Mission Statement
The mission of the Emory University Intramural Sports program is to provide students, faculty, and staff members the opportunity to participate in a multitude of recreational sports and activities. We are committed to enhancing the institutional experience for our participants while fostering a safe and inclusive environment that promotes lifetime physical fitness, sportsmanship, leadership development, diversity, and athletics for all. Emory Intramurals strives to offer a variety of sports which promote the development of the whole student through healthy competition in a fun and ever learning environment.

Purpose
The Play Emory Department and Intramural Sports program conducts a variety of activities designed to provide every student, faculty, and staff member with an opportunity to participate in organized individual and team sports. The program, based on competition between fraternities, sororities and independent teams, does not require the intensified training and high degree of skill associated with varsity athletics. An individual’s ability is not considered as important as their desire to enter into the true spirit of competition and good sportsmanship.

Statement of Risk
The intramural participant is encouraged to consider his/her personal health and physical condition prior to participation in intramural activities. Such participation involves physical exertion, fundamental skills for that sport or activity, and may involve physical contact. The participant, being aware of any conditions predisposing him/her to injury or illness, and in consideration of the inherent physical exertion and possible contact involved in intramural participation, may wish to seek the advice of a physician prior to participation or may choose not to participate at all.

Insurance
The Intramural Program and Play Emory carry NO INSURANCE. Therefore, participants are encouraged to purchase insurance that will cover them in the case of an injury occurring as a result of participation.

Animals/Pets
Pets are not permitted at Kaminsky Park or any Emory University athletic facility.

Injuries
The intramural staff will do everything possible to provide suitable and safe playing facilities with supervision. At least one intramural staff member on duty will be certified in CPR/AED. In a case of serious injury, Emory EMS will be called and their recommendation will be followed.

Bleeding/Blood On Uniforms
A player that is bleeding must leave the game immediately. The bleeding must be stopped and the wound securely covered with a bandage before the player may re-enter the game. Clothing soiled with blood must be removed and may not be taped over.

Alcohol
Alcohol is NOT allowed at any intramural activity or contest. If alcoholic beverages are observed it is an automatic forfeit for that team. Participants and/or spectators assumed to be under the influence of alcohol or other substances due to belligerent actions will be ejected from the game. Tailgating is NOT allowed.

Proper Attire
All players must wear gym shoes or molded rubber cleats depending on the sport. No street shoes, bare feet, sandals, metal or posted cleats will be allowed. No player may wear jewelry including, but not limited to watches, bracelets, necklaces, earrings, and various body rings. Jewelry worn for medical or religious purposes must be taped and covered. Participants are encouraged to contact the intramural office prior to the start of the season if they have questions regarding proper attire.
All players must wear exact or similarly colored shirts/jerseys. Pennies will be provided when both teams wear the same color. At the start of the season captains must include the color of their team’s uniform when registering for the following sports: flag football, soccer, and basketball.

**Equipment Check Out**

Various pieces of sports equipment will be available for participants to check out or play with during their intramural contest. An Emory University or Government Issued ID must be used to checkout intramural equipment. It is the responsibility of the individual who checks out the equipment to return it undamaged. Individuals will be charged face value for any equipment unreturned or damaged.

Participants are encouraged to sign in with the IM Supervisor prior to checking out equipment. Having an ID at the equipment room does not excuse participants from checking in with the IM Supervisor.

**Pre-Game Sign In**

Team captains are encouraged to have their team at the game site at least 15 minutes prior to game time. This gives the team ample time to check in with the IM Supervisor and warm up prior to the start of their game. Keep in mind game time is forfeit time!

**Major Sports**

1) **Fall:**
   a. Flag Football  
   b. Soccer  
   c. Co-Rec Basketball

2) **Spring:**
   a. Basketball  
   b. Volleyball  
   c. Softball

**Leagues and Divisions**

1) **Leagues:**

   a. **Men’s:** This is an “open” men’s league not separated by skill in the sport or classification/affiliation with the University.  

   b. **Men’s A:** This is a “competitive” league intended for teams with prior playing experience in the sport. Teams must be majority undergrad students. Individual circumstances which permit participation of graduate and/or faculty staff members will be considered on a case by case basis.  

   c. **Men’s B:** This is a “recreational” league intended for teams that may not have prior playing experience in the sport. Individual circumstances which permit participation of graduate and/or faculty staff members will be considered on a case by case basis.  

   d. **Men’s Grad/Faculty/Staff:** This league is intended for graduate students as well as Emory faculty/staff members. Undergraduate students are not permitted to play in this league.  

   e. **Women’s:** This league is intended for all Emory University women (undergrad & grad students, and faculty/staff). Men are not permitted to participate in the women’s league. Females interested in participating on a men’s team should contact the Intramural Coordinator prior to the start of the season. Action will be taken on a case by case basis.
f. **Co-Rec:** This league consists of both males and females and includes special rule variations depending on the sport.

