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Letter from Ronnie Williams

Vice President for Student Services

Dear Students:
The mission of the Division of Student Services is to provide for the growth and development of the "whole" student and enhance the learning environment. The Intramural and Recreation programs are very important components of this mission.

Continually, the office of Intramural Sports and Recreation has strived to strengthen and increase campus offerings in recreation. Through these efforts, students derive a healthy sense of physical and mental well being that may not come from any other campus activity.

I encourage you to participate in as much of the Intramural and Recreation programs as your schedule will permit. Please let us know if you have suggestions on ways we can make this experience more beneficial for you.

Ronnie Williams
Vice President for Student Services

Letter from
Josh Riley
Director of Intramural Sports

I am looking forward to continuing the strong traditional on UCA campus. I also look forward to expanding and improving this outstanding program. It's my goal to have every student interested in intramural to be able to participate in their favorite sport. As the Director of Intramural I am looking forward to an exciting season of intramural sports. Please remember that my "door" is always open I invite you to visit, and talk intramural sports. Let's all work together to make this program the best in the state.

Josh Riley
Director of Intramural Sports

Letter from
David Dennis
Director of Intramural Sports and Recreation

Dear Students:

The Intramural Sports program is an exciting and rapidly growing part of student life on the University of Central Arkansas campus. The program is open to all students, faculty, and staff and provides an excellent form of recreational activities throughout the academic year. I hope that all students will take advantage of the opportunity to actively participate in the Intramural program and not merely be a spectator.

One of the primary aims of the Intramural program is to promote "leisure time activities". Team sports regardless of the level of proficiency emphasize the value of cooperative competition, while individual sports have a carry-over value into later life.

Thousands of UCA students have caught the contagious phenomenon known as "INTRAMURAL FEVER". I encourage each student, faculty, and staff member to join the epidemic and become an active part of the Intramural program. You'll be glad you did!!

David C. Dennis
Director of Campus Recreation
WHAT ARE INTRAMURAL SPORTS?

The Intramural sports program at the University of Central Arkansas is one component of the Department of Campus Recreation within the Division of Student Services. The program is very structured and offers individual, dual, and team sports for male and female participation. Participation is not required, and an individual does not have to be highly skilled to participate. Intramural activities range from traditional sports such as flag football, basketball, and slow-pitch softball to non-traditional sports such as table tennis, badminton, and cross country. Some activities are scheduled over an extended period (4 to 5 weeks) while others take place during one or two afternoon/evenings. Most teams play once a week, and contests are scheduled during the late afternoon and evening hours.

We hope you will get involved in the intramural sports program. It's a great opportunity to compete with your friends and meet other students, faculty, and staff. If you have any questions, please contact the Intramural Sports Department at 450-5802.

PURPOSE

The purpose of the Intramural Sports program is to provide an opportunity for every student at the University of Central Arkansas to participate in some type of competitive sports activity as regularly as his/her interest, ability, and time will permit. The rules and regulations which have been formulated for the activities in this program take into consideration the necessary preparation for each activity as well as the degree of skill of each participant.

OBJECTIVES

1. To provide wholesome and healthy activities for recreation and relaxation from strenuous school work and the rapid pace of modern society for both students, faculty, and staff members.

2. To provide equipment, facilities and encourage wholesome participation in a large number of sports activities by students, faculty, and staff members.

3. To stimulate an interest in athletics and recreation through a high quality program.

4. To provide an opportunity to develop sportsmanship of the highest order. Everything that sportsmanship implies should be developed on playing fields and playing courts of the University of Central Arkansas.

5. To provide an opportunity to learn the important values developed through team spirit and cooperation.

6. To provide the opportunity to belong to a group.

7. To provide an opportunity to make social contacts and friendships which could not readily be developed in the classroom?
8. To provide the opportunity for every student regardless of his/her ability to realize the joy and fun of participation in their favorite sport.

