



**INTRAMURAL SPORTS
PARTICIPANT'S HANDBOOK
2011-2012**

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A. Vision, Mission and Values

Vision Statement

- To be a recognized leader and choice destination for the university community.

Mission Statement

- Campus Recreation provides a variety of premier recreational and wellness opportunities in a fun, healthy and safe environment; enhancing the quality of life and educational experience for a diverse University Community

Values

- UTSA Campus Recreation values and fosters integrity, fun, inclusion, accountability, learning and human development and innovation in everything that we do.
 - **Integrity:** We embody being honorable, fair and honest in everything we do.
 - **Fun:** We recognize the importance of enjoyment, humor and play to individual and community well-being.
 - **Inclusion:** We provide an open and welcoming environment to meet the needs and interests of a diverse population.
 - **Accountability:** It is our duty to be responsible and responsive to the needs of our staff and constituents.
 - **Learning and Human Development:** We contribute to the ongoing enrichment of the whole person through a wide variety of experiential learning and growth opportunities.
 - **Innovation:** We promote ingenuity, creativity, exploration and growth.

Campus Recreation's core values reflect how we interact with one another and what we promote for our patrons.

B. Intramural Sports Program

Intramural Sports offers competition in team, individual and dual sports, for men, women and co-rec teams (male and females on the same team). Competition is provided in the form of leagues, tournaments and special events. The sports offered are selected based on student interest and the availability of resources and facilities.

C. Bobbie Walker Recreational Sports Athletes of the Year

Each April, the Intramural Sports Staff selects one male and one female athlete, who characterize the ideals of leadership and good sportsmanship in intramural sports competition. The award is presented at the University Life Awards banquet. Bobbie Walker was the Vice President of Student Affairs at UTSA from 1985-99. Dr. Walker began her career in Student Affairs in the field of Recreational Sports.

D. Contacts

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E. Waivers and Insurance

Participation in Intramural Sports is completely voluntary. The University of Texas System, The University of Texas at San Antonio and the UTSA Campus Recreation staff will not accept responsibility for injuries sustained while participating in scheduled Intramural Sports contests, in the Recreation Center, Recreational Fields or the general recreation area. Participants are required to sign a release form prior participation in each new activity. The waiver will be signed at your first game. Participants are encouraged to have the approval of their personal physician prior to competition and are encourage to have personal health insurance. Campus Recreation does not supply medical supplies except in emergency situations.

SECTION 2 CAPTAIN'S ROLE AND RESPONSIBILITIES

Thank you for serving as a captain. As the captain your are responsible for attending the captain's meeting, ensuring that your players are eligible, informing your players of games times, informing Campus Recreation of scheduling conflicts and the behavior of your players and spectators during the game/match. It is a big responsibility and Campus Recreation appreciates you being willing to serve in this role.

- **Captain / Player's Meeting (*Free Agents must attend the Captain's meeting*)**
 - Captains are to attend the Captains' meeting prior to the beginning of each team sport. This meeting will cover the general rules for the sport, Campus Recreation Policies and Procedures and other necessary information.
 - If a captain cannot attend, teams may send anyone to represent their team to the Captain's meeting. (Individuals may only represent 2 teams)
 - If needed, scheduling and adjusting to the online registration schedules will be made at the Captain's meeting. Based on order of receipt of registration, teams may then choose their days and times of play at the meeting if changes are needed.
 - Teams not at the meeting will be placed in the schedules based on open spots.
 - Finalized team schedules will then be posted on the Intramural sports page on the Campus Recreation website the Friday after the captains meeting.
 - Failure to attend the captain's meeting will result in a penalty for the team. They will start the season with a C Sportsmanship Rating and risk being dropped from play.
- **Playoff Meetings (New for SPRING 2012)**
 - In an effort to accommodate teams during the playoffs, a playoff meeting will occur for each team sport. Captains are strongly encouraged to attend this meeting.
 - Playoff meetings will cover any rules/policy changes and teams attending the Playoff Meeting will be allowed to pick their spot in their respective bracket.
 - The order of selection will be based off the Rankings generated by IM Track.
 - Teams will be able to choose from a specific allotment of openings based on their ranking.
 - Teams that do not attend the playoff meeting will be placed in the remaining bracket openings based on their ranking.
- **Rosters**
 - Captains are responsible for ensuring that all players are on the roster prior to participating.
 - It is the responsibility of the Captain to share the eligibly requirements to players on his/her roster. (see Eligibility in Section 3)
- **Spectators**
 - Spectators must abide by the rules of UTSA Campus Recreation.