2) **Divisions:** Each league will be separated into various divisions based on game time and day of the week. In most circumstances all regular season games will be played on the same day and at the same time (ex: A1 – Monday @ 7:00pm). In order to get in a division based on your team’s availability, captains are encouraged to sign their teams up at the start of the online registration period. Spots in each division are first come first serve.

**Regular Season**
The regular season of all major sports will consist of round-robin play within each team’s division. The minimum number of games a team receives will depend on the number of teams within its division. Typically, teams will be guaranteed at least 3 regular season games.

**Playoffs**
The top two teams in each division will qualify for the playoffs in all major sports. Additional “wildcard” spots or special scenarios will be available depending on the number of teams in the league. Playoff games will be played on different days and times from a team’s regular season schedule. A playoff captain’s meeting will be held prior to the start of the playoffs where teams will choose their bracket placement and pick the best available days and times for their team.

**Tie-Breaker Format**
The following format will be used in the event that teams have the same winning percentage at the end of the regular season:

1. Head to Head
2. Sportsmanship Rating
3. Point Differential
4. Points Against

A team that receives a forfeit loss during the regular season will automatically be moved to the lowest possible position when determining playoff selection.

In the event three teams have the same win-loss record, and head to head is not applicable, sportsmanship rating will be the first factor used to determine playoff selection.

**School Champion**
A School Champion will be decided for flag football in the fall and basketball in the spring. The teams that reach the championship game in the Men’s A, and Men’s Grad/Faculty/Staff leagues will compete in a single elimination tournament following the conclusion of the playoffs. *Offered only if time allows and teams are interested.

**ALL ROW**
All Row is an annual competition amongst fraternities to determine the best intramural house for the year. Points are awarded for participation, achievement, and sportsmanship. The winning house will receive a trophy to display and also get their letters engraved in All Row Plaque, located in the Woodruff PE Center.

Fraternities can enter up to two teams per major sport. Only one A League team and one B League team will be eligible to receive points toward the All Row competition. Each team must have the fraternity’s full name or letters (i.e. Pi Kappa Alpha or PIKE) followed by “A” or “B” (i.e. PIKE A) in order to receive All Row points.

Each team competing for All Row points may have up to two social/non-members on their team. Current pledges are considered to be members of the fraternity. IFC will govern all player eligibility.
All Row Points System

Major Sports
A League Participation: 10
B League Participation: 5

A League Playoffs: 20
B League Playoffs: 10

A League Semi’s: 30
B League Semi’s: 15

A League Finalist: 40
B League Finalist: 20

A League Champion: 100
B League Champion: 50

Average Sportsmanship at end of regular season
4.0: +25
3.5-3.9: +10
3.0-3.4: +5
2.5-2.9: 0
2.0-2.4: -5
1.5-1.9: -10
Less than 1.5: -25

Unsportsmanlike Ejection: -50 per incident
Forfeit: -50

Individual & Team Tournaments
Participation: 5 (5 participants or 25 point max for participation in individual tournaments)
Finalist: 20
Champion: 50

Sportsmanship
Emory University Intramural Sports stresses participants and spectators display good sportsmanship at all times. The department will not tolerate physical or verbal abuse of opponents or officials, unsportsmanlike conduct or any other inappropriate behavior, before, during or following a game or event.

Any player or spectator who acts in a manner not showing good sportsmanship shall be penalized with an unsportsmanlike conduct penalty (i.e. technical foul, yellow/red card, etc.) and potentially an ejection from the current game and future contests. The official(s) and supervisor(s) shall have the authority to warn, penalize, or disqualify any player, coach, or spectator for violations of sportsmanship including but not limited to:

A. Disrespectfully addressing an official or IM staff member
B. Questioning the official’s judgment or decisions
C. Showing disgust with official’s decisions
D. Using profane or insulting language or gestures
E. Baiting or taunting players of the opposing team
F. Disrupting the game so that it may not be continued in an orderly fashion
Captains are responsible for the actions of their team members and spectators

**Sportsmanship Rating System**

Intramural officials and supervisors will give sportsmanship ratings to teams after each contest. These ratings will reflect behavior before, during and after the contest.

In order for a team to qualify for the playoffs they must have the required win-loss record, less than two forfeits and a “3” or better average sportsmanship rating during regular season play.