**ORGANIZATIONAL STRUCTURE OF INTRAMURAL SPORTS**

Vice President  
Division of Student Services

Dean of Students

Director of Campus Recreation

Director of Intramural Sports

Graduate Assistant

Student Supervisors

Intramural Officials

Team Managers

Students

The Intramural Sports Office is located in HPER Center Room 204. All records and standings are kept on file in this office. Any official information concerning individuals or teams may be obtained there. Managers are responsible for obtaining this information. The Intramural Sports Bulletin board is located in the HPER Center Gym Hallway. Managers are responsible for regularly checking these bulletin boards for current information. Information can also be obtained by visiting our website at www.uca.edu/intramurals.htm

**INTRAMURAL ADVISORY COUNCIL**

The Intramural Advisory Council shall be the governing body of the organization. The committee is composed of one representative from each organization/team. The committee has as its main objective to advise on current and future Intramural activities and evaluate the state of the Intramural Sports program at UCA. Meetings are held approximately once each month and all students, faculty, and staff are invited to attend. Each organization must select or elect a representative and inform the Intramural Office. If that representative cannot make meetings, the Intramural Office must have 24 hour prior notice and someone else must attend. Appointed representatives must attend the meetings. Each meeting representative will receive in 5 (five) intramural points for their organization for attending the meeting.

**Meeting Dates**

-See Attachment (Intramural Student Advisory Committee) - Section 7

*All Meetings will be held in HPER Center Conference Room 205A at 1:40 p.m.*
HOW TO ENTER AN INTRAMURAL SPORT

1. Watch for special notices which will be posted on the Intramural Sports activity board located in the hallway leading to the Gym in the HPER Center. Other sources that provided information are various locations across campus, campus media, and the intramural sports website (www.uca.edu/intramurals.htm).

2. TEAM SPORTS: Sports that require your attendance at a managers meeting, (fall co-rec softball, flag football, volleyball, co-rec volleyball, basketball 5-on-5, soccer, and spring softball). Entries are accepted at these meetings only! All teams must be represented at these meetings.

3. INDIVIDUAL AND DUAL SPORTS: Each participant must obtain the proper entry forms from the Intramural office and return them by the entry deadline.

4. Schedules for all activities will be made available as soon as possible and may be obtained at the Intramural office by any team member.

TEAM MANAGER

Each team will have a Team Manager and their duties are outlined below:

1. Enter his/her team for competition promptly when the announcements are made from the Intramural Sports Director.
2. Understand the game rules, and convey them to team members. If in doubt, check with the Intramural Sports Director.
3. Make sure each team members name is on the team roster.
4. Keep team members informed concerning the time and place of all scheduled contests.
5. Notify team members of any changes in the schedule.
7. Cooperate fully with the Official in charge of the games, with regard to score, line-up and other data pertinent to the contest.
8. Be sure that all team members are ready to play at the scheduled time.
9. Make sure each team member is eligible.
10. Be responsible for the conduct of his/her team members and organization.

MANAGER’S MEETINGS

Each Intramural team sport (flag football, volleyball, co-rec volleyball, 5 on 5 basketball, soccer, 4 on 4 Flag Football, and spring softball) has two scheduled manager’s meetings before season play begins. Every team must have a representative at one meeting to assure entry. Teams may enter only at the manager’s meeting. Team rosters will be due at 4:00 pm on the Friday immediately following the managers meeting. The meeting will cover schedules, rescheduling procedures, forfeits, inclement weather procedures, disciplinary action, protests, and all rules. Dates and times for these meetings are included in the Intramural Activity Calendar, the Intramural Sports Handbook, and on the intramural sports website at www.uca.edu/intramurals.htm.

*See Attachment (Manager Meeting Date and Time) * Section ?
FREE AGENT NOTEBOOK

To facilitate participation in team sports a Free Agent Notebook is located in the Intramural Office, HPER Center Room 204. This notebook is for students, faculty, or staff in search of a team to play on, as well as managers who need extra players. Individual players are also welcome to attend the managers meetings in order to attempt to join a team.