- Spectators are allowed to watch games at the Recreational Field Complex but will have to sign-in and obtain a Spectator Pass in the Recreation Center.
- Spectators must be respectful to the teams and Intramural Sports Staff.
- Spectators must stay in designated areas and can't interfere with the game.
- The use of noise makers is prohibited. Cheering and posters are ok as long as they are not offensive or distracting to the game.
- The behavior of a team's fans contributes to a team's sportsmanship rating and sport specific penalties.
- Issues with a team's fans during or after a game may result in a forfeit due to sportsmanship issues.

SECTION 3 **ELIGIBILITY**

A. Eligibility Requirements

The following groups are eligible for participation in UTSA Intramural Sports:

- UTSA currently enrolled students at any UTSA campus. (enrolled in the current semester, example must be enrolled in the Fall to play Fall sports)
- UTSA faculty and staff at all campuses and offices with paid Campus Recreation membership

B. Eligibility for Competition in Special Divisions

Open Division	Representatives from any of the above named eligibility groups.
Fraternity/Sorority Division	Active student members and current pledges of a UTSA-recognized fraternity, sorority or honor society groups, as determined by the Student Activities Office. (No Faculty/Staff Members Allowed)
Residence Hall Division	Students, faculty or staff living in Chisholm Hall, Chaparral Village, Laurel Village or University Oaks Apartments. Residence will be verified by housing staff.
Men's Division	All team members must be male.
Women's Division	All team members must be female.
Co-Rec Division	Team rosters must consist of both male and female players.

NOTE: If there are a small number of teams in a division, the Intramural Sports staff reserves the right to adjust or mix leagues.

C. Guidelines

- Individuals may participate on one team of his/her gender and one co-rec team per sport. Example a Men's Competitive team and a Co-Rec team.
- Individuals currently on an intercollegiate sports roster or attending UTSA on an athletic scholarship are not eligible to compete in that sport or a similar sport in Intramural Sports play. (For example: intercollegiate baseball players are not eligible for the softball league.)
- Intercollegiate Athletes, who stop competing, will not be eligible for Intramural Sports for one calendar year from the day they stop intercollegiate play or are no longer affiliated with their team or scholarship, whichever occurs later. (in that sport or similar sport)
- Teams may not have more than 2 club sports players on their roster in that particular or similar sport. (For example 2 club soccer players on an indoor soccer team and baseball may only have 2 players for softball).
- Current professional athletes may NOT participate in their sport or a similar sport.
- Teams may only have 1 player on their roster with previous professional experience in that particular sport, but must have ended their professional association for a period of one calendar year.
- Please review Ineligible Player guidelines listed under Discipline and Illegal Player sections.
- See Discipline and Accountability Section for information on penalties for illegal players.

A. How to Enter Intramural Sports

- All entries, team and individual, must be submitted prior to the entry deadline. Entries are submitted via the Internet, from the Intramural Sports section of the Campus Recreation website <http://www.utsa.edu/recreation/intramurals>.
- Registration must take place during the dates indicated on schedule page, which is also on the website <http://www.utsa.edu/recreation/intramurals>.
- For online entry problems, please email intramurals@utsa.edu to register your team.
- Online scheduling will be instant scheduling, meaning teams will be able to select preferred playing dates and times.
- For the most part, teams will be able to play on the exact time they selected. However, these times are subject to change at the discrepancy of the Intramural Sports Program based on demand and uneven leagues.

B. IM Online

- Intramural Sports utilizes a program called IM Online. All sport registrations will go through this program. The directions below describe how participants will access and register through this site. It is important that you keep your username and password because you can use them throughout the semester to register for sports. This is free service.
- Through this program you will not only be registering your team, you will also be choosing the day and time that your team plays from the listed available times. With this in mind it is important that you register early in order to get a time and day that work for you and your team. Once you select a time, you are locked into that spot. If for some reason you need to change your time, you must unregister and then re-register in the new time spot. Times listed are the ONLY times available.
- Team rosters can be added both online and at the game site during the season. Please remember that even if you enter your team's roster online, each player will still need to present their valid UTSA ID in order to be permitted to play. Please refer to eligibility section of this participant handbook for all questions regarding eligibility, policies and rules.

