled playing time. **The team manager will be assessed a forfeit fee of \$10.00 for each game that is forfeited.** A team is automatically withdrawn from the league after two forfeits; however, a team manager may request reinstatement (in writing) after paying all fees owed. Forfeit fees are paid at the Campus Recreation Office. Checks should be made out to “Eastern Illinois University”. A “hold” will be placed on the team manager’s school record until all fees have been paid. The non-forfeiting team must fill in the scorecard and check-in the minimum number of participants required to play the contest.

Forfeits Due to Eligibility:

Participants who do not meet eligibility requirements or lose their eligibility due to ejection may not participate in Intramural Sport activities; In this case, eligibility is known by the IM Sports Office. Teams that allow ineligible players to participate (knowingly or unknowingly) must forfeit contest in which the ineligible player participated and a second violation will make team ineligible for the playoffs. Teams guilty of using ineligible players a third time will be dropped from the league.

Defaults

The Intramural Sports Staff understands that teams occasionally and due to unforeseen circumstances may be unable to field a team. For this reason, team captians may avoid a forfeit fee and “default” the game. To default, the team captain must complete an official default form at the Intramural Sports counter in the SRC Office or online (time-stamped) on www.imleagues.com/eiu by **no later than 3:00 P.M. the afternoon of the contest.** A loss will be given for the game defaulted, however, no fees will be assessed. The team captians are responsible for completing default form, and only with a valid Panther Card ID. Teams may only default three games during a sport season.

Drop-out Charge:

Team Captains who withdraw their team from competition before the first game or during the season will be assessed a \$20.00 drop-out fee. Please understand when a Team Captain enters their team in a specific day and time slot, other teams are forced to select another (first come, first serve), so be sure the league and division entered online is right one for your team.

Playoffs

Teams with a .500 record or better at the end of regular season league play, who have not been in violation of intramural eligibility rules, and have an acceptable intramural sportsmanship ranking, will automatically advance to the post-season playoffs. The following guidelines apply:

- All post-season playoff tournaments are single elimination format. Tournaments are constructed on the basis of league won/loss records, with byes and seeds awarded at random to undefeated teams, winning the most games. After awarding seeds and byes, all remaining teams are placed in the bracket at random.
- Playoff brackets will be posted in the Intramural Sports Trophy Case and on imleagues within two days after the final regular season game
- Teams who qualify for the University-Level playoffs (B) may “play-up” to the Pro-Level (A). Teams may not play down. Teams must request to play-up following their last scheduled contest; however requests will be honored until teams are officially placed in the bracket, at which time no other request will be honored.
- Playoff days and times, due to the large amount of teams and limited time and space, are scheduled totally at random. Teams should check playoff brackets on a daily basis and **be prepared to play on different days at different times than the regular season.**
- Teams are automatically placed in the playoffs by obtaining a .500 record and 3.0 average sportsmanship ranking; teams must notify the Intramural Director if they do not want to participate in the playoffs.

- Teams must have a 3.0 season average sportsmanship ranking for the playoffs regardless of the team's record.
- Greek teams must have affiliation (Greek name) in team name for all (A) playoffs.

Team Names

The Intramural Director reserves the right to change any Intramural Team Names that are deemed offensive or inappropriate.

Team Uniforms

Teams participating in Flag Football, Soccer, Basketball, Indoor Soccer and Softball are asked to provide and wear their own similar colored jerseys or T-shirts during competition. Our officials need to be able to tell teams apart. The Intramural Sports Staff reserved the right to make clothing arrangements for teams who fail to wear the appropriate clothing. IM Sport pennies will be provided.

Indoor/Outdoor Practice Space

No reserving space for practice in the Student Recreation Center or the Intramural Sports Pavilion- first come, first serve – Monday through Thursday.

Legal/Illegal Equipment

Participants are prohibited from wearing any piece of hard or unyielding equipment that has the potential to injure others during play. Examples of this equipment include, but are not limited to, the following: billed hats, jewelry, leg/knee braces that are not padded sufficiently, casts, pads, and shoes with metal or metal screw-typed cleats. **Rubber molded cleats and rubber screw-in cleats**, sweatshirts and stocking caps are permitted. Religious jewelry is permitted if safety can be assured.

Teams usually must supply the game ball, which must be approved before the game by both Team Managers and the game Officials. Any other personal equipment used during the game must be "legal" (example: softball bats must be "official softball") and approved by the game Officials.