INJURIES

Each manager will be responsible for getting each participant to sign a consent form releasing the University of Central Arkansas from injury responsibility. All participants are encouraged to have a physical and obtain insurance prior to participation. The Intramural Sports office and UCA are not responsible for injuries occurred while participating in Intramural Sports. Participation in any Intramural activity is on a voluntary basis.

DRESS

Any type of sportswear appropriate for the activity is sufficient. All participants must wear athletic shoes at all times in order to be eligible to play. Refer to each specific activity for additional information regarding appropriate dress and shoes. Sportswear will change in different sport. NO METAL CLEATS.

AWARDS

Champions T-shirts will be given to the winning team or individual in each sport. An overall champion for each division will be named at the end of the Intramural Sports season. The Mercury Cup, Laurel Cup, and Murry's are perpetual awards presented each year to acknowledge the organizations that have worked and played hard throughout the academic year. You may only receive one T-Shirt once you win a sport.
INTRAMURAL SPORTS
POINT SYSTEM

The Intramural Sports Point System was developed to encourage organizations/teams to participate in a variety of activities throughout the academic year. Organizations/teams accumulate Intramural points throughout the year for participation and achievement. At the conclusion of the year awards are given to the organizations/teams with the highest point totals. The Intramural Sports Points System also attempts to discourage forfeits by deducting Intramural points from organizations/teams who forfeit games and matches.

DIVISIONS OF COMPETITION
Organizations/teams compete in six different divisions of play. The divisions are:

1. Fraternity
2. Sorority
3. Residence Hall Men
4. Residence Hall Women
5. Independent Men
6. Independent Women

HOW THE POINTS WORK
Entry (participation) points are awarded in all activities and these are supplemented by additional points awarded for successful performance (place points). Refer to the chart on the reverse side of this page for details.

REWARDS
Each division champion will receive Intramural Championship T-Shirts and a trophy/plaque. The Fraternity, Sorority, and Residence Hall divisions receive traveling trophies that reside with those organizations for one year. The Independent division champions have their name placed on the wall of fame.

Fraternity Division  Mercury Cup
Sorority Division     Laurel Cup
Residence Hall Men    Murry's
Residence Hall Women  Murry's
The point system is established so that an Intramural champion in each division may be recognized at the end of the Intramural year. The team having accumulated the highest point total in the divisions of Fraternity, Sorority, Residence hall men, and Residence hall women, Independent men and Independent women is declared the UNIVERSITY DIVISION CHAMPION.

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<thead>
<tr>
<th>ACTIVITY</th>
<th>ENTRY POINTS</th>
<th>FORFEIT POINTS</th>
<th>PLACE POINTS</th>
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<td><strong>TEAM SPORTS:</strong></td>
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<tr>
<td>Flag Football</td>
<td>50</td>
<td>-25</td>
<td>50</td>
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<tr>
<td>Basketball 5-on-5</td>
<td>50</td>
<td>-25</td>
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<td>Softball</td>
<td>50</td>
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<td>Soccer</td>
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<td>12</td>
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<td>Tennis</td>
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<td>-5</td>
<td>12</td>
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<td><strong>OTHER SPORTS:</strong></td>
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<td>20</td>
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<td>4 on 4 Flag Football</td>
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<td>Basketball 3-on-3</td>
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<td>Dodgeball</td>
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<td>Kickball</td>
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<td>0</td>
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<td>Co-Rec Volleyball</td>
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ELIGIBILITY

All students, faculty, or staff at UCA are eligible to participate in Intramural activities with the following exceptions:

1. Any student who has played professionally in any sport will be ineligible for those activities in the Intramural Sports program in which he/she has broken his/her amateur standing.

2. A team may have a maximum of ONE Varsity (intercollegiate) athlete on their team. A varsity (intercollegiate) athlete is any student who has earned a varsity letter, numeral, or its equivalent the previous academic year and is no longer competing at the intercollegiate level.

