



ECKERD COLLEGE
INTRAMURAL HANDBOOK
2011-2012



ECKERD COLLEGE

Office of Campus Activities

Dear Colleagues,

We are pleased that you have chosen to participate in one of Campus Activities' many programs. These programs, such as intramurals, are sponsored for your participation and enjoyment. We sincerely believe that they can provide many hours of fun, friendship, and fitness.

The Department of Campus Activities has prepared this handbook as a reference for many of the questions and concerns regarding intramural sports. It is recommended that each participant review this manual carefully throughout the year. Although it is important to maintain contact with the Assistant Dean of Students for Campus Activities, questions and concerns should be discussed directly with the Coordinator of Fitness and Wellness Initiatives. Essential paperwork, upcoming deadlines, meeting notices, etc., are posted outside the office of the Coordinator of Fitness and Wellness Initiatives, located in the Eckerd Fitness Center, giving participants and captains a perfect opportunity to touch base.

See you in Campus Activities,

Fred R. Sabota
Assistant Dean of Students for Campus Activities

STAFF & IMPORTANT NUMBERS

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ELIGIBILITY

If you are a current student or current Eckerd College employee, you are eligible to participate in the intramural program. 'Active' members of an intercollegiate athletic team are ineligible to participate on an intramural team in the sport (or related sport) in which they are a member. Ineligible team members shall be defined as any member listed on the official team roster as of the first game of the season. This roster will generally include any red-shirts and/or partial-qualifiers. Any intercollegiate athlete, who has used all remaining eligibility, may participate in their related sport upon the completion of their last season of eligibility. Current members of intercollegiate athletic teams must be approved to play intramural sports through their coach. **Alumni are NOT eligible for intramural competition.**

To be eligible for Intramural participation, a player must be listed, and have signed the team roster/waiver form. When adding a new player, that player must sign on the roster before participating in their first game. Any player not signed on a roster is ineligible to play. Rosters will become frozen after the start of the 3rd game of the season.

All players must be either a student, faculty, or staff of Eckerd College with a validated I.D. card. All participants **MUST** have their I.D. with them at every game in order to participate.

The Coordinator of Fitness and Wellness Initiatives or game official has the authority to ask any player to produce identification before playing in a game. A player who cannot produce such I.D. will not be permitted to play. Any team using an ineligible player will forfeit the contest in question.

An eligibility protest must be presented to the office of the Coordinator of Fitness and Wellness Initiatives, located in the fitness center, by 5pm of the next business day to ensure action. Upon verification of ineligibility by the Coordinator of Fitness and Wellness Initiatives, the team using the ineligible player will be notified of their forfeit status. Any player playing under an assumed name can be barred from intramurals for one year.

REGISTRATION

Individual and team roster/waiver forms are available at the office of the Coordinator of Fitness and Wellness Initiatives, located in the fitness center in the Cobb Building. To enter, just complete all the necessary information and submit it before the entry deadline for that particular sport.

When submitting the information, your team is committed to play on any day/time that the league normally meets.

Rules for each sport are available in the office of the Coordinator of Fitness and Wellness Initiatives, and distributed prior the start of the first scheduled game.

POLICIES FOR REGISTRATION

1. When signing up a team, the captain must submit a roster/waiver form.
2. Participants who do not sign the roster/waiver by game day will not be eligible to participate.
3. Once your team is signed up, the captain is then responsible to attend captains' meetings.
4. Individual sign-ups (free agents) will also be expected to attend the captains' meeting so they may potentially be placed on a team.
6. Many activities are limited to a specific number of team entries. These leagues will be filled on a first come, first served basis.
7. Teams failing to comply with all registration policies by the entry deadline will be put on a first come, first served waiting list. Such teams may be added to the league, in exchange for teams that forfeit out; are dismissed for disciplinary actions; or to coordinate a more feasible league structure as determined by the Coordinator of Fitness and Wellness Initiatives. Teams should not count on any of these circumstances.

TEAM CAPTAINS

Every team must be represented by a team captain. The captain is the representative of the team in all matters concerning the team and is the liaison between Campus Activities and all team members. Team captains are responsible for the following:

1. Completing the roster/waiver form, fully with participants' signatures and submitting it prior to entry deadline.

2. Attending captains' meeting and remaining the liaison between Intramural Sports and the team.
3. Responsibility for the team's conduct during the games and awareness of the rules and regulations.
4. Be sure to communicate with Intramural Sports regarding weather postponements and cancellations. Calls from team members will not be honored due possible confusion.

