

INTRAMURAL SPORTS PARTICIPANT MANUAL
2019-2020

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Important Phone Numbers

WFC Business Office (8:30a-5p)	576.9375	Intramural Sports Director	
WFC Welcome Desk	576.9376	Don Mills III – WFC 307	777-4593
PEC Business Office (8:30a-5p)	777.5261	millsdf2@mailbox.sc.edu	
WFC Equipment Issue	576.9398		
PEC Equipment Issue	777.3878	Intramural Sports Coordinator	
WFC Athletic Training Clinic	576.9385	Vacant – WFC 201D	576-6516
Intramural Sports Office – WFC 201D	576.9387	Intramural Sports Intern	
Monday-Friday (10a-5p)		PJ Hartleb – WFC 201D	576-6516
Sunday (10a-1p)			
intramurals@sc.edu	campusrec.sc.edu/intramurals		

SECTION 1: LIABILITY AND INJURIES

Injuries/Liability

All participants must sign a liability waiver prior to competing or participating in any and all Intramural Sports activities.

1. Participation in the Intramural Sports program at USC is a purely voluntary activity, and individuals participate at their own risk. Participants should be aware of the possibilities for bodily, mental, and emotional injury and should understand that they are responsible for any and all costs arising out of injury or property damage sustained through participation.
2. Information regarding the student insurance program can be obtained from the Student Health Center (803-777-3174).

SECTION 2: ELIGIBILITY

All University of South Carolina-Columbia students, faculty, and staff are eligible to participate in Intramural Sports activities. Intramural Sports participants are to be knowledgeable of the eligibility rules that govern their specific activity. The Intramural Sports Department holds the right to investigate any eligibility concerns and act on them accordingly.

Undergraduate Students

All students enrolled in 1 or more credit hours at USC-Columbia are eligible to participate in Intramural Sports.

Graduate Students

All graduate students enrolled in 1 or more credit hours at USC-Columbia are eligible to participate in Intramural Sports.

Students in the English Programs for Internationals (EP) & Gamecock Gateway

Students in the English Programs for Internationals (EPI) & Gamecock Gateway are eligible to play in intramural sport events.

Faculty, Staff, and Spouses

Faculty, staff, and spouses must have access to the game site in order to participate. (Membership to the Blatt PEC or Strom WFC will be needed)

- a. Leagues and tournaments potentially affected by this policy are indoor soccer, volleyball (sand and indoor) basketball, dodgeball, floor hockey, battleship, wiffleball and spikeball.)
- b. Note: Spouses are eligible to participate if they have a valid USC-Columbia spouse ID card.

Professional Athletes

Professional athletes are defined as being on the roster and participating in organized practices or games at the professional or semi-professional level in the past 5 years. Professional athletes may not participate in their sport or a related sport until 5 years have lapsed since they have retired from active participation at the professional or semi-professional level. Teams may only carry one former professional athlete on their team.

Varsity Athletes

Varsity athletes are defined as being on a collegiate varsity, junior varsity, or freshman roster. Varsity athletes may not participate in their sport or a related sport until 1 year has lapsed since they were listed on the varsity roster at the institution they were a member.

1. If a first year varsity player leaves or is dropped from the varsity team prior to the first game of the year, that player is eligible to participate without restriction.
2. Teams may only carry one previous varsity athlete from a related sport on their roster

Sport Club Members

Sport Club athletes are defined as those participants who appear on the Garnet Gate roster with the University of South Carolina Campus Recreation department for the current semester. For team sports where the required number of players is

less than four, a team may only have one sport related club sports member on the roster. For team sports that require more than four required players, teams may have two sport related club players on the roster.

Team Rosters

Players must be on the team's roster on www.imleagues.com prior to participating in their game. Participants can be added to a team at any point prior to play-off cut-off. All players must receive a 100% on the sport quiz in order to join the roster. Sport quizzes can be taken as many times as needed in order to achieve a score of 100%. We require all participants to complete sport specific quizzes for every team they join in order to make sure everyone is as prepared for the season as possible.