Equipment Checkout

Individuals may check out sports equipment from the Student Recreation Center Office. A valid Panther Card is needed to check out equipment. Equipment must be returned the same day unless special circumstances exist and permission by the staff is granted. Individuals will be charged a replacement cost for lost or damaged equipment.

Weather Cancellations

Cancellations due to dangerous weather, field conditions or other uncontrollable factors will be rescheduled whenever possible; however games may be cancelled if time or space is unavailable. **Space and time are limited in most cases and therefore teams will receive an "automatic win" for cancellations.** In the event of inclement weather, the decision to cancel games will not be made until 3:00p.m. - Game day. In some cases, it will be a game-time decision. The I-M Office will post on Social Media (Twitter) and message captains through www.IMLeagues.com/eiu . Games that have started will be called anytime the intramural staff is concerned about participant safety.

Blood Borne Pathogens

Any player who has blood soaked clothing or blood coming from a wound must be removed from the game. The wound must be cleaned and covered and the clothing must be removed before reentry.

Alcohol and Drugs

Alcohol and drugs (including tobacco products) are not permitted on or within the Intramural Sports playing areas. If any participant is suspected to be under the influence of alcohol or drugs by the Supervisor of game Official on duty, the entire team will be penalized by the assessment of a game forfeit and the Team Captain and individuals involved must meet with the Intramural Sports Director before team can be reinstated. The use of alcohol and/or drugs during Campus Recreation activities or in Campus Recreation facilities is strictly prohibited. Individuals in violation will be referred to University Police and the Student Standards Office.

Health, Injuries, & Medical Insurance

Participation in Intramural Sports programs is strictly voluntary. Individuals participate at their own risk and are responsible for their own health and safety. Individuals are encouraged to have physical examinations for their own protection to determine whether or not a particular activity would endanger their health and well-being. Physical exams are the sole responsibility of each participant. Individuals are also encouraged to obtain adequate health and accident insurance prior to participating in intramural/recreation activities. The University assumes no responsibility for injuries, personal property loss or damages resulting from participating in activities sponsored by Campus Recreation over and beyond the student's University or personal insurance. The waiver when signing up for www.IMLeagues.com/eiu must be signed (checked). All injuries should be reported to the supervisor immediately.

The University Health Service (phone 581-3013) is available on campus to provide emergency care for Intramural Sports participants during normal hours of operation.

Transportation:

By University policy, Intramural Sports Staff are prohibited from administering first-aid (unless trained), diagnosing injuries or transporting participants who suffer non-life-threatening injuries or illnesses. Participants are responsible for their transportation to University Health Service or Sarah Bush Lincoln Health Center. The Intramural Sports Staff will, however, make every attempt possible to coordinate transportation or ambulance service.

Sport Rules

Rules for each team sport are available at www.IMLeagues.com/eiu and on the Campus Recreation Office website. Rules for most team sports are based on the official rules from the Illinois High School Association and the National Intramural-Recreational Sports Association. All players should be aware of the Intramural Sports modification to the rules. All rule modifications are based on safety of the participant.

Rule/Policy Changes

The Office of Campus Recreation and Intramural Sports reserves the right to change and/or put into effect any new rules/policies without notice.

INTRAMURAL SPORTS PARTICIPANT CONDUCT POLICY

The Office of Campus Recreation is serious about good sportsmanship (see Intramural Sportsmanship Rating located in this Handbook). **The foundation of our program is fun and sportsmanship.** Intramural Sports offers team and individual sports competition opportunities for eligible Students, Faculty and Staff for Eastern Illinois University and these services are a privilege not a right. The Campus Recreation /Intramural Sports Staff will not allow any activity we sponsor to continue in an unsportsmanlike manner, and teams and/or individuals in violation of our conduct policies will be dealt with strictly. Therefore, the Intramural Sports Staff will follow these policies in regard to participant conduct:

1. The Intramural Sports Director, I-M Graduate Assistant, Team Sport Supervisors, Officials and Event Workers have the authority to warn, penalize within the scope of

the game rules or eject from the contest any participant coach or team supporter that is in any way involved in the following acts of player misconduct:

