I. Policy

The purpose of this policy is to provide a structured environment for intramural sports participants that allows for physical and social development while also emphasizing the tenants of the Carolinian Creed.

II. Procedure

A. Participation and Participation Restrictions

1. University of South Carolina students, faculty, staff, and spouses, with a valid Carolina Card are eligible to participate in intramural sports activities.

   a. Faculty, staff, and spouses must also have access to the game-site in order to participate (membership to the Blatt P.E. Center (Blatt PEC) or Strom Wellness Fitness Center (Strom WFC) may be required).

2. All potential team members must sign in to [www.imleagues.com](http://www.imleagues.com) and pass the participant quiz to be on a team’s roster. All team members must be on the roster prior to participating. There is no maximum limit for participants on a roster.

   a. The first team roster that a participant’s name appears on is the only team that participant may compete for.

   b. Players must be on the roster prior to the designated date in order to participate in playoff games.

3. Players may participate on only one gendered team in a specific sport. Exception: Participants may play on two teams if one is CoRec.
4. Participants on fraternity and sorority teams must be new or current active members of their respective organization in order to participate.

5. Teams may have no more than two club sport/varsity/ex-varsity/professional athletes on their roster. Exceptions are 10 v 10 Flag Football and Softball. These sports may have no more than three such players on their roster.
   a. Club sport athletes are defined as those on the roster and participating in organized practices or games during the current semester.
   b. Varsity athletes are defined as those on the roster and participating in organized practices or games at the varsity level and are not eligible to participate in intramural sports in their sport or related sports. If a first-year player leaves or is dropped from the varsity team prior to the first game, the player is eligible for intramural sports.
   c. Ex-varsity athletes (same definition as varsity) may not participate in their sport or related sports until after the end of the semester in which they participated at the varsity level and they cannot be on the roster for the upcoming season.
   d. Professional athletes are defined as those on the roster and participating in organized practices or games at a pro or semi-pro level.
   e. Ex-professional athletes may not participate in their sport or related sports until five full years have lapsed since they permanently terminated their participation with the team.

6. Any team using a participant who is ineligible may forfeit all games in which the participant played. If the violation is detected during the playoffs, the opposing team may automatically advance in the bracket.
   a. Captains/Organizations knowingly allowing violations of any of the above eligibility guidelines may be suspended from participation.
   b. If any player has questions about his/her eligibility, their concerns should be addressed with an intramural sports staff member. Each case will be judged on its own merit by the intramural sports staff and consequences will be issued at their discretion.

B. Protest and Appeals

1. Protests may only be made based on two categories:
   a. Rule interpretations and player eligibility
i. No protest will be considered which concerns the judgment of an official.

ii. To be valid, a request to protest must be verbally declared before the next play is started (i.e.; before the next snap, before the next pitch, before the next serve, etc.). The game will be stopped and the situation will be explained to the supervisor. The supervisor shall make a decision and the game shall continue.

iii. If the protesting participant feels that the supervisor’s decision was made in error, they may fill out a Protest Form (immediately.) The game will continue as normal. The protesting participant must turn in their completed Protest Form by 12 noon the next business day to the Intramural Sports office.

iv. A decision will be rendered by the Intramural Sports staff and the participant will be contacted. If the protest is upheld, every attempt will be made to replay the game from the point at which the protest was declared.

b. Player Eligibility

i. Protests of alleged ineligibility should be made immediately to game officials and supervisors, rather than waiting to see the outcome of a game.

ii. If an eligibility protest is made prior to a game and it can be determined the player is ineligible, they will not be allowed to participate. If eligibility cannot be determined prior to the game, the captain will have the option of allowing the participant to play. However, if they do play and it is later determined the participant was ineligible, the team may forfeit the game.

iii. If an eligibility protest is made during or immediately following a game, the protesting captain must turn in their completed Protest Form by 12 noon the next business day to the Intramural Sports Office. A decision will be rendered by the intramural sports staff and the participant will be contacted.