C. Sign-up via IM Online

1. New Participants:

- Go to <http://utsa.imtrackonline.com>
- Click on **Sign Up** in the top right corner of the page.
- Fill in all requested information.
 - **Login** is whatever you want.
 - **Banner ID**, Replace the first 0 with an @ sign, For Example, "@00112233"
- Click on the **Sign Up** button at the bottom of the page.
- You should be signed in. If not, click on **Sign In**, in the top right corner of the page and fill in your information.

2. Returning Participants:

- Go to <http://utsa.imtrackonline.com>
- Click on **Login**, in the top right corner of the page, and enter your information.

3. To Create a Team:

- Click on the **Sports** tab.
- You can only register for teams under **Active Team & Roster Registrations**.
- To create a team, click on the icon labeled **Create a Team**. The icon is between the price and the blue and green icon of two people.
 - Click on the division within the proper league and enter your team name and password. You need to enter a password to enter a team.
 - Click **Add Team**.

- You will then be shown the teams for which you are a captain.

4. To Join a Team:

- Click on the **Sports** tab.
- You can only join teams under **Active Team & Roster Registrations**.
- To join a team, click on the icon labeled **Join a Team**.
 - You can either search for the team through the leagues and divisions, or you can find the team name in the dropdown menu.
 - You will need to enter the team password to add yourself to the team. Enter the team password and click on **Join Team**.

5. Free Agents: (*When you don't have a team but want to play.*)

- To add to the free agent list, click on **Free Agency** in User Links to the right.
 - Click on the icon labeled **Set Free Agent Status** for any sport listed under **Sports Open for Free Agent Sign Ups**.
 - To add to the list for a specific league or division, either click on the plus sign next to the listing, or choose from the options listed on the right.
 - To cancel any request, click on the minus sign.
 - Click on **Add Free Agent Request**.
- To find free agents for your team, click on the **Sports** tab and then on **My Teams** in User Links.
 - Click on the magnifying glass icon labeled **Find Free Agents** for the team that needs players.
 - If there are any free agents available, click on the green button to invite the free agent.
 - The free agent will receive an email about the invitation.
- To accept a free agent invitation, click on **Free Agency** in User Links.
 - Any active invitations will show on this screen; click on the Accept button to join the team.
 - The team captain will be sent an email about your decision

D. Rosters

- All players on rosters must be eligible to participate in Intramural Sports (see eligibility section).
- **NEW for SPRING 2012:** Roster limits have been removed. Teams may have as many players on their team as they want.
- Rosters are not required before play. Your roster will be created on site, on game night.
- To be placed on a roster, one must fill out their first and last name, their Banner ID number, the date and sign the form. IM Supervisors will assist you with the form.
- Teams can add players UNTIL the 2nd Round of Playoffs for their respective sport. (Ex: Teams may add players at each of their regular season contest and then their FIRST playoff game.)
 - Teams may add players up until 4pm on the day of their 2nd Round playoff game.
- Teams can add players to their roster by speaking with the Intramural Sports Supervisor on duty.
- See Discipline section for penalties associated with roster errors.

SECTION 5

LEAGUE AND TOURNAMENT SCHEDULING

Intramural Sports reserves the right to change schedules and the format of a league/tournament due to facility or time constraint. Additionally, games may be played earlier or later to help accommodate large numbers of teams.

A. Play/Game Times

Games are played during the following times:

- Monday - Thursday 5:00pm – 11:30pm
- Sunday 3:00pm – 11:30pm

Times are subject to change.

B. Schedules

Schedules will be posted online on the Intramural Sports page of the Campus Recreation website at www.utsa.edu/recreation which will lead you to the software website <http://utsa.imtrackonline.com>. You do not have to be logged in to view schedules; simply click the "sports tab". Schedules will be posted on Fridays by 5:00 p.m. before play is to begin. If there are any questions or concerns with the schedule contact 210-458-4174.