- Any action intended to or has the potential of injuring another person in the opinion of the intramural sports staff member;
 - The use of excessive and/or unreasonable profanity, derogatory or abusive comments and gestures toward intramural staff, participants or spectators; or
 - Any action that shows obvious disrespect for the employees, rules or policies of Campus Recreation and the Intramural Sports Office.
 - 3 unsportsmanlike penalties on one team ends the contest/game.
2. It is important that teams respect disciplinary measures, therefore, teams who continue to allow suspended individuals to participate are in violation of eligibility rules and will forfeit those games in which the suspended player participated, and will be ineligible for the post season playoffs (See Player Ejections section).
 3. Any participant, coach or team supporter who physically abuses, fights (hitting, striking, pushing, grabbing, shoving, and wrestling), or threatens to abuse an intramural sports employee, another participant, coach, or team supporter will be declared permanently ineligible to participate in the intramural program and will be immediately referred to University Police (UPD) and The Student Standards Office (SSO) for further disciplinary action.

Sportsmanship policies will be enforced strictly to ensure the safety and enjoyment of **ALL** participants, including our student intramural Sports Staff.

Player Ejections

Player ejections result in violation of the Intramural Sports Participant Conduct Policy and/or rules. Team Captains should be aware of the following rules regarding player ejections:

- The team captain is held responsible for the conduct and behavior of his/her team and team supporters **before, during and after each contest**.
- In the event of a player ejection, the ejected player must supply the Team Sports Supervisor with his name, Panther Card- banner number, phone number and address. The game will not resume until all information is provided. If the name of the individual remains unknown, the contest will be forfeited and the team placed on suspension until the name is made known to the Intramural Sports Director.
- After all needed information has been collected, the ejected individual must leave the game area or facility immediately.
- The ejected individual is placed on immediate suspension from all intramural activities and must meet with the Intramural Sports Director before playing again.
- Individuals who are ejected a second time are suspended from all I-M Sport activities for one calendar year and will be directed to the Student Standards Office. Individuals may receive a 2nd ejection immediately following the first if their behavior warrants.

***Any player ejected from a contest immediately assumes a suspended and ineligible status and may not participate in intramural activities.** To be reinstated, the player must schedule a meeting with the Intramurals Sports Director to discuss his or her behavior, and the length of the suspension will be determined. All ejected players will serve a **minimum one-week suspension** to begin after meeting with the director. Suspensions may be longer based upon the severity of the participant's behavior/action.

Ejections Per Team

All player ejections count towards the team total. Each team is allowed one player ejection without penalty; however, two player ejections will result in that team being ineligible for the playoffs. A team with three ejections will be dropped from the league at that point in the season.

Ejected Player Status:

Ejected players immediately assume “ineligible status” and are suspended from team sports, special events, and singles/doubles tournaments until the suspension is served. If a suspended player is found participating, penalties for the violation are assessed to both the individual and the team. Those penalties are:

- Permanent suspension from all intramural activities and must again schedule a meeting with the Intramural Sports Director to discuss the penalty for the violation.
- Any team using a suspended (or ineligible) player will forfeit the contest and will be ineligible for the playoffs.

Teams are strongly encouraged to verify the eligibility status of all questionable players before each contest. Team Captains may inquire about player suspensions/eligibility at any time by contacting the Intramural Sports Director. Individual and team ejections/suspensions correspond with the Intramural Sportsmanship Rating (located in this handbook).

STUDENT EMPLOYMENT OPPORTUNITIES

The Intramural Sports Office is always looking for dedicated, responsible, and talented student officials and special event workers for our programs. While experience is helpful, it is not necessary. All Officials and Special Events workers receive training prior to each sport or event. Workers may participate in the sport or event they work. Being an Intramural Sports Official or Special Events worker is a challenging and exciting job! Call the Intramural Sports Director at 581-7000 for details, complete and submit an application on the website, www.eiu.edu/campusrec, or stop by the Intramural Sports Office located in the Student Recreation Center for more information.

CHAMPIONSHIP AWARDS

All participants of a championship team, duel, individual, or special event is eligible for an award at the conclusion of the playoffs of an event or sport. All sport champions receive Intramural Sport Champion T-Shirts! The Team Captain/individuals of the championship team/events in each level may pick up the Champion T-Shirts by presenting his/her Panther Card at the Intramural Sports Office to the Intramural Sports Director during office hours.

Traveling Trophies are awarded to the Participation Point champions or Campus Cup champions in the InterHall and Greek competitions. Points are awarded for each Intramural Sports event during the academic year (see Points Systems in this handbook).

