



**INTRAMURAL SPORTS
PARTICIPANT HANDBOOK**
Revised Spring 2015

The Intramural Sports Program is funded by Titan Student Union fees. Intramural Sports is a comprehensive program of recreational activities open to ALL CURRENTLY ENROLLED CSUF students, faculty, staff, registered alumni (paid member of alumni association) organized and structured in friendly competition. Leagues and tournaments are scheduled throughout the academic year. The Intramural Sports program is committed to providing all students the opportunity to participate and encourages individuals, clubs, and organizations to join in the fun.

The Intramural Sports Program offers leagues and tournaments in Badminton, Basketball, Billiards, Bowling, Flag Football, Soccer, Softball, Table Tennis, Volleyball, and many other activities and sports.

The program attempts to structure events around students' class and work schedules. All currently enrolled CSUF students are eligible to participate either as an individual or as a member of an organization. Whatever your interests are there's sure to be something for you

ELIGIBLE PARTICIPANTS

Currently enrolled CSUF students, faculty, staff, and registered alumni with a valid Titan Card/ Alumni Association Card and completed medical release/waiver of liability card are eligible to participate. Membership at the Student Recreation Center is encouraged but not required for some activities. Each participant must pay a semester fee of \$10.00. This fee allows you to play in Intramural Sports leagues and tournaments. There will no longer be team fee assessed. There will be a late fee of \$5.00 if a team is approved to register late.

RESTRICTED INTRAMURAL PARTICIPANTS

Intercollegiate Athletes

For their sport of affiliation with the university participants must sit out one (1) full year after their last season of competition (this includes red shirts and prop 48 athletes). For example – If the season ended on November 1, 2009, they must sit out until November 1, 2010, at which point, they become eligible. This is sport specific; therefore athletes are allowed to participate in sports outside of the collegiate sport.

Professional Athletes

Semi-pro athletes must sit out 1 full year after the date of their last season of competition. Teams are restricted to having 2 ex-varsity/professional athletes per team per activity. Those athletes who wish to petition their eligibility may do so IN WRITING and submit it to the Intramural Sports Coordinator.

TOURNAMENTS/EVENTS

Tournaments/events normally require no pre-registration, however, they are listed on imleagues.com and participants may register there or register the day of. ALL participants must be registered 15 minutes before the tournament/event starts. Don't forget to bring your Titan Card! The Titan Card is the only accepted form of identification for Intramural Sports leagues and tournaments.

LEAGUES

Leagues require early registration and an entry fee. Entry forms must be turned into the Recreation Services Desk, second floor of the SRC, with payment by the appropriate deadline. Please see the Titan Recreation Playbook or Intramural Sports webpage for exact due dates and fees. A representative from your team is required to attend the Captain's Meeting for league information.

CAPTAINS RIGHTS AND RESPONSIBILITIES

Captains serve as a liaison between the Intramural Sports Staff and the members of their teams and organizations. Captains are responsible for their players conduct on and off the playing site. This includes sportsmanship, rule clarification, as well as maintaining control of players and spectators at all times. Captains will be expected to communicate frequently with the Intramural Sports Staff. All changes in schedules and activities will be indicated on the website (imleagues.com). It is the sole responsibility of each captain to verify leagues and tournament times and dates and relay that information to their team members.

After submitting your entry form for an event, be sure the captain or a representative from your team attends the scheduled captains meeting. This meeting is mandatory and will consist of league assignments, rules, playoffs, and schedules. Teams without a representative at this meeting may be dropped from the activity, if the league is full! Captains will also be responsible for ensuring that their playing area is free from debris left by team members and their spectators that are on their sideline.

Rules for each Intramural activity will be distributed at the Captains meeting and will be posted on the Intramural Sports website. The Intramural Sports staff urges team captains to pick up a copy of the rules and discuss them with each of their team members, as the captains are responsible for the conduct of their players.

League schedules will be posted on imleagues.com. All questions regarding the schedules should be directed to the Intramural Sport Coordinator (Farron Fowler 657-278-5592) or the Intramural Assistant (657-275-5583).

All participants are required to show a current Titan Card/Alumni Association Card to check in for EVERY game (Driver's license and/or passport is acceptable). If a signed medical release/waiver of liability card is on file, you must still show your Titan Card/Alumni Association Card prior to participating in each event. If the on-site supervisor feels that a player is not eligible, they may ask the team captain to remove that player from play until the player is verified as a current and eligible player. If the player is not eligible, the game is counted as a loss and forfeit, and is immediately stopped.