FORFEITS

1. Forfeits affect numerous parties and failure to attend meetings, a game or match on time may result in elimination from any chance at the playoffs and possibly the league.
2. A forfeit will be administered to any team which has an ineligible participant.
3. A forfeit will be administered to any team which conducts itself in an unsportsmanlike manner.
4. A forfeit may be administered to any team which fails to provide the Student Coordinator of Intramural Sports with the minimum number of participant I.D.'s needed for that particular sport.

*** Teams who notify the League Coordinator twenty-four (24) hours notice that they can not attend a contest will not be assessed a forfeit; however, they will receive a loss.

First Forfeit

Warning

Second Forfeit

Eliminated from Playoffs

Third Forfeit

Eliminated from League

CAPTAINS' MEETING

All of the team sports offered by Eckerd Intramurals require a representative (preferably the captain) to attend an important meeting before the season starts. This meeting addresses subject areas such as rule interpretations, facilities, schedule explanations and general discussion relevant to the specific sport at hand.

These meetings are conducted prior to the beginning of a particular season so as to inform all participants of the aforementioned subjects. **Attendance is mandatory.** Failure to attend will count as a forfeited game and could jeopardize your entry into the league.

FREE AGENTS

Intramural Sports would like to assist anyone who has the desire to participate in a particular sport, but cannot find a team to play on. The "Free Agent" should fill out an individual entry form located in the fitness center.

POSTPONEMENTS

The Coordinator of Fitness and Wellness Initiatives shall make decisions regarding postponements and the rescheduling of contests.

Due to weather conditions and the availability of facilities, there are no set guarantees as to number of games that will be played.

Decisions on postponements will typically be made within an hour of game time.

Once a game is in progress the Student Coordinator of Intramural Sports will make decisions determining weather postponements and cancellations.

INTRAMURAL OFFICIALS

The Intramural Official is the final authority during an intramural activity. The official will direct teams to proper playing areas and policing the contests so that good sportsmanship is practiced at all times.

Participants must realize that the game officials are the first source of ruling and information. The League Coordinator may only be consulted when interpretations and applications of the rules that are in question. They will not overrule any judgment calls.

Situations such as disorderly conduct, abusive language, and fighting are potentially dangerous and can lead to an official terminating the contest and assessing a forfeit to the team or removing a player from the event and asking him/her to leave the facility.

COORDINATOR OF FITNESS AND WELLNESS INITIATIVES

The Coordinator of Fitness and Wellness Initiatives is the final authority on league and tournament activity. The coordinator will chair the captains' meetings, schedule and coordinate the leagues, oversee supervisory operations and remain a contact person for all team captains. Problems and incidents will be attended to by the coordinator in accordance with the Intramural Policies and Procedures and the guidelines of the Department of Campus Activities. The coordinator is also responsible for determining tie-breaking situations and structuring playoff brackets. Input from both captains and

participants are certainly welcome and constructive feedback has been the basis for many of the existing rules.

EQUIPMENT POLICY

As a result of equipment not being returned after intramural contests in the past, the following policy has been established:

Teams not returning equipment to the Student Coordinator on duty after the completion of their game may be expelled from the league for the year.

The intent of this policy is to ensure that the participants of the intramural program have the proper equipment, and enough of it, to last the season.

During certain activities the team captain will be required to exchange his/her ID for the equipment used by his/her team.

Any player abusing equipment or a facility will also be ejected and receive a suspension. Personal equipment left on the field or in the gymnasium will be returned to Eckerd Fitness Center located in Cobb Building. Lost items may be claimed during regular office/room hours.

BLOODBORNE PATHOGEN POLICY

Campus Activities has instituted a policy addressing the procedures for handling potentially contaminated blood and body fluids. The policy is only one step to ensure safe playing conditions and to decrease the risk of transmission of bloodborne pathogens. An intramural participant with a bleeding/hemorrhaging wound must cease play at once. If a staff member notices a participant with a hemorrhaging wound, the staff member shall remove the participant. A participant may resume play only after removal of soiled garment(s) and/or personal item(s), and the wound has been cleaned and covered (as deemed cleaned and covered by an Intramural staff member). Questions regarding this policy may be addressed with the Assistant Dean of Students for Campus Activities.

RULES

Participants may secure rules at the office of the Coordinator of Fitness and Wellness Initiatives. Each sport and special event has its own set of rules which should be understood by all participating individuals. In most cases, intramural rules will be as close as possible to any nationally established rules for that specific sport.

Factors such as safety, facility space, time allotments and skill levels shall be considered in the alteration of established rules.

Questions regarding rules should be forwarded to the Coordinator of Fitness and Wellness or to an Intramural official prior to the contest.

NOTE: **Certain sports may require teams to supply their own like-colored shirts with numerals.