SPIRIT OF COMPETITION

Team Sport activities finds their origin in the basic human need for the spirit of play. Winning and losing are mere outcomes of this spirit. Abusive language and manipulation of the rules are not part of the game. The part that matters is pure satisfaction of participation, getting fit and enhancing friendships. Without your opponent there is no game, no contest, no memories and no fun. You are indebted to them, as they are to you. The spirit of play is then based on cooperation. Upholding high standards of integrity and fair play acknowledges this idea of cooperative competition. All players are encouraged to use good judgment in caring for the safety of others as well as themselves. The goal of lifetime sports for all players may have more meaning than that of a win or loss, the memory of which often fades quickly. All players are asked to participate within the context of this spirit of play. (Jason Linsenmeyer, OSU, 2006)

ALL INTERHALL INTRAMURAL CHAMPIONS POINT SYSTEM

PURPOSE: To foster friendly competition between halls as they compete in an accumulation of points to determine the ALL INTERHALL CHAMPION for men and women. Our office is interested in feedback regarding this program.

I. ELIGIBILITY

- A. Hall teams are limited to current residents or off-campus students that meet Interhall eligibility requirements. While off campus teams may compete in Interhall leagues and events, they will not be considered in the quest for the ALL INTERHALL SPORTS CHAMPIONSHIP.
- B. Regardless of the number of teams entered by a particular hall, only one team in each division will be eligible to accumulate points. Any or all teams from a hall will receive deductions; however, the team that finishes highest in the playoffs will be the team that will accumulate the points.
- C. When A & B leagues are offered, a "B" league will only offer half as many points as an "A" league. Deductions will remain at the same level for all leagues.
- D. Only two teams or individuals per hall may represent that hall in any individual or dual event for positive points, regardless of the number of levels or divisions offered. Any number of players may enter, but only two will earn points. All individuals or teams will still receive applicable deductions.
- E. Team names, upon sign-up, must include Greek affiliation to be included in Greek playoffs and receive Greek points.

II. AWARDS

- A. A traveling cup for men and another for women will be awarded to the ALL INTERHALL SPORTS CHAMPIONS. The cups will remain with the respective champions until the next year ends.

III. POINT SYSTEM

A. Entry Points

1. Entering a qualifying Interhall team "A" level event- 100pts.
2. Entering a qualifying Interhall team "B" level event- 50pts.
3. Entering a qualifying Interhall individual or dual event- 25pts

B. Standings Points

1. Team leagues (B leagues receive half the listed points)
 - 1st place 300pts
 - 2nd place 200pts
 - 3rd place 100pts
 - 4th place 100pts
2. Individual or dual events
 - 1st place 75pts
 - 2nd place 50pts.
 - 3rd place 25pts.
 - 4th place 25pts.

C. Additional Points

An additional 50 points are awarded to the winner of the ALL CAMPUS Champion.

D. Deductions

1. Forfeits- In team events, teams will receive a (-25) point deduction for the first unapproved forfeit and a (-50) point deduction for the second unapproved forfeit. No deductions will be considered if the Intramural Director is notified 24 hours in advance of the scheduled game. This will be considered a "default". For individual and dual events, a (-15) deduction will be levied against the hall in which the forfeiting player resides.
2. Ejections- Each ejected player will result in a (-25) point deduction for his/her team.
3. Team Responsibilities- Each team will receive a (-25) point deduction for failing to fulfill team responsibilities. Examples include, but are not limited to: incomplete rosters, failure to have a representative at the captain's meeting, etc.
4. Any Divisional Champion not playing the All Campus Championship game (by default or forfeit) will lose ALL playoff points for that sport (& total points if determined by Director).

F. Tie Breakers

If two teams tie in total points earned at the end of the year, a winner will be declared by the least amount of defaults, forfeits, and ejections by each team. Start process with forfeits.