C. Forfeits and Defaults – “Game Time Is Forfeit Time”

1. A forfeit occurs when a team does not have the minimum number of players signed in and ready to play at their scheduled time. A forfeit results in a loss for the team and a “1” recorded as their sportsmanship rating and a $15 forfeit re-
entry fee, which must be paid within three business days to the Intramural Sports Office. If this fee is not paid, the team may be dropped from the league.

2. If a team forfeits more than one game during the regular season they will be removed from the league.

3. A default occurs when a team makes the Intramural Sports Office aware before 3pm on the day of their game (or by 12pm on Fridays for Sunday games) that they will not be able to attend their game. A default results in a loss for the team and a “3” recorded as their sportsmanship rating.

4. If a team defaults more than two games during the regular season they will not be deemed eligible for playoffs.

D. Sportsmanship, Ejections and Conduct

1. To ensure that fair play and good sportsmanship prevail, intramural employees reserve the right to warn, penalize and eject participants, teams, or spectators for conduct deemed unsportsmanlike.

2. Conduct is important before, during, and after all intramural sports games. Infractions and ejections may occur at any time.

3. Infractions that may result in unsportsmanlike penalties during intramural sports competitions include but are not limited to the following:
   a. Unsportsmanlike behavior
   b. Verbal abuse
   c. Unnecessary physical contact
   d. Fighting (striking or attempting to strike)
   e. Threatening behavior (verbal or physical)
   f. Damage or destruction of facilities or equipment

4. Participants and spectators that receive unsportsmanlike penalties may be asked to meet with an intramural sports professional staff and their attendance and/or eligibility may be suspended.

5. Participants that are ejected due to unsportsmanlike penalties will be asked to meet with an intramural sports professional staff and their eligibility status will be suspended until deemed eligible again by the intramural sports professional staff. The reinstatement process will be emailed to the captain and the ejected
participant. It is the responsibility of the participant to initiate this process with the intramural sports professional staff.

6. At the conclusion of each game, the officials and supervisors will determine the sportsmanship rating for each team. Each team will be given a sportsmanship rating on a ‘4’, ‘3’, ‘2’, ‘1’ scale. The following is a description of each rating and why it would be awarded:

4: Excellent Conduct and Sportsmanship - players fully cooperate with all officials and other team members. The captain calmly converses with the officials about rule interpretations and calls. The captain has full control of their teammates and spectators throughout the contest. There is no dissention shown of any kind.

3: Average Conduct and Sportsmanship - team members verbally complain about some decisions made by the officials and/or show minor dissention, which may or may not merit an unsportsmanlike conduct penalty.

2: Below Average Conduct and Sportsmanship - team members verbally complain about many decisions made by the officials and/or show much dissention, which merits an unsportsmanlike conduct penalty. The captain has little control over himself or his teammates. The captain and participants may be asked to meet with a member of the intramural sports professional staff regarding their behavior.

1: Poor Conduct and Sportsmanship - team members verbally complain about most decisions made by officials and show incredible dissention, which merit multiple unsportsmanlike conduct penalties. The captain has no control over himself or his teammates. The captain and participants may be asked to meet with a member of the intramural sports professional staff regarding their behavior.

7. Playoff Sportsmanship

   a. All teams must maintain a “3” sportsmanship average throughout the regular season in order to be eligible for playoffs.

   b. Any unsportsmanlike ejection during the playoffs may result in an automatic forfeit for that team, regardless of score or time left.

E. Policy/Procedure/Rule Changes

1. The intramural sports program reserves the right to put into effect any policy, procedure, or rule regarding intramural sports that it deems necessary. An attempt will be made to notify all captains of such changes in a timely fashion.
2. All participants must read and sign the Intramural Sports Waiver of Liability prior to participating in an intramural sports event.

III. Reason for Revision

Policy updated to reflect available technology and current practices.