Roster Composition

1. All students can participate in intramural sports with the gender with which they identify.
 - a. A participant may consult with the intramural sports office at intramurals@sc.edu with any questions about roster eligibility based on one's gender identity.
2. Players can participate on one single-gender and one CoRec team in a specific sport at one time.
3. The first team roster that a participant's name appears on is the only team that the participant may compete for. Signing in for another team may result in a forfeit for that team and/or suspension of that player.
4. If a men's or women's league is not offered or filled in a sport, participants have an option to participate in the other gendered league. For example:
 - a. If a women's floor hockey league is not filled, women may participate on men's teams.
 - b. The ratio of that team may not equal or be greater than the CoRec ratio.
5. Teams participating in the following divisions are subject to the additional restrictions:
 - a. Fraternity - Only new and active members may play on a fraternity team. Each fraternity is allotted one team in the fraternity division. *Additional fraternity teams may play in any of the Men's divisions.*
 - b. Sorority - Only new and active members may play on a sorority team. Each sorority is allotted one team in the sorority division. *Additional sorority teams may play in any of the Women's divisions.*
 - c. Only members listed in the Office of Fraternity and Sorority Life may participate on fraternity and sorority teams.
6. The Intramural Sports staff will make final decisions on determining roster eligibility. It is advisable to consult the Intramural Sports office before participation with any questions related to roster composition.

Restrictions on Roster Composition

No Intramural Sports team may exceed 2 of any combination of the following sport club, varsity, or professional players in their sport or related sport on their roster. Exception: Softball may have 3 due to the number of players on the field at one time.

ID Check

All participants must bring their valid USC-Columbia Carolina Card to every game, or be able to show their digital Carolina Card via the GET Mobile App. Campus Recreation staff retains the right to inspect IDs at any time. Participants may be able to show their physical Carolina card in order to gain access to game within our facilities.

SECTION 3: CAPTAIN'S RESPONSIBILITIES

It is the responsibility of participants to form their own team and register in the Intramural Sports office and on imleagues.com during the registration period and before the deadlines provided by the Intramural Sports department. When registering, a captain must be listed along with a co-captain. The captain is the official liaison between the team and the Intramural Sports Office. The captain is also the person to whom communication/correspondence will be directed. Specific responsibilities of the captain include:

Before the Season Starts

1. Registering your team in the Intramural Sports office (Team name, captain and co-captain's contact information, and full payment).
2. Creating your team on www.imleagues.com prior to the required date. (See directions below)
3. Successfully completing the online Captain's quiz on www.imleagues.com.
4. Downloading the Imleagues app and informing his/her team to do so. The new Imleagues app will provide intramural participants with the latest USC intramural sports updates right to their mobile devices.
5. Ensuring all teammates are on the roster prior to entering the game. Captains may add as many players as they desire during the regular season provided those players meet the league's eligibility requirements.

During the Season

1. Notifying team members of rules, playing schedules and changes, eligibility policies and ensuring that the team is in compliance
2. **Ensuring all teammates have signed the online team waiver prior to playing**
3. Representing the team in the case of protests
4. Promoting good sportsmanship and fair play before, during, and after games for all team members and spectators
5. Informing all members of his/her team of the proper process if a team member is ejected from an Intramural Sports activity

SECTION 4: PARTICIPANT RESPONSIBILITIES

All participants are encouraged to assist their team's captain with the organization of their intramural sports team. Intramural sports are only fun if both teams show up to their scheduled game time with enough players to compete. Every participant can do their part to prevent forfeits. Specific responsibilities of participants include:

1. Registering for your team's roster on www.imleagues.com prior to the start of your first game. (See directions below)
2. Successfully completing the online Participant's quiz and signing the online waiver on www.imleagues.com
3. Downloading the Imleagues app and informing his/her team to do so. The new Imleagues app will provide intramural participants with the latest USC intramural sports updates right to their mobile devices.
4. Assist with notifying team members of rules, playing schedules and changes, eligibility policies and ensuring that the team is in compliance
5. Promoting good sportsmanship and fair play before, during, and after games for all team members and spectators

SECTION 5: REGISTRATION

Payment/Securing Your Spot

1. In order to secure your spot in the league, a team representative must register your team with the Intramural Sports office located in Strom Thurmond Fitness Center Suite 201D and pay the registration fee on or before the registration deadline.
2. Teams can be paid for by cash, check, or Carolina Card
3. Some sports may have an opportunity to register for preseason games. These games are an opportunity for your team to play an extra officiated game at no extra charge.

Online Registration

All participants must have a www.imleagues.com account in order to participate in Intramural Sports activities. Participants can follow the steps below to create their accounts and sign up to play!