3. A squad member of any current varsity sport is ineligible for Intramural competition in that sport.
   a. A squad member is any student who is listed on the varsity, freshman, or "B" squad roster on the opening day or who later joins the squad and is practicing on a daily basis.
   b. Should a person's name be removed from the squad list by the coach prior to the first scheduled game for that sport and a written notice is given to the Intramural Sports office, he/she shall be eligible for that intramural sport.
   c. Any student who is on an athletic scholarship shall be ineligible for that sport for which the scholarship was given.

4. A varsity or freshman squad member of any sport who becomes scholastically ineligible for competition shall not, during the period of ineligibility, participate on an Intramural team in the same sport.

5. Players, after entering one contest in an activity with a given team, may not transfer to another team during that activity. If players transfer to another team after one game has been played, such players may be suspended for one or more games.

6. Player's names may be added to the eligibility sheet only during the first week of an activity. After the first week of play, two (2) additional replacement players may be added to a team. Once a player is removed and replaced that player cannot be added back on to the team. EXCEPTION: See rule #3 and #5. If a player's name is added, he/she must meet all requirements of eligibility stated in the handbook.

7. Players may not compete for two teams.

8. Teams may not play ineligible players, even by mutual agreement of both captains and other players in the contest.

9. The penalty for any team playing an ineligible player shall be the loss of all games in which the ineligible person played. Entrance points may be forfeited.

10. If a team is warned about an illegal player by notifying the team manager and that illegal player plays in a subsequent game that team may be forfeited for the entire season.

11. The Intramural Sports office will assist in checking over the eligibility of all players concerned; however, it is the duty of the team manager to check opponent's list first and report any player who is ineligible according to the rules.

12. A student must be enrolled in the University for a Minimum of six (6) semester hours to be eligible for Intramural Sports. Three (3) hours must be classroom hours.

13. Players must have played in at least one regular season game to be eligible to participate in any playoff/tournament.

14. Co-rec sports are the only sports where men/women participate with each other.
15. For Players to be eligible to participate in an Intramural game they must present their UCA ID at each event.

SPECIFIC ELIGIBILITY RULES

GREEK DIVISION

Pi Kappa Alpha, Sigma Tau Gamma, Ota Phi Theta, Phi Sigma Kappa, Omega Psi Phi, Kappa Alpha Psi, Alpha Phi Alpha, Phi Beta Sigma, Sigma Phi Epsilon, Sigma Nu, and Kappa Sigma. The following Sorority will include: Delta Zeta, Alpha Sigma Alpha, Sigma Kappa, Sigma Sigma Sigma, Alpha Sigma Tau, Delta Sigma Theta, Zeta Phi Beta, and Alpha Kappa Alpha or any UCA recognized social Greek organization.

1. Greeks shall be represented only by individuals who are active members or pledges of that fraternity or sorority. NOTE: Students names must appear as active on the Greek roster registered with the Division of Greek Services at UCA. No pledges will eligible to participate in Intramural Sports with a Greek organization until the Greek Roster has been turned into the Department of Greek Services at UCA. Honorary Members are not eligible to participate in Intramural Sports. No alumni of the fraternity may participate without being on the Greek roster.

2. Greek members transferring to UCA during the semester break will be eligible when their names have been reported to the Intramural Sports Office providing they meet all other eligibility rules stated herein.

3. Pledges may not transfer from one team to another during the middle of an activity.

RESIDENCE HALL DIVISIONS

1. The player roster must be composed of men/women who live in specific Residence Halls.

2. Residence Hall Directors are eligible to participate.

3. If your residence hall does not have a team enter, you may sign on a different residence hall team.

INDEPENDENT DIVISION

1. The player roster must be composed of men and women who are members of a particular organization, club, and faculty or a general group of people who will compete together for the entire intramural season.

   a. One Christian leader under their organization may with that group, but they must be a member of the HPER center and have their HPER center dues.

2. Each organization’s team cannot exceed the roster limit.

3. To be eligible for the overall division champion, teams must compete under the same organization/team name throughout the year.