C. Team, Individual and Dual Leagues

1. Leagues will consist of 4 - 6 teams, depending on the sport and other factors. Generally league sports will consist of 3 regular season matches, followed by play-offs.
2. Teams will play once a week, at the same time for the regular season.
3. Eligibility for Playoffs
 - All teams in good standing following the completion of the regular season will advance to the playoffs. Teams considered in "good standing" meet the following guidelines:
 - No unpaid forfeits in the regular season (See Forfeit Policy, Section 8)
 - No more than 1 (one) default during the regular season
 - Have open availability during playoffs (play at any time)
 - Reschedules will only be made due to weather or an administrative error
 - Have an average sportsmanship grade "B" or higher in order to advance.
 - Maintain a "B" average during the play-offs and have no ejected players.
4. Leagues will be offered in the following divisions:
 - Men's Competitive
 - Men's Recreational
 - Women's
 - Fraternity
 - Sorority
 - Co-Rec
 - Residence Hall
5. Play-Off Format

Teams in good standing will advance to the playoffs in their respective division.

 - Women's, Co-Rec, Fraternity, Sorority and Residence Hall leagues will each compete in their own respective bracket.
 - Men's leagues will compete in play-offs within their respective division.
 - The Competitive League will be divided into the following brackets based on their league record:
 - Teams that finish the regular season with a record better than or equal to .500 will compete in the Competitive A play-off bracket.
 - Teams with less than a .500 record will compete in the Competitive B play-off bracket.
 - The Recreational League will be divided into the following brackets based on their league record:
 - Teams that finish the regular season with a record better than or equal to .500 will compete in the Recreational C play-off bracket.
 - Teams with less than a .500 record will compete in the Recreational D play-off bracket.
 - Competitive and Recreational leagues must have at least 12 teams to be split into A/B or C/D. If there are not at least 12 teams in a league, teams will compete together in one playoff bracket.

- **NEW for SPRING 2012:** Greek leagues must have AT LEAST 6 teams to have their own playoff bracket. In the event that the league does not meet the minimum requirement, the Greek teams will be included in the Men/Women's bracket.
- Winners of the Men's Competitive, Women's, Fraternity, Sorority, Residence Hall, and Co-Rec Leagues will be awarded championship t-shirts.
- **NEW for SPRING 2012:** Campus Recreation will award a maximum number of t-shirts to each team. This number will be TWICE the number needed to play the sport, with a cap of 15 shirts.
 - Example: 7v7 Flag Football (14 shirts) Co-Rec Flag Football (15 shirts).
- Teams competing in Recreational Leagues will compete in the playoffs but will NOT be awarded championship t-shirts.
- All champions will have a team photo taken and displayed on the Intramural Sports page on the Campus Recreation website.

6. All-University Champions

- Champions for the "A", "B", Greek, and Residence Hall leagues will play for the All-University Championships. This tournament will take place within a week of league championship night.
 - Men's "A" vs. Res Hall
 - Men's "B" vs. Fraternity
 - Winner plays for All-University Championship
- Co-Rec champions will also be awarded the All-University Champions

D. Team, Individual and Dual Tournaments

- The format used for most tournaments will be single or double elimination.
- The format will depend on the sport, number of entries and facility availability.
- A forfeit in single elimination tournament play will eliminate the team/player. (See forfeit policies)
- A forfeit in a double elimination tournament by a team/player in the winner's bracket will be moved to the loser's bracket and if in the loser's bracket will be eliminated from play. (See forfeit policies)

E. Inclement Weather Policy

- For the latest information regarding cancellations and rain-outs, call the **Recreation Hotline** at 210-458-PLAY (7249).
- When calling the Hotline please listen for the following:
 - a. Date and Time of the Message
 - b. Sports/Activities mentioned in the message
- If the Date given in the message is not the current date, then assume that all Activities are being played as Scheduled.
- If there is inclement weather in the area, call the Hotline an hour before your scheduled game time.
- For rainouts/cancellations all teams will receive a win and a B in sportsmanship.
 - a. If the game has already started prior to the cancellation AND at least one HALF of the game has been played, the results of game will stand, including Sportsmanship grades.
 - b. If less than one half of the game has been completed both teams will receive a win and a B in sportsmanship.