INDIVIDUAL SIGN-UPS...FREE AGENTS

You may form a team with classmates, study friends, instructors, or any other eligible participant. If you are unable to form your own team, you may sign up as a FREE AGENT. The list is available at the SRC Front Desk or you may sign up on imleagues.com as a Free Agent. Once you have signed up as a Free Agent, make sure to attend the Free Agent Meeting for the sport you are interested in. You will then be drafted by an existing team or a Free Agent team will be created. If you DO NOT attend the Free Agent Meeting you risk not playing in the league. Free Agents are allowed a 2-week grace period before making a commitment to a team. Following the second week of play fee agents will only be allowed to play on one team. Free Agents may play for only one team per scheduled daily league. We reserve the right to re-assign a Free Agent if a roster is full or if their team forfeits out of the league.

CHECK IN IDENTIFICATION POLICY

The following identification policy will be **strictly enforced** during all Intramural events. All participants are **required** to show their Titan Card/Alumni Association Card prior to participation in any event. **NO ID...NO PLAY!!!**

MEDICAL RELEASE/WAIVER OF LIABILITY CARD AND INSURANCE

Participation in Intramural Sports is voluntary. Injuries and the resulting cost are the responsibility of the participant. The University and/or ASI are not responsible for injuries incurred while participating in Intramural Sports. Each student is advised to carry personal health and accident insurance. Students are strongly advised to participate in the student health and accident insurance program available through the ASI.

Participants are required to complete a medical release/waiver of liability form before they compete in any Intramural activity. Failure to comply will result in those participants being ineligible to participate until a signed medical release/waiver of liability form is on file. One signed form will cover all sports and will remain in effect throughout the entire semester.

The Student Health Center is available on campus to provide care for CSUF student Intramural participants during normal operation hours, (657) 278-2800. In the event of an injury during an Intramural contest, the following steps should be taken:

- Report the injury to the officials or scorekeepers and an athletic student trainer on duty will be able to assist with the incident.
- If no trainer is present, report the injury to the Field Supervisor.
- For an emergency call x2515 or x3333 (life threatening emergencies only) from any campus phone
- An incident report must be completed for all injuries.

Participants are responsible for their own safety during Intramural activities. Participants must wear appropriate shoes (single molded rubber cleats/tennis shoes) at all times during participation in any Intramural activity.

All participants must wear proper athletic attire and gear for each and every Intramural Sports activity. Participants are not allowed to go bare foot or wear open toed shoes or heels.

LEAGUES AND TOURNAMENTS

Most team events will be scheduled leagues with a single-elimination playoff. Teams must place first in their division in order to automatically qualify for playoffs as well as maintaining a 2.0 sportsmanship record (this can be found on your team's imleagues page). All participants must play at least one scheduled league game in order to be eligible for playoffs unless specified prior to league starting.

Most one day tournaments will be scheduled as a single/double elimination tournament. Seeding will be based on sign-ups and may be adjusted after the first round in order to balance a bracket. Each person is limited to one team per activity. Once you have played for a team, you may not switch to another team during that activity.

PLAYOFF NOTIFICATION

League events will culminate in a single-elimination playoff. Teams finishing in first place will automatically qualify for playoffs as well as maintaining a 2.0 sportsmanship record. If time permits, additional teams may be selected for post-season play. It is the team's responsibility to check imleagues to determine if they qualify for playoffs.

FORFEITURES

If a team captain fails to attend a mandatory captain meeting prior to the start of the league, his/her team will face possible removal from league (3 forfeits and the team is dropped from the league).

If a team or player is not on the playing site, signed in on the score sheet and ready to play at the scheduled time, the game will result in a forfeit. If a team has ONE player signed in on the score sheet and ready to play at the scheduled time, the clock will begin and points will be awarded to the team ready for play based upon time elapsed. If, by the stated time in each league handbook, the game has not started the current score will be accepted as final and a win/lose will be awarded to the correct teams. If neither team is present, then a double forfeit will be declared. A team must field the proper number of players, according to the rules governing that sport, to begin the contest.

PLAYER PARTICIPATION

Any declared eligible player may only participate on 1 team per league.

Any player on a team that was eliminated from the league is ineligible to play with another team in that same sport.

Any team using an ineligible player will be required to forfeit that contest and any other contest in which the player has participated. Any team that knowingly uses an ineligible player may be subject to further disciplinary action.

Players without a completed and signed medical release/waiver of liability form will be ineligible to participate in all Intramural events and activities until the card has been completed.

SPORTSMANSHIP AND CONDUCT EXPECTATIONS INTRAMURAL SPORTS

The following expectations have been developed and will be strictly enforced as just one strategy to improve sportsmanship and conduct in all aspects of the Intramural Sports program.