4. Teams who are interested in competing for division champion must declare their intentions by registering their team with the Department of Intramural Sports and turning in a roster of at least 15 people.

5. Groups will be allowed one team to compete in the competitive league for Intramural Place Points. Groups are
allowed as many teams as they chose for independent play.

GENERAL POLICIES

PLAYER CONDUCT

1. Any player who uses profane language or who flagrantly disobeys the rules of the contest, or who flagrantly disagrees...by action or words...with an official decision, shall be expelled from the game. Players will also be ineligible to play in the next game that their team plays. (Forfeit games do not count)

2. Any player who repeatedly or willfully commits flagrant violations, or who instigates or joins in a fight shall be expelled from that contest and will not be allowed to participate in any further Intramural Sport activities for the remainder of that school year.

TEAM CONDUCT

1. It will be the duty of each organization to control the actions of all team members representing that organization. Any harassment of officials or members of the opposing team, by either player or coach, shall result in the forfeit of that contest. Repeated violations of this rule will cause the suspension of that team for the remainder of the intramural season. In the event any member, or members, of a team shall move onto the playing area for purposes of forceful protest or to be involved in a fight, that team/individual shall be excluded from Intramural Sports competition for the remainder of the school year and the fans involved will be referred to the Dean of Students Office for appropriate action.

FAN CONDUCT

1. The conduct of fans representing a particular organization will be the responsibility of that organization. In the event that fans representing a particular team use profane language, harass officials or opposing team members, or refuse to abide by acceptable standards of behavior, that team will be caused to forfeit that contest. In the event this behavior is repeated a second time, that team or organization will be excluded from further Intramural Sport competition for the remainder of that school year.

2. In the event any fan, or fans, approach the playing area for the purpose of forceful protest or to be involved in a fight, that team or organization may be expelled from Intramural Sports competition for the remainder of the year and the fans involved will be referred to the Dean of Students Office for appropriate action.

3. In the event an organization is excluded from competition for one of the reasons stated above that organization may not be eligible for reinstatement until the following school year.

CODE OF CONDUCT

Any person or team competing in an Intramural Sport event must follow the code of conduct as listed below.

1. Any participant (player, fan, or coach) ejected for unsportsmanlike conduct will be suspended from the team’s next game and must meet with the Director
of Intramural Sports prior to their next scheduled game.

2. Any participant ejected for intentionally contacting a game official will be suspended from Intramural Sports indefinitely.

3. The second unsportsmanlike penalty by the same player or non-player per game results in disqualification of that player.

4. An individual will be removed from a sport upon receiving his/her third unsportsmanlike penalty per sport.

5. The fourth unsportsmanlike penalty per game by the same team will result in forfeiture of the game.

6. A team will be removed from a sport upon receiving it fifth unsportsmanlike penalty during a sport.

The Director of Intramural Sports has the right refuse to allow a team to participate in Intramural Sports due to disciplinary actions that have been obtained by a team.

FORFEITS

1. If a team or contestant fails to appear at the scheduled place within five (5) minutes after the scheduled time for the contest, the Intramural Office shall declare the contest a forfeit to the team or contestant ready to play. In case neither team is ready to play, both teams will be given a forfeit. Members of the squad ready to play will be given winning points but their names must be entered on the score sheet and signed by the captain of the team.

2. Any team forfeiting two games will be automatically dropped from competition.

3. Forfeits will result in loss of entry points.

4. Forfeits can result if any team member or manager participates in a fight.

5. Round Robin/Double Elimination
   A. The first forfeit eliminates a team from further competition. However, a team may return to competition by paying a $20 forfeit re-entry fee and losing only ½ of their entry points. If a team forfeits on last game of regular season, they will lose ¼ of entry points. The re-entry fee must be paid in the Intramural Sports office before 4:30 p.m. of the day after the forfeit.

6. Round Robin/Single Elimination Play
   A. Forfeit eliminates a team from further competition and entry points can be lost; however, paying a reinstatement fee of $20 will result in obtaining ¼ entry points. If forfeit is due to events beyond control of team, then points will not be lost.