I. Qualifying Sports

Fall Team Sports

4v4 Flag Football (men,women)	Team
6v6 Soccer (men,women)	Team
Volleyball (men,women)	Team

Fall Singles/Doubles Tournaments

Tennis (m,w)	Individual/Dual
Table Tennis (m,w)	Individual/Dual
Badminton (m,w)	Individual/Dual
Fall Kanjam (o)	Dual

Fall Special Events

Soccer Shootout (m,w)	Individual/Teamed
Birdieball (o)	Individual/Teamed
Golf Pitching (o)	Individual/Teamed
Punt, Pass, and Kick (m,w)	Individual/Teamed
Esports – FIFA (o)	Individual
Esports – Madden (o)	Individual
3 point Shootout (m,w)	Individual/Teamed
H.O.R.S.E. (o)	Individual
1v1 Basketball (m,w)	Individual

Spring Team Sports

3v3 Basketball (m,w)	Team
Wiffleball (m,w)	Team
Indoor Kickball (m,w)	Team
Softball (m,w)	Team

Spring Singles/Doubles Tournaments

Table Tennis (m,w)	Individual/Dual
Badminton (m,w)	Individual/Dual
Pickleball (m,w)	Individual/Dual
Bags (o)	Dual
Spikeball (o)	Dual
Spring Kanjam (o)	Dual

Spring Special Events

Hot Spots (m,w)	Individual/Teamed
Free Throws (m,w)	Individual/Teamed
Esports – NBA (o)	Individual
Checkers Tournament (m,w)	Individual
Weird Bowling (m,w)	Individual/Teamed
Pool Tournament (m,w)	Individual
Home Run Derby (m,w)	Individual/Teamed

ALL GREEK INTRAMURAL CHAMPIONS POINT SYSTEM

PURPOSE: To foster friendly competition between Greeks as they compete in an accumulation of points to determine the ALL GREEK CHAMPION for men and women. Our office is interested in feedback regarding this program.

I. ELIGIBILITY

- A. Greek teams are limited to current members in good standing in their organization that meet the intramural eligibility requirements. While off campus teams may compete in Greek leagues and events, they will not be considered in the quest for the ALL GREEK SPORTS CHAMPIONSHIP.
- B. Regardless of the number of teams entered by a particular fraternity or sorority, only one team in each division will be eligible to accumulate points. Any or all teams from a fraternity or sorority will receive deductions; however, the team that finishes highest in the playoffs will be the team that will accumulate the points.
- C. When A & B leagues are offered, a "B" league will only offer half as many points as an "A" league. Teams in both levels result in "A" overriding "B." Deductions will remain at the same level for all leagues.
- D. Only two teams or individuals per fraternity or sorority may represent that fraternity or sorority in any individual or dual event for positive points, regardless of the number of levels or divisions offered. Any number of players may enter, but only two will earn points. All individuals or teams will still receive applicable deductions.
- E. Team names should include affiliation or IM Office needs to be notified within two weeks of season end.

II. AWARDS

- A. A traveling cup for men and another for women will be awarded to the ALL GREEK SPORTS CHAMPIONS. The cups will remain with the respective champions until the next year ends.

III. POINT SYSTEM

A. Entry Points

1. Entering a qualifying Greek team "A" level event- 100pts.
2. Entering a qualifying Greek team "B" level event- 50pts.
3. Entering a qualifying Greek individual or dual event- 25pts

B. Standings Points

1. Team leagues (B leagues receive half the listed points)

1st place	300pts
2nd place	200pts
3rd place	100pts
4th place	100pts

2. Individual or dual events

1st place	75pts
2nd place	50pts.
3rd place	25pts.
4th place	25pts.

3. Teamed Individual Events

1 st place	100pts.
2 nd place	75pts.
3 rd place	50pts.
4 th place	25pts.

C. Additional Points

An additional 50 points are awarded to the winner of the ALL CAMPUS Championship.

D. Deductions

1. Forfeits- In team events, teams will receive a (-25) point deduction for the first unapproved forfeit and a (-50) point deduction for the second unapproved forfeit. No deductions will be considered if the Intramural Director is notified 24 hours in advance of the scheduled game. This will be considered a "default". For individual and dual events, a (-15) deduction will be levied against the Greek organization in which the forfeiting player resides.
2. Ejections- Each ejected player will result in a (-25) point deduction for his/her team.
3. Team Responsibilities- Each team will receive a (-25) point deduction for failing to fulfill team responsibilities. Examples include, but are not limited to: incomplete rosters, failure to have a representative at the captain's meeting.

4. Any Divisional Champion not playing the All Campus Championship game (by default or forfeit) will lose ALL playoff points for that sport (& total points if determined by Director).
 5. "Bids" not turned into Greek Life before the start of an event/sport will be (-25) point deduction for game/event played with "protest" filed (determined by Director). The game will also be forfeited if a proper "protest" is filed.
- F. Tie Breakers
If two teams tie in total points earned at the end of the year, a winner will be declared by the least amount of defaults, forfeits, and ejections by each team. Start process with forfeits.