1. How to create an www.imleagues.com account
 - a. Go to www.imleagues.com, at top right corner of page, click "SIGN UP"
 - b. Select "University of South Carolina" from the dropdown box and proceed to fill out all required information.
 - c. Follow instructions to verify email address and activate account.
2. How to sign up/join your team in www.imleagues.com

- a. Click “Register” at top right corner of page
 - b. Select appropriate link; “create a team” “join a team”, or “join as a free agent”
 - c. Select appropriate sport
 - d. Click on league registered for (Men’s, CoRec, Women’s, Fraternity, Sorority, Open)
 - e. Click on division registered for (listed by day and time)
 - f. Enter team name
 - g. Check the box
 - Agree to Terms and Conditions
 - h. Submit your team
3. Invite team members to join your team
 - a. Click “Invite team members”
 - b. Input email addresses and hit send

Free Agency Update Starting Fall 2019

- Students/faculty/ staff will have the option to attend a free agent interest meeting at Currell College room 107 on August 28th and 29th from 9pm – 9:30pm to learn more about the our free agent sport registration process
 - o For the first time, intramural sports free agents will be able to sign-up individually or as a small group at a price of \$3/person in the intramural sports office by the deadline. Free agency will be offered in the following sports:
 - 7v7 Flag Football
 - 5v5 Indoor Volleyball
 - o Once registered, the intramural sports office will group free agents into teams based on their sport registration preferences.
- Any additional questions on the UofSC intramural sports registration process can be emailed to intramurals@sc.edu.

Team Names/Affiliations

The Intramural Sports office holds the right to deny and/or alter any team names if they are deemed inappropriate. Intramural teams that register using the name of a campus organization are considered to be affiliated with that organization. If that campus organization becomes ineligible for intramural sports participation during the season, all teams affiliated with that organization may default their intramural games until they become eligible again.

SECTION 6: FORFEITS/DEFAULTS

All intramural sports will follow the “GAME TIME IS FORFEIT TIME” rule. This rule states that if a team does not have the minimum number of starting players within the visual confines of the playing surface by game time, they may forfeit that match.

1. If a team checks into their game with one less than the minimum number of players to start (For example 7 players for a softball game when 8 are required to start), they will be given a default for the game as they made a genuine effort to field a team.
2. If a league team forfeits during the regular season, they will have 3 business days to come into the IM Office and pay a \$15 forfeit fee. If this fee is not paid by 5pm on the designated date, the team’s captain and co-captain will be suspended on IMLeagues until the forfeit fee is paid.
 - a. Ex: If an indoor soccer team forfeits a game on Monday @ 7pm, they have until Thursday @ 5pm to pay the re-entry fee in the IM Office
3. A team that forfeits twice during the regular season will be dropped from the league.

A default occurs when the captain of a team contacts the Intramural Sports Office by at least 3pm on their schedule game (or 12pm on Sunday for a Sunday game) and indicates that they will not be able to play. This will still count as a loss for the team defaulting.

1. Each team may be allowed to use up to two (2) advanced defaults during the regular season.
2. This allows the Intramural Sports staff to contact the opposing team captain and the intramural sports staff to inform them the game will not take place.

3. Teams that call to default after 3pm of the day they are scheduled to play (or after 12pm on Sunday for a Sunday game) are subject to receiving a forfeit as time is limited to contact the opponents and intramural sports staff.
4. Games that are forfeited/defaulted will be entered in as the max mercy rule score for that sport.
 - For example, a forfeited flag football game will go in as a score of 35-0.
5. Teams that don't have the minimum number of players required to play on their www.imleagues.com roster by 3pm the day of their game (Monday through Friday) or 12pm the day of their game (Sunday) will have their game automatically defaulted by the USC Intramural Sports office.
 - This policy is being put in place in order to reduce the number of no call/no show forfeits.

SECTION 7: CANCELLATIONS

Game Cancellations and Postponements

Ways to find out the latest intramural sports weather updates include:

1. Notifications (text and email) through www.imleagues.com
2. Notifications through the Imleagues app

Rainouts typically will NOT be made up due to a limited amount of time and space to complete the season. In the event that space permits, an Intramural Sports staff member will contact teams that were rained out in an attempt to reschedule.

1. Games may not be rescheduled if teams are unable to play due to other University functions including class, formals, trips, or other student organization events. The more advance notice the Intramural Sports professional staff have of the conflict, the more likely they are to be able to reschedule.

Temperature Policy

If the wind chill falls below 25 degrees Fahrenheit or the heat index rises above 105 degrees Fahrenheit, USC Intramural Sports may cancel outdoor sports programming to ensure participant safety.