Sportsmanship ratings will be graded on a 4 to 0 scale based on the following criteria:

**Rating 4:** Excellent conduct & sportsmanship: Team members cooperate with officials and opposing team. Captain calmly converses with officials about interpretations and calls. The captain has complete control of teammates.

**Rating 3:** Good Conduct & Sportsmanship: Team members verbally complain about some decisions made by officials and/or show minor dissension, which do not merit an unsportsmanlike conduct penalty. 

**Rating 2:** Average conduct & sportsmanship: Team shows verbal dissent towards officials and/or opponents which may or may not merit a technical foul or unsportsmanlike conduct penalty. Captain exhibits minor control over teammates but is in control of him/herself. *Teams that receive one unsportsmanlike conduct penalty may receive no higher than a “2” rating.*

**Rating 1:** Poor conduct & sportsmanship: Team is completely uncooperative. Captain/manager has no control over teammates or himself.

**Rating 0:** Unsportsmanlike conduct: Any team causing a game to be forfeited, other than by not showing, or receives one or more ejection.

**A team that receives lower than a “2” in a playoff game will automatically be eliminated**

**Ejections**

Any player/spectator ejected from a game has one minute to exit the facility. If the ejected player does not leave the premises in a timely fashion their team will forfeit the game.

All player/spectator ejections will result in the associated team receiving a zero sportsmanship rating for that game and he/she is suspended INDEFINITELY from all intramural activities. He/she has one week to meet with the Intramural Coordinator. At that meeting additional sanctions and suspensions may be imposed. If the ejected individual fails to meet within the one week timeframe the case will be sent to the Office of Student Conduct and the individual is suspended from all intramural activities until a meeting is set.

Captains are responsible for providing names of ejected individuals. Falsification of names will result in additional suspensions for that team, player, and captain.

**Sanctions for Student Organizations**

Continual unsportsmanlike conduct from individual student organizations (i.e. clubs, fraternities, sororities) can negatively affect the entire organization. Probation and various suspensions will be implemented against entire organization and its members for severe and/or continual sportsmanship infractions.

**Online Registration**

1. All participants must individually register online with IMLeagues prior to participating. The link to IMLeagues can be found on the Emory Intramural Sports website. Additionally, participants must agree to the waiver included in the online registration prior to their first game.
2. Captains must sign up their team online using IMLeagues during the registration period listed on the Emory University Intramural Sports website.

3. Participants can join an already established team or sign up as a free agent through IMLeagues.

Eligibility

1. An Emory University ID or Government issued ID (driver’s license, passport, or military ID) must be presented at all intramural activities and events. **NO ID NO PLAY!**
   a. IDs that do not look like the person presenting the ID will not be accepted.
   b. Participants attempting to play under an assumed name or different ID will cause their team to automatically receive a “2.0” sportsmanship rating for that game. The individual will also be suspended from intramurals for at least the remainder of the semester and must meet with the Intramural Sports Coordinator before being reinstated.

2. Emory University students, faculty/staff, spouses/partners, and alumni are eligible to participate in intramural sports activities.
   a. All registered activity-fee paying students are eligible to participate in intramurals.
   b. Faculty/staff, spouses, and alumni must be members of the Woodruff PE Center in order to participate in sports that take place within the facility.
   c. Alumni must pay a $20 annual activity fee in order to participate in intramural sports.
   d. Spouses/Partners of students and faculty/staff may only participate on the same team as their spouse/partner.

3. **Varsity athletes:** Individuals whose names appear on a team roster or eligibility list of an intercollegiate athletic team at Emory or any other two or four year institution, including transfer students, may not participate in a similar intramural sport during the academic year in which they are so listed.
   a. Varsity athletes who have been red shirted or who have become academically ineligible, or have been excused from the team for any reason are not eligible to participate in a similar intramural sport during the academic year in which they are so listed.
   b. **Ineligibility infractions will result in a loss for each game played with the ineligible player, and the team will be ineligible for the playoffs.**

4. **Club Sport members:** Individuals whose names appear on an Emory University club sport roster or membership list are considered members of that club. Two club sport members may participate on the same intramural team in a similar sport as their club sport. Questions regarding club affiliation will be presented to the Club Sports Coordinator.
   a. **Ineligibility infractions will result in a loss for each game played with the ineligible player, and the team will be ineligible for the playoffs.**

Rosters

1. **Roster Limit:** Rosters are limited to 20 participants for all major team sports.