1. The Intramural Sports Staff has and will abide by a NO TOLERANCE policy for unsportsmanlike conduct. Unsportsmanlike conduct may include, but is not limited to:

- a. Profanity
 - b. Taunting the opponent, spectators, officials, or staff
 - c. Derogatory remarks toward the opponent, spectators, officials, or staff
 - d. Unnecessary roughness
2. The first offense of unsportsmanlike conduct will result in a yellow card, flag, T, i.e. warning. A second offense will result in an immediate ejection.
 - a. If a participant is ejected from the game, they player ejected and the captain of the team must schedule AND meet with the Intramural Sports Coordinator before being admitted to play in further games.
 3. A protest from the individual receiving the ejection will result in a second game suspension.
 4. A protest from another individual will result in a second red card and removal from the game.
 5. Fighting (as determined by the official on the field) will result in automatic removal plus a two (2) game suspension. Notification of the fight will also be reported to the Dean of Student Judicial Affairs and further disciplinary action if necessary.
 6. Teams that forfeit games and suspended from the season due to unsportsmanlike conduct are not eligible for a refund in entry fees.
 7. Spectators should apply the same conduct as the players on the field. The first offense of unsportsmanlike conduct will result in a yellow card (warning), second offense an immediate red card and removal from the playing area.
 8. Spectators on the field (while the game is in progress) will result in an automatic and immediate forfeit.
 9. All players removed from a game must schedule a meeting with the Intramural Sports Coordinator before they are allowed to return to competition. The player may not play the next schedule game until he/she meets with the coordinator.
 10. Sportsmanship is a grade given after each game by the head official. It is an important aspect of keeping the Intramural Sports program safe and successful.
 - a. Each team, including the first place team in each league, MUST maintain a minimum 2.0 sportsmanship record by the time the playoff brackets are made. If any team does not maintain the minimum 2.0 sportsmanship record they will be ineligible for playoffs (including the first place team).

FIGHTING = EJECTION

Fighting will not be tolerated in the Intramural Sports program. Players involved in fighting will be ejected from the game in progress, and minimum the next scheduled game, and the participant ejected and team captain MUST meet with the Intramural Sports Coordinator before they can play again. Players may be banned from further participation if they are involved in a physical altercation during an Intramural Contest and may be referred to the Dean of Student's Office.

Flagrant misconduct will be reported to the Dean of Student Judicial Affairs.

PROTEST

The burden of proof rests with the protester. Contests which are questionable include misinterpretation of rules governing the sport or eligibility of players. The outcome of the game must have been affected for protests concerning the eligibility of players. Protest concerning official's judgment calls or lack of calls is not a valid reason for a protest.

Protests must be made with the Intramural Sports Coordinator, in writing within 24 hours of the event. The Intramural Coordinator will meet with the involved officials and the person making the appeal, to

discuss the event. A decision will be made within 24 hours of receiving the written request for an appeal, to discuss the event. The final determination and interpretation of all written/unwritten rules will be made by the Intramural Sports Coordinator.

All protest and concerns should be brought to the attention of the Intramural Coordinator.

Protest concerning eligibility must be made on the field/court at the time of play, when the question occurs; said protest must be made to an Intramural staff member. Titan/Alumni Association Cards will then be checked again and verified.

Rule protest must take place on the field immediately when captain addresses the head official and request a protest of the ruling. Judgment calls will not and cannot be protested.

OUTCOME OF PROTEST

Contests protested due to the eligibility of a player will not be replayed. A forfeit will be charged to the team or individual in question if it is substantiated that a player was ineligible to participate in Intramurals as outlined in the Intramural Handbook. Further investigation will be made by the Intramural Protest Committee (Intramural Coordinator, Intramural Sports Assistant, Field Supervisor and officials) as to the eligibility of the player in preceding contest of that sport. Teams may be dropped from the league if they had prior knowledge of an ineligible player. A decision will be made within two working days of the Protest submission.

All other protested games, if accepted by the Protest Committee, will be replayed either from the point of the infraction, from the beginning of the preceding division of the game, (i.e. halftime) or in its entirety, whichever is ruled upon by the Protest Committee. The game will be rescheduled at the earliest convenient time. This will be based on availability of facility and staff.

If a team protests a game and goes on to win that game, the contest will remain a win and the protest will be nullified (unless it deals with the eligibility of players).

LITTER POLICY

The Intramural Sports staff understands that we are privileged to be able to use the fields and facilities of the University and as a result, we try to leave the fields in better shape than they were before our use. Please help us out, by throwing your trash away, and encouraging others to help keep the facilities clean.

STUDENT EMPLOYEES

Student employees are essential to the success of our Intramural Sports program. Intramural Sports employs students who are interested in sports and recreation management. These students are here to provide a service to the participants, and must possess the ability to enforce program rules and supervise events.

If you are a mature and responsible individual who is interested in working as an official or scorekeeper please apply at the Human Resource office, TSU 227. We can also be reached by phone at (657)278-5592 or and via email at ffowler@fullerton.edu.

Farron Fowler – Intramural Sports Coordinator
SRC-second floor, (657)278-5592

Keith Fonseca – Director of Titan Recreation
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