F. Bids to Regional and National Tournaments

1. Regional and National Tournament Options

Teams/Individuals are eligible, not guaranteed, to receive assistance to travel to a Regional and National Tournament in the following sports:

- Flag Football
 - Men's and Women's All-University Champions and the Co-Rec Champions

- Basketball
 - Men and Women's Brandon Vaughn Regional Basketball Qualifier Champions
- Golf
 - Men's & Women's 2-Person Golf Scramble Champions

2. Requirements for Travel

- Teams must exhibit acceptable sportsmanship throughout the regular season and play-offs.
- Teams must agree to roster limits and minimal roster changes.
- Participants must also agree to pay a nominal fee and sign a Behavior Agreement.
- Teams must complete required travel paperwork.
- Participants must attend a pre-trip meeting with the Assistant Director of Intramural Sports.
- Participants must agree to reimburse UTSA all travel expenses paid by the university if a team forfeits due to scheduling conflict or sportsmanship.

SECTION 6

SPORTSMANSHIP

UTSA Campus Recreation's sportsmanship rating policy has been developed to protect the safety and equity of all participants and those affiliated with supervising our events.

A. Team Sportsmanship Rating

- The Team Sportsmanship Rating is an objective means for assessing the behavior of teams through an Intramural Sport season.
- The Intramural Sports staff will grade teams on their display of sportsmanship before, during and after each game.
- Participating in Intramural Sports is **NOT** a right, it is a privilege. Therefore, the Intramural Sports program reserves the right to take away that privilege from any team or individual that does not abide by the governing rules and regulations, as well as does not exhibit good sportsmanship and fair play.
- Two unsportsmanlike penalties on the same player will result in disqualification from the game. The third unsportsmanlike foul by the same team results in forfeiture of the game. (Example: 2 technical fouls on one player in basketball results in a player ejection, 3 technical fouls on a team results in a forfeit) Please refer to specific sport rules regarding unsportsmanlike fouls, Red/Yellow Cards, etc.
- A participant/spectator ejected from Intramural Sports will not be allowed to use any Campus Recreation programs or services until they meet with the Assistant Director of Intramural Sports. ***All ejections will warrant a minimum 1 game suspension!***
- The Intramural Sports staff reserves the right to end a contest at any point.

B. Sportsmanship Rating Criteria

"A" - Good Conduct and Sportsmanship

Team/fans cooperate fully with the supervisors and officials and show respect for opposing team members. The Team Captain has full control of his/her teammates/fans. If the captain converses with the officials about rule interpretations and calls he/she does so respectfully and calmly. A team winning a game due to a forfeit will receive an "A" sportsmanship rating.

"B" - Average Conduct and Sportsmanship

Team/fans complain about some decisions and or display minor dissent. These complaints may have been voiced verbally or non-verbally toward officials, opposing players or opposing fans. The Team Captain exhibits major control over teammates and him/herself.

"C" - Below Average Conduct and Sportsmanship

Team/fans (on or off the playing area) show continuous or sustained verbal dissent towards officials, supervisors, and/or the opposing team. The Team Captain exhibits minor control over teammates and

him/herself. Teams that receive one unsportsmanlike penalty or technical foul during the game will receive no higher than a "C" rating. Each additional unsportsmanlike penalty will result in the grade being lowered by one letter grade. Any team that does not have the required number of players present at the scheduled game time will receive a "C".

"D" - Poor Conduct and Sportsmanship

Team/fans complain excessively to officials and/or the opposing team. The Team Captain exhibits little control over teammates and him/herself. Teams that have a player ejected will receive no higher than a "D" rating.

"F" - Unacceptable Conduct and Sportsmanship

Team/fans are completely uncooperative. Team Captain has no control over team, fans and/or him/herself. Teams that have multiple players ejected, receives three unsportsmanlike penalties or cause a game to be forfeited shall receive an "F".

C. Playoff Sportsmanship

- A team must have a minimum cumulative "B" sportsmanship rating (3.0) during the regular season to be eligible for the playoffs.
- Once the play-offs begin, all teams MUST receive a B or better in each contest to advance further in the playoffs. Any "C", "D" or "F" received by a team during playoffs will result in disqualification of that team

SECTION 7

DISCIPLINE

A. Sportsmanship Issues

- The team captain of a team that receives a "D" or "F" rating must meet with the Assistant Director of Intramural Sports prior to his/her team's next game.