   B. Co-Rec Events: If completed rosters by both men and women are turned into the Intramural Office and then either men or women do not show up to play, the men or women that did show up will receive participation points.

7. Double Header
   A. If a team forfeits first game of double header they may play the second game if enough players are assembled. However, to return to further competition, the team that forfeited must pay a $20 forfeit re-entry fee. The re-entry fee must be paid in the Intramural Office before 4:00 pm of the day after the forfeit. If the fee is not
paid a loss will be awarded and all entry points will be lost.

8. Team Sports

A. If a team forfeits out of a sport, that team/organization must pay a $20 reinstatement fee to participate in the next team sport they wish to participate in.

PROTEST

1. A protest will be entertained only when it involves interpretation of a rule or rules, or the use of an ineligible player, and NOT the judgment of an official.

2. The protest must be made upon the field of play, before play resumes. A protest must be made to a supervisor. The supervisor has the right to make a decision at that point. The game will continue at that point. The official shall announce that the game is being played under protest and so noted in the score book. The dispute will then be taken up by the Director.

3. In addition, all protests must be made in writing and submitted to the Intramural Sports Office within 24 hours after the contest in question. Should a protest be initiated after the contest, this should be made in writing and submitted to the Intramural Office within 24 hours.

4. A fee of $20.00 is required before a written protest is accepted, and refunded if the protest is upheld. If the protest is withdrawn the $20.00 will not be refunded.

EXTRAMURAL SPORTS

ELEGIBILITY

1. Only current undergraduate students are allowed to participate in Extramural Sports activities.

2. Students must be in good standings with the Department of Intramural Sports to participate in Extramural Events.

3. Any individual receiving two or more unsportsmanlike penalties during a season will be reviewed by the Intramural Director and may not be eligible for Extramural Activities.

4. Any team receiving three or more unsportsmanlike penalties during a season will be reviewed by the Intramural Director and may not be eligible for Extramural Activities.

5. If any individual or team is ejected from an Extramural Event:
   a. That individual/team/coach will not be allowed to participate in UCA Intramural Sports for the remainder of the semester.
   b. That individual/team will be banned from Extramural Sports for a calendar year from the date of the event.

6. If a team registers for a tournament and does not participate in that tournament they will be ineligible for

POSTPONEMENTS

No contest may be postponed without the agreement of both team’s managers and the Intramural Sports Department. The request must be made 24 hours prior to game time. If a postponement must be made, both team managers must come by the Intramural Sports Office in HPER Center Room 101 and sign a Postponement Consent Form. Should a contest be postponed by the Intramural Office because of bad weather or some other unforeseen conflict, new dates for the contest will be posted on the Intramural Sports bulletin board. The Department of Intramural Sports has the right not to reschedule games if they are cancelled.
Extramural Sports for a calendar year from the date of the event.
INTRAMURAL DISCIPLINARY BOARD

BOARD MAKEUP
The Intramural Disciplinary Board is made up of all members of the Intramural Advisory Council, the Intramural Sports Director, and the Assistant Intramural Sports Director. The Board will meet only when necessary.

STANDARDS OF STUDENT CONDUCT
All participants, coaches, managers, and spectators are expected to adhere to the general conduct policies outlined in the Intramural Sports Handbook.

PURPOSE AND GOALS
The Intramural Sports Department has as one of its goals to provide a safe, secure, and conducive environment for intramural sports. The department has the obligation to protect participants and spectators against acts of violence and/or intimidation. Therefore, it may be necessary on occasion to remove students from the intramural environment when their behavior is severe and/or threatening. The Board will recommend disciplinary actions for intramural violations.

DISCIPLINE PROCEDURES
Healthy competition requires complete concentration by each competitor. During intramural competition passions are raised to a heightened level. We strive to live by the rule: Be a good winner, be a good loser. When a competitor and/or spectator oversteps the bounds of good competitive behavior then action must be taken to 1) immediately stop the potential explosive behavior and 2) to make sure this behavior does not happen again. The procedures outlined below are structured to alleviate the harmful effects of any untoward behavior.