1. All cancellation decisions will be made by the on-site Intramural Sports staff
2. If USC Intramural Sports decides to cancel programming based on extreme temperature, participants will be notified through USC email, www.imleagues.com and the Imleagues app.

SECTION 8: PROTESTS

Protests

1. Rule Interpretations
 - a. *No protest will be considered which concerns the judgment of a staff member.*
 - b. To be valid, a protest of a rule interpretation must be verbally registered with an intramural sports supervisor at the time the incident occurs. The game and clock will then be stopped. The intramural sports staff shall separate themselves from the other participants and determine the correct ruling.
 - c. If either captain believes the staff's ruling to be in error, they should inform the supervisor that they wish to file a formal protest. The protesting team captain then has until NOON the next business day (Mon – Fri) to complete a protest form in the intramural sports office.
 - d. The Intramural Sports professional staff will rule on all written protests. If a rule interpretation protest is ruled valid, every attempt will be made to replay the game from the point at which the protest was logged.

***No rule interpretation protests can be made on a previous play after the game resumes. ***
2. Participant Eligibility
 - a. Protests of alleged ineligibility should be made immediately to the intramural sports staff rather than waiting to see the outcome of a game.
 - b. If an eligibility protest is made prior to a game and it can be determined that a player is ineligible to participate, he/she will not be allowed to participate. If the eligibility of the player in question can't be determined, the team captain has the option of using the player. However, if it is determined later that the player was ineligible, the team may forfeit the game.
 - c. If either captain believes there is an eligibility concern during or immediately after the game, he/she should inform the supervisor she/he wishes to file a formal protest. The supervisor will give the captain

the protest form. The protesting team captain then has until NOON the next business day to deliver the protest form to the Intramural Sports office. The Intramural Sports professional staff will examine the protest and rule on the eligibility of the player in question.

SECTION 9: EQUIPMENT/ATTIRE

For most sports, equipment is provided by the Intramural Sports program

1. For the majority of intramural sports programming, all equipment will be provided. Some sports allow participants to use their own equipment, as long as it is approved by Intramural Sports staff and the opposing team.
2. Please contact the Intramural Sports office for specifics.

Athletic attire and closed toe shoes are required for participation in most intramural sports.

1. The decision on whether a participant's attire is appropriate for play will be made by the on-site intramural sports supervisor and can be sport specific.
2. Details on sport specific appropriate attire may be found in each sport's rule book. Further questions on the topic can be clarified by emailing the Intramural Sports Office at intramurals@sc.edu.

Jewelry

The Intramural Sports program prohibits the wearing of jewelry for safety reasons.

1. The only pieces of jewelry that will be allowed are medical alert bracelets/necklaces or jewelry with religious affiliation that are taped down. *The Intramural Sports staff is not responsible for any pieces of jewelry lost or damaged during competition.*

Wearable Fitness Technology

Participants can wear fitness tracking technology during intramural sports play under the following guidelines:

1. For safety reasons, all wearable fitness technology must be out of sight during intramural participation. If sports specific rules allow, participants may keep their wearable fitness technology in their pocket, on their ankle under a sock, and on their wrist under an athletic sweat band during play.
2. All decisions on whether or not wearable fitness technology may be worn during intramural programming will be made by the on-site supervisor. If the on-site supervisor feels that the wearable fitness technology may pose a safety risk during the game, they hold the right to ask the participant not to wear their fitness tracker to ensure player safety.

SECTION 10: CONDUCT AND SPORTSMANSHIP

The Intramural Sports program realizes that games and events are very important to Intramural Sports participants, but the importance should not be so great that good sportsmanship is overlooked. Our playing fields/courts are not venues for verbal and/or physical abuse towards any participant, spectators, or staff. To ensure that fair play and good sportsmanship prevail, Intramural Sports staff (game officials, supervisors, and administrative staff) are required to assign a sportsmanship rating for the sportsmanship displayed by participating teams each game. The Intramural Sports staff also reserves the right to warn, penalize, and eject players, teams, or spectators for conduct deemed unsportsmanlike. Please understand that our staff may give out warnings for the previously mentioned conduct but no warning is required; they may end the game or eject as they see fit. Each team is responsible for the actions of each of its members and fans before, during, and after any game or activity. Failure of a team to cooperate with Intramural Sports staff or failure to control members or spectators is cause for suspension.