B. Ejected Player Consequences

- The team will be automatically deducted to a "D" rating
- The ejected player must leave playing area (out of sight and sound).
- The ejected player may not participate in any Intramural Sports or activities (including watching), until they have met with the Assistant Director of Intramural Sports, Andrew Chadick and have been officially reinstated.
- It is the responsibility of the ejected player to schedule the reinstatement meeting.
- The ejected player is ineligible until meeting has taken place.
- The ejected player will face a minimum one(1) game suspension from all Intramural Sports activities.
- If necessary, ejected player might be referred to Judicial Affairs for further disciplinary actions, and be suspended indefinitely from Intramural Sports and Campus Recreation participation.
- If the ejected player does not think the Assistant Director of Intramural Sports decision is fair, he/she may appeal by scheduling an appointment with the Associate Director of Campus Recreation. Appeals must be made within 48 business hours of the Assistant Director of Intramural Sports disciplinary decision.
- If the official or supervisor believes it is in the best interest of the program to stop a game, he/she may do so.
- The Intramural Staff reserves the right to indefinitely suspend any participant or team from intramural competition for behavior detrimental to the mission and purpose of Campus Recreation or UTSA.

C. Consequences for Playing on Two Teams

- Player will be permitted to play on the first team he/she signed in and played for.
- Both teams will be notified of the player violation.
- The second team the player participated with will be deducted one (1) sportsmanship letter grade.

- Player will receive a *minimum* of one (1) game suspension.

D. Illegal Player Consequences

- Team in violation will receive a loss, and opposing team will receive an automatic win.
- Both teams will be notified of illegal player violation.
- Illegal player is not permitted to play any Intramural sports or activities.

E. Additional Information on Ineligible Players

- If a team plays an ineligible player, the game will result in the offending team being dealt a loss and a C in sportsmanship for the first offense. A second offense by the same team will result in being eliminated from the league. In the case of an ineligible player participating, a protest may be filed at any time. It has to be filed within 72-hours of the contest.
- The Intramural Sports Staff may forfeit a game in the case of an ineligible player, without the opposing team filing an official protest at any time.
- If a game has not started and a team is notified that they are about to play with an ineligible player, the game may be played with the player in question who has checked-in being removed.
- If team refuses to play without the player in question, the game will be played under protest by the Intramural Sports Staff. A final decision regarding the player's eligibility will be made by the Assistant Director the following day. If the player in question is deemed ineligible, the player and team will face possible suspension or removal from the league/tournament.
- Ineligible players include: individuals playing under an assumed name, playing without a UTSA ID card, playing with someone else's UTSA ID card, allowing someone else to use your UTSA ID card, individuals playing on two or more teams within same league and those who do not meet eligibility requirements stated in Section 2.
 - Players attempting to use another individual's ID will be ejected from the facility. The ID will remain with the Intramural Sports Supervisor. The owner of the ID must meet with the Assistant Director of Intramural Sports in order to reclaim the ID.

SECTION 8

DEFAULTS AND FORFEITS

A. Default Policy

- A Captain may call the Intramural Sports Staff at 210-458-4174 or 210-458-7566 by 3pm on their game day (*5pm on Friday for Sunday Games*) to obtain a **default** and avoid a forfeit.
- Defaults may only be obtained via phone prior to the deadlines listed above.

B. Forfeit Policy

- Intramural Sports understands last minute issues with participants arriving to the game on time. With this in mind Intramural Sports offers a **grace period** for teams not ready to play at game time shall be penalized in the following manner"
 - Teams will be allotted a five (5) minute grace period.
 - In order to keep games on time, the game clock will begin.
 - Every minute a team is not ready to play will result in a point consequence specified in each sport rule handbook.
- If a team (number required to play)/player fails to report to the scheduled place by the grace period, the game will be declared a forfeit.
- If both teams/players fail to report, the game will be scored as a double forfeit.
- In order to receive a win by forfeit, the team must have at least the minimum number in the lineup present and ready to play at game time.

C. Captain's Responsibility when a Forfeit Occurs

- The team captain of the forfeiting team has three options to choose for his/her team following a forfeited contest:
 - Option 1: The team captain can elect to withdraw his/her team from the regular season.
 - Option 2: The team captain can elect to pay the \$25 reinstatement fee. If paid, the team will be eligible to compete in the playoffs, provided the following guidelines are met:
 1. The team may NOT forfeit another regular season match.
 2. The team must have a B sportsmanship rating.
 3. The reinstatement fee must be paid by the deadline detailed in the forfeit letter. This deadline will typically occur during the final week of regular season play for that sport.
 - Option 3: The team captain can elect to NOT pay the reinstatement fee thus foregoing their playoff eligibility, but agree to attend the remaining regular season matches.
 1. If a team chooses Option 3 and then forfeits another regular season contest the captain will be charged a \$25 fine.
- The team captain will be emailed a Forfeit Notice and Acceptance Letter that is to be completed and sent back to the Assistant Director by Noon of the 3rd day since the notification.