1. The game official is the first line of defense to prevent and/or stop any behavior that may become threatening.

   A. By taking command of each point, game, and match the officials will defuse any potential deleterious behavior.

   B. If the official feels he is losing control, then he must stop the competition and warn participants of the consequences of their behavior.

   C. When a situation occurs where there is behavior that is not acceptable then the officials must take action by doing one or all of the following:

      1. Ejecting the player, coach, manager, or spectator from the game.
      2. Ejecting the player, coach, manager, spectator from the building or field.
      3. Call University Police

   D. The official will submit to the Director a written statement regarding a situation that causes the official to take action.

      1. Any occurrence that causes game official action will be submitted to the Director. If the Director deems that further action is necessary he will convene the Intramural Disciplinary Board.

      2. The Intramural Disciplinary Board will convene within ten(10) days of the initial occurrence.

      3. The Intramural Disciplinary Board will recommend to the Director any sanctions against the participants.

      4. The Director can either accept the Board recommendations or overrule.
The Director may also refer the matter to the Dean of Students. The Director must impose sanctions within 24 hours of the Intramural Disciplinary Board(s) submitted recommendations.

JUDICIAL PROCESS
All Intramural Disciplinary Board Hearings will be informal and strict rules of evidence will not apply.

1. The Student(s) implicated will be notified, in writing of the date, time, and place of the hearing three days prior to the hearing.
2. The implicated parties have the right to present evidence by witnesses, or by affidavit or deposition.
3. The implicated parties may bring an advisor to the hearing. The advisor may not participate in examination of the witnesses or present materials to the hearing unless asked to do so.
4. The implicated parties may question all witnesses.
5. Disciplinary hearings are closed to the public.

INTRAMURAL DISCIPLINARY BOARD GUIDELINES
1. The Board is comprised of all members of the Intramural Advisory Council, the Director of Intramurals, and the Assistant of Intramurals.
2. The Director will chose a chair for the convened Intramural Disciplinary Board.
   A. The chair will coordinate board activities during the hearing.
   B. Questions from the board members and the implicated parties will be directed through the chair. The chair does not have a vote, except in case of a tie.
3. Quorum - a quorum will consist of 50% of the members of the Board.
4. The department secretary will keep minutes of the hearing. No minutes will be taken during deliberation.

PRELIMINARY HEARING PROCEDURES:
1. Prior to the start of the hearing the chair will:
   A. Ensure a quorum is present and that all interested parties are present.
   B. Provide members with a summary of the alleged violation and names of the implicated parties.
   C. Remind the board of hearing confidentiality.

ACTUAL HEARING PROCEDURES:
1. During the hearing the chair will:
   A. Instruct witness for either party to remain outside until they are called.
   B. Ask the implicated parties to provide testimony as to the violation. Questions should be directed through the chair. The chair will be responsible for insuring that all testimony given is relevant to the case being heard.
   C. Ask the implicated parties to bring in the witness(es) one at a time. Both parties will be allowed to question the witnesses.
   D. Ask the Board Members if they have any final questions. After questions are answered, the implicated parties will be given the opportunity to make a final summary statement.
   E. All parties will then be asked to leave so the Board may deliberate.
DELIBERATIONS PROCEDURES:
1. The Board will deliberate in private.
2. During the deliberation the Board will determine the sanctions against the implicated parties. These sanctions are recommendations made to the Director.
3. A vote on the sanctions will be made with a simple majority. Board members who are also members of the implicated parties organization, team, or residence hall will not vote.

TIEBREAKING PROCEDURE FOR ROUND ROBIN TOURNAMENTS
Flag Football, Basketball, Soccer, Softball
1. If a two-way tie exists, it will be decided by who beat whom in head-to-head completion.
2. If a three-way or more tie exists, it will be decided as follows:
   a. Forfeit - the team that forfeits is dropped to the lowest position among the teams tied.
   b. The difference between total points scored versus total points allowed. For example: T1 defeated T2 7-0; T2 defeated T3 7-6; and T3 defeated T1 13-6.