IV. Qualifying Sports

Fall Team Sports

4v4 Flag Football (men,women)	Team
6v6 Soccer (men,women)	Team
Volleyball (men,women)	Team

Fall Singles/Doubles Tournaments

Tennis (m,w)	Individual/Dual
Table Tennis (m,w)	Individual/Dual
Badminton (m,w)	Individual/Dual
Fall Kanjam (o)	Dual

Fall Special Events

Soccer Shootout (m,w)	Individual/Teamed
Birdieball (o)	Individual/Teamed
Golf Pitching (o)	Individual/Teamed
Punt, Pass, and Kick (m,w)	Individual/Teamed
Esports – FIFA (o)	Individual
Esports – Madden (o)	Individual
3 point Shootout (m,w)	Individual/Teamed
H.O.R.S.E. (o)	Individual
1v1 Basketball (m,w)	Individual

Spring Team Sports

3v3 Basketball (m,w)	Team
Wiffleball (m,w)	Team
Indoor Kickball (m,w)	Team
Softball (m,w)	Team

Spring Singles/Doubles Tournaments

Table Tennis (m,w)	Individual/Dual
Badminton (m,w)	Individual/Dual
Pickleball (m,w)	Individual/Dual
Bags (o)	Dual
Spikeball (o)	Dual
Spring Kanjam (o)	Dual

Spring Special Events

Hot Spots (m,w)	Individual/Teamed
Free Throws (m,w)	Individual/Teamed
Esports – NBA (o)	Individual
Checkers Tournament (m,w)	Individual
Weird Bowling (m,w)	Individual/Teamed
Pool Tournament (m,w)	Individual
Home Run Derby (m,w)	Individual/Teamed

“**Sportsman** is a person who can take loss or defeat without complaint, or victory without gloating, and who treats his opponents with fairness, generosity, and courtesy.”

Webster’s Dictionary

Intramural Sportsmanship Rating

- II. The mission of Intramural Sports is to provide a safe, friendly, enjoyable recreational environment for everyone. Sports without sportsmanship have no place in EIU intramural activities. In order to improve and uphold sportsmanship this rating system was developed.
- III. **Rating Scale:** Team Captain’s are responsible for behavior of all participants, spectators, and bench members of their team.

4.0 Rating: Excellent Conduct / Sportsmanship and Model Behavior: Players fully cooperate with officials, other players, team sport supervisors, and their own teammates. Captain is in complete control of their team, spectators, bench, and themselves throughout the entire game.

3.0 Rating: Average Conduct and Sportsmanship: Some team members or Spectators verbally complain to officials. Display minor hitch in judgment. Showing some disrespect to officials, other players and / or TSS. Except for minor problems shows control over their team, spectators, bench, and themselves.

2.0 Rating: Below Average Conduct and Sportsmanship: Multiple obvious verbal disrespect towards officials and/or other players and/or team sport supervisors. Captain shows control over him/herself but little control over players, spectators, and bench. Vulgar language and / or profanity is displayed by members of team.

1.0 Rating: Poor Conduct and Sportsmanship: Players and/or Team constantly comment to the officials and/or opposing teams from the field and/or sidelines. The team captain exhibits little or no control over teammates or himself/herself. Majority or all individuals on this team are disrespectful of opponents or officials, and/ or team sport supervisors on a regular basis.

0 Rating: UNACCEPTABLE CONDUCT AND SPORTSMANSHIP: Team is completely uncooperative. Captain has zero control over, spectators, players, bench and him/herself. Zero ratings are given out to games that are ended early for behavior issues or to teams that show total disrespectful to; opposing players, spectators, officials, and/or team sport supervisors.

IV. How to calculate sportsmanship rating:

- a. Officials, Supervisors, and / or Intramural Graduate assistant will rate the team’s sportsmanship and then average them out for the season rating.

V. How ratings come into effect

- a. Must have 3.0 season average to play in playoffs
 - b. Teams are responsible for their fans.
 - c. Team with ejected participants can receive no higher then “2.0” rating
 - d. Any team receiving a “0” or “1” must have captain meet with Intramural sports director before next game
 - e. Participation points can be lost due to poor behavior. (All participation points will be lost with a single “0” or two “1” ratings.)
 - f. If a team receives a second “0” rating will be dropped from the league.
 - g. A team winning a contest by forfeit or default will receive a “4.0” rating.
 - h. A team losing a contest by default will receive a “3.0” rating.
 - i. Officials/Supervisors judgment whether team rating is “1.0” or “0” when game is forfeited for 3 or more technical by a team.
- One Sportsmanship champion will be crowned after averaging six team sports season’s ratings throughout the academic year.