2. **One Team per Sport:** Participants are allowed to play on one single-sex team per sport, no matter the league or division. Participation on a single-sex team and co-rec team is permitted. Female participants who are interested in participating on a men’s team should contact the Intramural Coordinator prior to the start of the season. Action will be taken on a case by case basis.

3. **Changing Teams:** Participants may change teams during the first week of the season only; however, once a player competes for a team they must play for that team throughout the season. The deadline to switch
teams will be 5pm the first Friday of the regular season. Players should email the Intramural Coordinator if interested in changing teams.

4. **Adding/Removing Players:** Participants may be added to a team’s roster throughout the regular season so long as they have not competed on another team. All rosters will be frozen at the end of the regular season. Players cannot be added during the playoffs. All player additions and removals can be done online through IMLeague.
   a. All player additions must be done by 12:00pm the day in which the player is to participate.
   b. Only players listed on a team’s printed roster will be eligible to participate in the game.

5. **Coaches/Team Managers:** Team captains must notify the Intramural Coordinator prior to the start of the season if they plan to have a coach on the sidelines during their games.

**Captain's Responsibilities**
Each team must have a captain responsible for the coordination between players and the Intramural Sports program. Duties include:

1. Confirm eligibility of all team members.
2. Inform team members of all required information and deadlines to register.
3. Attend, or send a representative to attend, the scheduled captain’s meeting prior to the start of the season.
4. Check the online team schedule and notify team members of all scheduled games: date, location, and time.
5. Have team ready to play as scheduled. Game time is forfeit time!
6. Be familiar with, and make sure team is familiar with and follows Intramural Policies as well as the rules of the sport.
7. Notify Intramural Coordinator whenever his/her team must default a contest.
8. Receive all correspondence from Intramural Coordinator concerning changes in rules, playoff structure, etc., ineligible players, team conduct at contests, etc.
9. Inform Intramural Coordinator immediately of any change of email address, telephone number or change in team captain.
10. Share the names of individuals involved in reported incidents.

**Protests**
Judgment calls cannot be protested. Questions regarding rule interpretations are the sole responsibility of the team captain to immediately (before the ball becomes live) request a clarification from the official(s). If still dissatisfied, the captain (not coach) must verbally say to the official "Protest". At this point, play will be suspended. The Intramural Supervisor will then use the rule book as references for all to discuss correct action. The decision will be made by the Intramural Supervisor, and is final. No protest of rule interpretation will come to the Recreational Services Office.

Protesting the eligibility of players will be the responsibility of the individual team or teams competing. Matters concerning player eligibility must be filed prior to the end of game. Individual players found to be ineligible shall automatically cause a forfeit for the game in which they participated as well as all other games in which they participated. The team will also be ineligible for the playoffs.

**Forfeits and Defaults**

1. **Game Time/Forfeits:** Game time is forfeit time! Once the Intramural Supervisor declares a game a forfeit there will be no changing of that outcome. The team captain should report to the Intramural Supervisor at least 15 minutes before the contest. If a team forfeits a game, the team will lose their forfeit fee. Another forfeit fee must be submitted to the Membership Services office at least 24 hours before the team competes again. If a team forfeits a second time, the team will be dropped from the league.
Teams, which arrive at a scheduled contest with less than the required minimum to participate, may have the option of playing shorthanded. The game will be recorded as a forfeit and may lead to the team being dropped from the league.

The number of players for each major sport is listed below:

- Flag Football – 7 (8 co-rec)
- Soccer – 7
- Basketball – 5
- Volleyball – 6
- Softball – 10 (12 batters)

The minimum number of players to avoid a forfeit for each major sport is listed below:

- Flag Football – 5 (6 co-rec)
- Soccer – 5
- Basketball – 4
- Volleyball – 4
- Softball – 8

2. **Defaults**: A default occurs when a team captain contacts the Intramural Coordinator at least one business day in advance to inform him that their team will be unable to attend their contest. The Intramural Coordinator must be contacted by 5pm on Friday for games taking place on Sunday. The game is recorded as a loss but no further action takes place. This may take place once per sport.

**Schedule and Postponements**
Games are played, regardless of rain or snow, unless unsafe weather conditions present themselves. Games cancelled due to poor weather conditions will not be rescheduled. Playoff games cancelled due to poor weather conditions will be rescheduled the following day, time permitting. If a playoff game cannot be rescheduled due to time and weather constraints, the team with the best record based on win-loss percentage and points scored will advance.

**What to do in the event of inclement weather**
Rainout/Cancellation decisions are made no earlier than 3:00 pm on game day. Team captains will be contacted via email and text alerts regarding any game cancelations. NO rescheduling of regular season games will take place. Check specific sport rules for games cancelled while in progress.