<table>
<thead>
<tr>
<th>Team T1</th>
<th>Team T2</th>
<th>Team T3</th>
</tr>
</thead>
<tbody>
<tr>
<td>7-0</td>
<td>0-7</td>
<td>6-7</td>
</tr>
<tr>
<td>6-13</td>
<td>7-6</td>
<td>13-6</td>
</tr>
<tr>
<td>+7</td>
<td>-7</td>
<td>-1</td>
</tr>
<tr>
<td>-7</td>
<td>+1</td>
<td>+7</td>
</tr>
<tr>
<td>Diff=0</td>
<td>Diff=-6</td>
<td>Diff=+6</td>
</tr>
</tbody>
</table>

Thus Team T3 is first, Team T1 is second, and Team T2 is third.

3. If two teams have the same point differential, then who beat whom in head-to-head competition will determine playoff placement.
   a. If all teams have the same point differential, then total points scored will determine playoff placement.
   b. If two teams have scored the same number of points, then who beat whom in head-to-head competitions will determine playoff placement.
   c. If all teams have scored the same number of points, then the fewest points allowed will determine playoff placement.
   d. If all teams have scored the same number of points, then who beat whom in head-to-head competition will determine playoff placement.

Volleyball
1. Same as flag football, basketball, soccer and softball.
2. If a three-way tie, it will be decided as follows:
   a. Same as 2a
   b. The team having the best ratio of won/lost games considering all matches will be ranked higher. For example: T1 defeated T2 15-8, 15-12; T2 defeated T3 12-15, 15-10, 15-13; and T3 defeated T1 15-13, 9-15, 15-11.

<table>
<thead>
<tr>
<th>Team T1</th>
<th>Team T2</th>
<th>Team T3</th>
</tr>
</thead>
<tbody>
<tr>
<td>15-8</td>
<td>12-15</td>
<td>15-13</td>
</tr>
<tr>
<td>15-12</td>
<td>15-10</td>
<td>9-15</td>
</tr>
<tr>
<td>13-15</td>
<td>15-10</td>
<td>15-11</td>
</tr>
<tr>
<td>15-9</td>
<td>8-15</td>
<td>15-12</td>
</tr>
<tr>
<td>11-15</td>
<td>12-15</td>
<td>10-15</td>
</tr>
</tbody>
</table>

Games: 3 wins, 2 wins, 3 wins
Games: 2 losses, 3 losses, 3 losses
Thus Team T1 is first because they had a better ratio of won/lost games team T3 is second and Team T2 is third.

1. If all teams have the same won/lost games ratio then the difference between total points allowed determine placement

2. If two team have the same won/lost games ratio then beat whom in head-to-head competition will determine placement.

### Point Awarded for Forfeits in a Tie Breaker Round Robin Tournament

Well a team forfeits, the winning will receive points for the forfeit. The points will be taken on the season winning point average.

<table>
<thead>
<tr>
<th>Team T1</th>
<th>Team T2</th>
<th>Team T3</th>
<th>Team T4</th>
</tr>
</thead>
<tbody>
<tr>
<td>7-0</td>
<td>6-7</td>
<td>0-14</td>
<td></td>
</tr>
<tr>
<td>0-7</td>
<td>13-6</td>
<td>0-7</td>
<td></td>
</tr>
<tr>
<td>7-6</td>
<td>6-13</td>
<td>F</td>
<td></td>
</tr>
<tr>
<td>14-0</td>
<td>7-0</td>
<td>W</td>
<td></td>
</tr>
</tbody>
</table>

Team T3 average of the season games played. Which would give Team T3 a average for the win (9.5-0)

Then at this point refer to TIEBREAKING PROCEDURE FOR ROUND ROBIN TOURNAMENTS