Intramural Sports Schedule ---- **Fall 2021**

Fall Team Sports	Accept Entries	Entry Deadline	Play Begins
6v6 Soccer (M,W)	Mon 8/23	Wed 9/8	Mon 9/13
Esports FIFA (O)	Mon 8/23	Fri 9/10	Mon 9/13
Dodgeball(M,W)	Mon 8/23	Wed 9/22	Mon 9/27
4v4 Flag Football (M,W)	Mon 8/23	Wed 10/13	Mon 10/18
Esports Madden (O)	Mon 8/23	Wed 10/15	Mon 10/18
Volleyball (M,W)	Mon 8/23	Wed 10/27	Mon 11/1
Fall Singles/Doubles Tournaments	Accept Entries	Entry Deadline	Play Begins
Tennis (M,W,)	Mon 8/23	Fri 9/3	Tues 9/7
Table Tennis (M,W)	Mon 8/23	Fri 9/17	Mon 9/20
Badminton (M,W)	Mon 8/23	Fri 10/1	Mon 10/4
Kanjam (O)	Mon 8/23	Fri 10/15	Mon 10/18
H.O.R.S.E. (O)	Mon 8/23	Fri 11/5	Mon 11/8
Fall Special Events	Accept Entries	Entry Deadline	Play Begins
Soccer Shootout (M,W)	Mon 8/23	Tues 8/31	Wed 9/1
Birdieball(O)	Mon 8/23	Tues 9/7	Wed 9/8
Golf Pitching (O)	Mon 8/23	Tues 9/28	Wed 9/29
Punt, Pass, & Kick (M,W)	Mon 8/23	Tues 10/5	Wed 10/6
3 Point Shootout (M,W)	Mon 8/23	Mon 11/29	Tues 11/30
1v1 Basketball (M,W)	Mon 8/23	Fri 12/3	Mon 12/6

M=Mens Competition W=Womens Competition CR=CoRec Competition O=Open Competition
Online Manager Information Meetings for Team Sports and participant waivers are available on our IMLeagues website
for each sport/activity. (All events, dates, and times are subject to change)

Intramural Sports Schedule ---- Spring 2022

Spring Team Sports	Accept Entries	Entry Deadline	Play Begins
3v3 Basketball (M,W)	Mon 1/10	Wed 1/19	Mon 1/24
Esports NBA_(O)	Mon 1/10	Fri 1/28	Mon 1/31
Wiffleball (M,W)	Mon 1/10	Wed 2/16	Mon 2/21
Indoor Kickball_(M,W)	Mon 1/10	Wed 3/23	Mon 3/28
Softball (M,W)	Mon 1/10	Wed 3/30	Mon 4/4
Spring Singles/Doubles Tournaments	Accept Entries	Entry Deadline	Play Begins
Table Tennis (M,W)	Mon 1/10	Fri 1/28	Mon 1/31
Badminton (O)	Mon 1/10	Fri 2/11	Mon 2/14
Pickleball (M,W)	Mon 1/10	Fri 2/25	Mon 2/28
Bags (O)	Mon 1/10	Fri 3/18	Mon 3/21
Spikeball (O)	Mon 1/10	Fri 4/1	Mon 4/4
Spring Kanjam (O)	Mon 1/10	Fri 4/15	Mon 4/18
Spring Special Events	Accept Entries	Entry Deadline	Play Begins
Hot Spots (O)	Mon 1/10	Mon 1/17	Tues 1/18
Free Throws (O)	Mon 1/10	Wed 1/19	Thurs 1/20
Checkers Tournament (O)	Mon 1/10	Tues 2/8	Wed 2/9
Weird Bowling (O)	Mon 1/10	Tues 2/15	Wed 2/16
Pool Tournament (O)	Mon 1/10	Tues 3/22	Wed 3/23
Home Run Derby (M,W)	Mon 1/10	Tues 4/19	Wed 4/20

M=Mens Competition, W=Womens Competition, CR=CoRec Competition, O=Open Competition
Online Manager Information Meetings for Team Sports and waivers are available on our IMLeagues website for each team sport/activity. (All events, days, times are subject to change)