PROTESTS

All problems must be brought to the attention of the official on duty. If possible, the issue should be resolved on the spot. Eligibility protests must be made by a team's captain to the game officials in charge at the time of the incident in question, and to the Coordinator of Fitness and Wellness Initiatives within one business day. Any eligibility protest brought forth after one business day may be considered, but may not bring about action.

FIGHTING

Fights will not be tolerated. Any individual who, in the opinion of the Student Coordinator and officials, intentionally tries to hurt another player and/or instigates a circumstance deemed unsafe or unsportsmanlike can and will be ejected from the contest. Teams that precipitate and involve themselves in such incidents will be terminated from the league, and/or the intramural program. Ejection from a game for any serious offense carries an automatic one game suspension. A player deemed responsible for instigating a fight will be barred from the league.

CAPTAINS of any player ejected from a game for any reason must contact the Assistant Dean of Students for Campus Activities the next business day.

Failure to do so may result in an additional suspension or elimination from the league and possibly the intramural program. It is the captain's responsibility to monitor the behavior of his/her team members. It is the responsibility of the captain to maintain the appropriate behavior of the players on his/her team. The Office of Community Standards will preside over all disciplinary actions and levy suspensions on a discretionary basis after consulting with all involved parties.

SUSPENSIONS

Any player striking or verbally abusing the supervisor, official, or another player will be ejected from the contest, and asked (if necessary) to leave the facility. The person will receive a one game suspension (minimum) and must present himself/herself to the Assistant Dean of Students for Campus Activities the next business day or risk further disciplinary action. A player ejected from two games is barred from playing in the league and may risk termination from intramurals for the duration of the year.

APPEAL PROCESS

Suspended intramural teams may appeal through the following process:

The team captain must submit a written appeal, describing the incident in question and basis for appeal, to the Coordinator of Fitness and Wellness Initiatives. Appeal letters must be dated and signed by the team captain. The appeal must be **received within one business day** of notification of the suspension. Appeals not meeting the preceding requirements will not be considered - **no exceptions!** Teams choosing to appeal a suspension **will not be eligible to play their respective intramural sport, nor will any missed games count toward the suspension**, until the appeal is resolved.

ALCOHOL/DRUGS

Consuming alcohol and/or drugs before or during an intramural event is strictly prohibited. Any player violating this regulation will be suspended from play for the remainder of the season and be referred to the appropriate College authorities. Alcohol is prohibited in/at any of the facilities.

LEAGUE STRUCTURE

League structure is dependent on a priority basis determined by the Coordinator of Fitness and Wellness Initiatives with regard to facilities available, time allotment and activity schedule. Registered teams should be able to play any time the league is scheduled. In some cases efforts will be made to accommodate team requests for specific preferences when applicable.

CODE OF CONDUCT

A code of conduct to be adhered to by all participants of Eckerd College Intramural Program:

1. Treat opponents with respect.
2. Respect officials and accept their decisions without gesture or argument.
3. Play within the rules.
4. Exercise self-control at all times.
5. Remember that it is a privilege to represent the group that you are playing for.

IMPORTANT MESSAGE

Since participation in a Campus Activities program is on a voluntary basis, neither Eckerd College nor the Department of Campus Activities will accept responsibility for injuries sustained while participating in the Intramurals Sport Program.

Medical costs are constantly rising, and the expense of an unforeseen accident can seriously delay or even destroy a student's academic career. The Office of Campus Activities hopes that all students are protected against such a misfortune, and strongly suggests that students not currently covered by a health and accident insurance policy obtain that coverage as soon as possible.

ECKERD COLLEGE

2011-2012 INTRAMURAL SCHEDULE

SPORT	DEADLINE	PLAY BEGINS
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Fall League Sport

3 on 3 Basketball	Sept. 14 th	Sept. 18 th
Flag Football	Oct. 5 th	Oct. 9 th
Kickball	Nov. 9 th	Nov. 13 th

Fall Tournaments

Kickball (Freshman)	D.O.T.	Aug. 21 st
Sand Volleyball	D.O.T.	Sept. 24 th
Ultimate Frisbee	D.O.T.	Oct. 6 th
Triton 5k	D.O.T.	Nov. 12 th

Spring League Sport

Soccer	Feb. 8 th	Feb. 12 th
Softball	Mar. 7 th	Mar. 11 th
Basketball	Apr. 18 th	April 22 nd

Spring Tournaments

Wiffleball Home Run Derby	D.O.T.	Feb. 9 th
Dodgeball	D.O.T.	Mar. 8 th
Sand Volleyball	D.O.T.	April 13 th
Field Day	D.O.T.	Apr. 29 th

*D.O.T.-Day of Tournament