At UofSC each student is responsible for upholding the tenets of the Carolinian Creed. As participants of your intramural team, help uphold the Carolinian Creed by keeping your teammates and spectators accountable to their actions and demonstrating respect toward your opponents. For more information about the Carolinian Creed visit www.sa.sc.edu/creed.

Tobacco, Alcohol, & Other Drugs

1. Use of alcohol or other drugs prior to or during any Intramural Sports programming by participants and spectators will not be tolerated. Any person suspected of this use will be asked to leave the premises immediately. Further actions may also be taken.
2. Use of tobacco of any kind during any Intramural Sports programming by participants and spectators will not be tolerated. Any person suspected of this use will be asked to discontinue use immediately. Further actions may also be taken.

Please refer to the University of South Carolina – Columbia Alcohol & Drug Policy

Ejection Policy

All participants that are ejected from an Intramural Sports activity will be immediately suspended from all Intramural Sports activities until reinstated by the Intramural Sports professional staff.

- If ejected, participants and/or disruptive fans must remove themselves from the area immediately. Failure to do so may result in the team forfeiting the game.
- Ejected participants and/or spectators will not be permitted back onto games sites until reinstated.
- To be reinstated, the ejected participant must complete the reinstatement process emailed to them by the Intramural Sports professional staff following their ejection. This process includes both a written petition for reinstatement as well as a scheduled meeting with the Intramural Sports professional staff.
- Penalties are effective after the meeting with the Intramural Sports professional staff. The Intramural Sports professional staff will determine the length of suspension for each incident that occurs based on information obtained from the officials, supervisors and participants involved.
- The ejected player's team will also lose the right to sub in for that ejected player. They will play the remainder of the game a person down.
- Infractions that may result in ejection from Intramural Sports activities include but are not limited to the following:
 - Unsportsmanlike behavior
 - Verbal abuse
 - Unnecessary physical contact
 - Fighting (striking or attempting to strike)
 - Threatening behavior (verbal/physical) towards an official or supervisor
 - Individual playing under an assumed name
 - Individual playing illegally on two teams in the same gender division
 - Individuals playing after the consumption or suspicion of consumption of alcohol/drugs
 - Damage/Destruction of facilities or equipment

Team Sportsmanship Ratings

Each team will be given an overall sportsmanship rating for each game by the Intramural Sports staff. The rating will be on a grade point scale "5", "4", "3", "2", or "1" basis. Officials and Supervisors have been instructed to not comment to teams about sportsmanship ratings. If you are interested in knowing what or why your team received a certain rating, please contact the Intramural Sports Office at (803)576-9387 or intramurals@sc.edu. Your team's sportsmanship rating can also be viewed on IMLeagues.com.

A general description of each rating and the behavior that constitutes each rating is listed below:

1. 5 Rating – Excellent Conduct and Sportsmanship
 - a. Players fully cooperate and are friendly with all Intramural Sports staff and other team members. The captain calmly converses with the officials about rule interpretations and calls. The captain has full control of their teammates, spectators and sideline throughout the contest. There is no dissension shown whatsoever.
2. 4 Rating – Good Conduct and Sportsmanship
 - a. Team members have minor verbal complaints about decisions made by the Intramural Sports staff and/or show minor dissension towards the other team.
 - b. Teams that receive **one conduct warning** (unsportsmanlike penalty/technical foul/yellow cards/etc.) **can receive no higher than a "4" rating.**

3. 3 Rating – Average Conduct and Sportsmanship
 - a. Team members verbally complain about several decisions made by Intramural Sports staff and/or show dissent towards their opponent, which may or may not merit an unsportsmanlike conduct penalty (unsportsmanlike penalty/technical foul/yellow.
 - b. Teams that receive **two conduct warnings** (unsportsmanlike penalty/technical foul/yellow cards/etc.) **can receive no higher than a “3” rating.**
4. 2 Rating – Below Average Conduct and Sportsmanship
 - a. Team members show unacceptable verbal dissent (yelling, questioning calls constantly, etc.) towards Intramural Sports staff and/or opponent from the playing field and/or sideline that may merit an unsportsmanlike conduct penalty (unsportsmanlike penalty/technical foul/yellow cards/etc.). The team captain exhibits very little control over their teammates or her/himself.
 - b. Teams that receive **one ejection or any combination of three conduct warnings** (unsportsmanlike penalty/technical foul/yellow cards/etc.) **can receive no higher than a “2” rating and the game will be forfeited.**
 - c. The captain and participants may be asked to meet with a member of the Intramural Sports Professional staff regarding their sportsmanship.
5. 1 Rating – Unacceptable Conduct and Sportsmanship
 - a. Team members are completely uncooperative. Captain has no control over teammates and/or her/himself.
 - b. Teams that receive **two ejections or four conduct warnings** (unsportsmanlike penalty/technical foul/yellow cards/etc.) **can receive a “1” rating, the game will be forfeited, and their season will be forfeited.**
 - c. Any form of fighting or aggression towards another participant or Intramural Sports staff will result in a “1” rating and the game will be forfeited.

