

Howard Payne University

Intramural Policies and Regulations

Risk Statement

The Howard Payne University Intramural Department strives to conduct all activities in the most upstanding manner possible. However, due to the risk of accident or injury in any activity it is the responsibility of each participant to be aware that there are assumed risks involved in participation.

General Responsibility

It is the responsibility of the Intramural staff to have the power to make decisions on any point not specifically covered with these policies and regulations, or in the rules of a sport.

Mission

In keeping with the mission of Howard Payne University, the intramural program strives to provide a recreational program that will enable a student to grow physically, spiritually and emotionally, while encouraging sportsmanship and fair play.

General Rules and Regulations

A. Times and Locations

1. Flag Football, Ultimate Frisbee, Soccer, and Slow-Pitch Softball are played on the football practice field behind the Athletic Field House on Second Street.
2. Volleyball and Basketball are played in the Wellness Center.
3. Table Tennis will be played in the lobby of the Wellness Center.
4. All Intramural Sports will be played on Tuesdays and Thursdays throughout the school year. If needed, some games may be played on Saturdays or Mondays
5. Games will start at 7:00 p.m. and end at 11:00 p.m.
6. Competition tournaments in Kickball, Sand Volleyball, Jacket Golf, Spikeball and any other sports will be held on Saturdays. The dates/times/sports will be announced through HPU email.

Player and Team Eligibility

Captains are responsible for the members on their teams. **Captains will be responsible for checking eligibility of their own players.** An individual is **not** eligible to participate for any team unless his/her full name, phone number and participation in athletics appears on the **official** roster submitted to IM Leagues. Teams cannot add new members after the play of their first week of games.

1. Participating teams in the intramural program must consist of active students at HPU, faculty, staff.
2. Students must be enrolled in at least 12 hours, have a minimum 2.0 GPA and meet all other university requirements. **Students who are not in good standing with the University and/or are on academic or disciplinary probation are not eligible to participate.**
3. For Flag Football, Volleyball, Basketball, Soccer and Softball, teams shall not have more than four athletes from any particular junior varsity or varsity sport on the roster. This is to ensure that no team receives an athletic advantage over other teams by the use of these students. A person is considered a member of a junior varsity or varsity team if they play in a game, suit up for a game or participate in practice (Red Shirts). Practice consists of any regular or lengthy sport participation where the majority of the participants are HPU JV, or Varsity athletes of the same sport, and the purpose of the participation is for evaluating skill, qualifying to make the official team, or scouting. Such participation with high skilled athletes provides participants an opportunity to participate or compete at a level above the general student body, and thus affords a greater skill advantage. Off-season strength and conditioning does not constitute practice if the specific sport skills are not practiced. Varsity sports at Howard Payne Consist of football, volleyball, baseball, softball, basketball, tennis, soccer, and golf. This includes any club sport that represents Howard Payne University in a competitive contest against teams from other Universities.
4. If a student has competed in athletics or a club program at HPU, they are not eligible to participate in their sport for two full academic years beginning the year following their participation. Students who participate in HPU athletics in the current year, are included on the count of athletes per team for all Intramural sports in which they participate. For example, a baseball player at HPU who played in the present or previous season, may not participate with an intramural softball team. **Fall sports and pre-season do count.** Another example, if a softball player participates in the fall, but not in the spring she is still considered a softball player. Basketball players practicing with the HPU basketball team in an attempt to make the official HPU team will be considered a basketball player for the academic year. Special circumstances may occur, and appeal may be made to the Intramural Coordinator. All decisions made on these appeals are final.
5. Team roster limits are determined and set on IM leagues.
6. Rosters are due on designated dates prior to the first game to be played.
7. **All rosters must be submitted through IM Leagues by the end of the first week of games.** Once the rosters have been turned in and made final, no changes can be made without the consent of the Intramural Director. Only those players on the team roster are eligible to play on their team. **Any team playing with an ineligible player will forfeit that game. If the forfeiture is the team's second forfeit, the team will**

be eliminated from competition play. The ineligible player will be dropped from the roster, and no additional players may be added.

8. Any interpretations of eligibility rules will determined by the Intramural Director and Intramural staff members.

Captains

Each team should have one captain. The method by which these are picked is entirely up to the team. However, each competing team should designate the Captain to conduct all business between the team and the Intramural Staff, including initially signing the team up on IM leagues. The captain must be present at all meetings. If he/she is not there, **the team will be charged two losses for their first game of the season.** **Only** the designated captain may bring complaints to the Intramural Staff.

Some of the designated captain duties include:

- Organize teams and enter them into competition before the deadline date.
- Notify their teams of the time and place of scheduled activity and see that they are present.
- Arrange with the intramural staff for new dates of postponed games.
- Be familiar with all eligibility rules and see that their team plays only eligible players.
- Make an effort to see that those representing their team play according to the rules of the game and conduct themselves as good sports.
- See that their team never forfeits a game.
- Each team may have one coach if they desire. However, a coach is not necessary.

Student Conduct and Responsibilities

1. **Profanity will not be tolerated by any individual participating in the intramural program at HPU.** The warning for this action will be issued at the beginning of each contest. Any use of profanity will be considered unsportsmanlike conduct, and the student will immediately be dismissed from the game. If it happens again in another game, that student will **not** be allowed to participate in intramurals the rest of the semester.
2. **The officials of any intramural game shall be treated with the utmost respect.**
3. Each player will sign a code of conduct before participation in any sport (included in waiver).
4. Any action deemed disrespectful may result in the player being removed from the game and possibly dismissal from the privilege to participate in future intramural games. This decision is determined by the Intramural Director.

5. Any student who is removed from a game, either by officials or the Intramural Coordinator will be suspended until the Intramural Coordinator hears the student's case. The removed student must follow up with the Intramural Coordinator the following day in person. The student will not be allowed to participate in Intramurals again until this meeting has taken place and only after the Intramural Coordinator has cleared them.
6. Grievances of any kind must be submitted in writing to the Intramural Coordinator within two (2) working days of the occurrence.

Protests

1. No protests will be allowed except when an ineligible player plays on a team.
2. In the above case, the moment the ineligible player enters the game the offended team should call time and explain the situation to the official.
3. The officials (in consultation with the IM staff) will make a ruling on the player.
4. If a ruling cannot be made at that time, the game will be played and the teams will be notified the next day regarding the eligibility of the player.
5. Only team captains/coaches are allowed to protest.

Forfeits

1. Any team or individual that fails to be ready for a contest at the appointed time will forfeit to the opponent. If neither team nor individuals are ready, both will be charged with a forfeit.
2. To obtain a contest victory by forfeit, the required number of participants must be present and ready to play.
3. There will be a ten-minute grace period.
4. Forfeited contests will not be rescheduled.
5. After a team or individual forfeits two contests in a sport, they will be **ineligible** for the playoffs. Special circumstances can be determined by a case by case basis with the team captain and intramural coordinator. A formal appeal must be made by the captain and submitted to the Intramural Coordinator.

Rosters

1. All rosters are due at the appointed time.

2. **NO LATE ROSTERS WILL BE ACCEPTED.**
3. Rosters, waivers, medical clearance, and code of conduct agreement is made at this time.
4. If these are not turned in together your team will not be entered into play.

Medical Clearance

1. Every player will sign a medical clearance before play begins.
2. The Intramural Staff assumes no responsibility for injuries received during intramural activities. Participants are reminded that their participation is entirely voluntary.
3. Any participant receiving injuries during intramural activities will receive first aid treatment as available. Any further care is the responsibility of the participant.