Example: Forfeit on Sunday...emailed on Monday...Letter MUST be turned in by Noon on Wednesday.
- If a team fails to respond by the deadline that is detailed in the email, they will be dropped from the league.
- Teams that forfeit during the final game of the regular season MUST pay the \$25 reinstatement fee to be eligible for the playoffs.
- This fee must be paid by Noon on the day of the team's first assigned playoff game.
- Failure to pay fee by deadline will result in the team foregoing their playoff eligibility.

SECTION 9

PROTESTS

In order to keep a fair playing field, a captain may protest an ineligible player or misapplication of a rule or a rule interpretation, but may not protest judgment calls.

A. Misapplication/Misinterpretation of Rules

- A team **may not** protest judgment calls made by an Intramural Sports Official. However, a team **may** protest an official's alleged **misapplication or misinterpretation** of a rule.
- To protest an alleged misapplication of a rule, the team captain, or a team representative, **must call a time out** and notify the official immediately (before the next pitch, play, etc) of the intent of the protest. In all cases, the intent to protest must be clearly stated to an official (e.g., "I want to protest...").
- The officials will make every effort to resolve the protest immediately. Once a decision has been made, the contest should continue.
- If the game is continued under protest, the Assistant Director of Intramural Sports will review all protests the next day. Decisions will be communicated to the teams via email within 48 hours.
- If the protest is upheld, only the time remaining after the protest situation will be replayed.
- The Assistant Director's decision may be appealed to the Associate Director of Campus Recreation within 24 business hours of the Assistant Director's decision.

B. Player Eligibility Protest

- A player's eligibility can be protested by anyone (player, spectator, Campus Recreation employee, etc). Eligibility protests can be made prior to or during the game, not after.
Exception: When IM Track catches a player on more than one team or a non-student.
- If a player's eligibility is in question prior to the start of a game, the Intramural Sports Supervisor will alert the team captain of the player in question.
- If a player's eligibility comes into question after the start of a game, the Intramural Sports Supervisor will notify the captain and the game will be played under protest due to Player Eligibility.
- Captains will be notified via email the results of Eligibility Protests within 48 hours of the game.

SECTION 10

POINT SYSTEM

The University of Texas at San Antonio Intramural Sports point system has been established for the stimulation of widespread participation in all phases of Intramural Sports and to offer an incentive beyond the immediate desire to excel in any particular activity. All points earned by a team in any sport count toward the final All-University point standings. All-University champions will be crowned in both men's and women's residence hall, open, Greek and co-rec leagues. Winning teams or organizations will have their name displayed on a banner in the Recreation Center.

A. General Regulations

- **In order to accumulate points throughout the year, teams must play under the same team name in each sport.**
- Points are awarded based on participation, achievement and final standings.
- Special Events will receive participation and final standing points only.
- Teams only receive participation points if they complete the entire season/tournament without forfeiting.
- If a group has more than one team entered in a sport, they will receive participation points for both teams but only achievement and final standing points for the team that goes the farthest.
- In order to receive points for individual/dual and special events, participants must identify what team they are representing prior to participating.
- A team or organization will receive points if two (2) or more of its members participate in an individual event or two (2) or more teams participate in a dual event.
- If any of a team's entrants forfeit in an individual/dual event, the team will not receive participation points.
- If a team or individual receives a bye in a tournament and wins their first game, they will be credited with a win for the bye round as well.
- The top 10 finishers per team will receive participation points in individual/dual events
- Achievement points will only be awarded during pool play and intra-division playoffs.
- Achievement points will not be awarded during the All-University Playoffs.

B. Definitions

- **Participation Points:** Points earned for entering an event. If any team or individual forfeits from a sport, their organization will lose their entry points for that activity.
- **Achievement Points:** Points earned for winning a contest.
- **Intra-Division Playoffs Points:** Points earned from intra-division playoffs tournament final standings.
- **All-University Championship Points:** Points earned from All-University tournament final standings.