Playoffs:

- Sportsmanship will be enforced during playoffs. In order to continue to proceed in the playoff bracket, all teams must be respectful and display positive sportsmanship win or lose.
- During playoffs, teams are expected to receive excellent (5), good (4), or average (3) rating in every game.
 - If at any point a team receives a below average (2) or unacceptable (1) rating, that team will not be allowed to continue in playoffs and their opponent will advance regardless of score.

Sportsmanship Appeal:

- Teams are permitted to appeal a sportsmanship rating given for a game. The team has two (2) business days to appeal. They must email the Intramural Sports professional staff in order to set up a meeting to discuss the sportsmanship from that game.
 - No sportsmanship appeals will be processed during playoffs.

Additional Policies Regarding Sportsmanship

1. Forfeit Guidelines:
 - a. If the opposing team forfeits or defaults against your team, your team will receive a 4.0 sportsmanship rating.
 - b. If your team defaults, your team will receive a 3.0 sportsmanship rating.
 - c. If your team forfeits, your team will receive a 1.0 sportsmanship rating.
 - d. Teams can be kept out of the playoffs due to a low sportsmanship rating average. Please be sure all of your teammates are aware of this.

SECTION 11: PLAYOFF INFORMATION

Playoffs will be held for each division in all team sports.

1. In order to be eligible for playoffs, teams must have a 3.0 sportsmanship rating at the end of the regular season, can't forfeit more than one game, and can't default more than two games.
 - a. In fall and spring sand volleyball and spring softball, teams may not forfeit and must win at least 1 regular season game to be eligible for playoffs.
2. Playoffs will be a single elimination tournament unless noted otherwise in the sport-specific rules

- a. Some men's and CoRec divisions will be divided into two playoff brackets. Teams with a winning percentage above .500 will advance to the competitive bracket, while the remaining eligible teams within each league will advance to the recreational bracket.
 - b. If a team prefers to play in a different bracket, they may do so by contacting the Intramural Sports office and making that request prior to brackets being made. Exceptions and special requests regarding the bracketing process will be considered and made at the discretion of the Intramural Sports professional staff.
 - c. In some sports, teams will be able to select their own path in the playoffs using the self-scheduling feature in imleagues.com.
3. During playoffs, teams will play on different days and at different times than during the regular season. Teams may also play more than once per week (or even double headers). Teams should anticipate this and plan their rosters accordingly.
 4. If at any time during the playoffs, a team has a player ejected from a game, due to unsportsmanlike conduct, the game may be forfeited, regardless of time or score.

accSECTION 12: ADDITIONAL INFORMATION

Sponsorship

The Intramural Sports program allows any team to seek sponsorship for their teams.

- Restrictions are placed on sponsorships deals with emblems, logos, or wording placed on jerseys.
 - No team shall have advertisements, logos, or pictures of alcohol or tobacco products or companies appear on their jerseys.
- Teams shall not be allowed to have anything profane or lewd appear on their jerseys.

Rules Changes

Campus Recreation reserves the right to put into effect any rules regarding Intramural Sports that it deems necessary.

- An attempt will be made to notify all participants and teams of such changes in a timely fashion.

Job Opportunities

The Intramural Sports program hires students to work as officials for intramural sports programming.

- We provide the training and instruction and you provide the enthusiasm.
- If you are interested in obtaining a job with the Intramural Sports program, please get in contact with an Intramural Sports staff member or visit our website to view job descriptions at <http://campusrec.sc.edu/employment>

Participant Feedback

With the enormity of the Intramural Sports program, it is impossible for Intramural Sports Professional staff to be at every game or event. We rely on your feedback to help continually improve the intramural sports program every semester.

Should you have any feedback, please email the intramural sports office at intramurals@sc.edu.