

INTRAMURAL SPORTS PARTICIPANT MANUAL
2020-2021

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Important Phone Numbers

WFC Business Office (8:30a-5p)	576-9375	Assistant Director of Sport Programs
WFC Welcome Desk	576-9376	Vacant
PEC Business Office (8:30a-5p)	777-5261	
WFC Equipment Issue	576-9398	
PEC Equipment Issue	777-3878	Sport Programs Coordinator
WFC Athletic Training Clinic	576-9385	James Harris – WFC 201D 576-6516 Justin Furlough 579-9377
Sport Programs Office – WFC 201D	576-9387	Sport Programs Intern
Monday-Friday (10a-5p)		Vacant
Sunday (10a-1p)		
sportprograms@mailbox.sc.edu	campusrec.sc.edu	

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 UofSC 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 Sport Programs Office 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 UofSC-Columbia are eligible to participate in Intramural Sports.

Graduate Students

All graduate students enrolled in 1 or more credit hours at UofSC-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 UofSC-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 Sport Programs Office at sportprograms@mailbox.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 Sport Programs staff will make final decisions on determining roster eligibility. It is advisable to consult the Sport Programs 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 UofSC-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 on imleagues.com during the registration period and before the deadlines provided by the Sport Programs Office. When registering, a captain must be listed along with a co-captain. The captain is the official liaison between the team and the Sport Programs 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. Creating your team and paying on www.imleagues.com prior to the required date. (See directions below)
2. Successfully completing the online Captain's quiz 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 UofSC intramural sports updates right to their mobile devices.
4. 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.
- 6.

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 UofSC 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

Securing Your Spot

1. In order to secure your spot in the league, a team captain must create your team on www.imleagues.com.
2. 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.

Intramural Semester All-Access Pass

Intramurals is no longer allowing team payments. Individual passes are now required. For \$15, an individual can participate in as many sports and teams throughout the semester. When a person is invited onto a team, they must purchase or have purchased the Intramural Semester All-Access Pass before adding to the roster.

Passes can be purchased here: <https://www.imleagues.com/spa/member/mypaypackages>

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

- Students/faculty/staff will have the option to sign-up as a free agent under a sport on www.imleagues.com if they do not have a team.
- If there are enough free agents to make a team, the Sport Programs Office will create a team for the free agents to play on.
- Any additional questions on the UofSC intramural sports registration process can be emailed to sportprograms@mailbox.sc.edu.

Team Names/Affiliations

The Sport Programs 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, the team’s captain will be suspended on IMLeagues until the forfeit fee is paid.
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 Sport Programs 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 Sport Programs staff to contact the opposing team captain and the Sport Programs 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 Sport Programs staff.
4. Games that are forfeited/defaulted will be entered in as the max mercy rule score for that sport.
 - o For example, a forfeited flag football game will go in as a score of 35-0.
5. Teams that do not 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 UofSC Sport Programs Office.
 - o This policy is being put in place 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, a Sport Programs 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 Sport Programs 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, UofSC Sport Programs may cancel outdoor sports programming to ensure participant safety.

1. All cancellation decisions will be made by the on-site Sport Programs staff
2. If UofSC Sport Programs decides to cancel programming based on extreme temperature, participants will be notified through their UofSC 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 a Sport Programs Leader at the time the incident occurs. The game and clock will then be stopped. The Sport Programs 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 Sport Programs Leader 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 Sport Programs Office.
 - d. The Sport Programs 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 Sport Programs 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 Sport Programs Leader she/he wishes to file a formal protest. The Leader 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 Sport Programs Office. The Sport Programs 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 Sport Programs Office

1. Equipment will be provided for the majority of intramural sports programming. Some sports allow participants to use their own equipment as long as it is approved by Sport Programs staff and the opposing team.
2. Please contact the Sport Programs 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 Sport Programs Leader 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 Sport Programs Office at sportprograms@mailbox.sc.edu.

Jewelry

The Sport Programs Office 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 Sport Programs 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 wearable fitness technology may be worn during intramural programming will be made by the on-site Sport Programs Leader. If the on-site Leader 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 Sport Programs Office 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, Sport Programs staff (game officials, supervisors, and administrative staff) are required to assign a sportsmanship rating for the sportsmanship displayed by participating teams each game. The Sport Programs 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 Sport Programs 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 Sport Programs 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 Sport Programs professional staff following their ejection. This process includes both a written petition for reinstatement as well as a scheduled meeting with the Sport Programs professional staff.
- Penalties are effective after the meeting with the Sport Programs professional staff. The Sport Programs 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 any Campus Recreation employee
- 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 Sport Programs staff. The rating will be on a grade point scale “5”, “4”, “3”, “2”, or “1” basis. Officials and Leaders 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 Sport Programs Office at (803)576-9387 or sportprograms@mailbox.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 Sport Programs 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 Sport Programs 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 Sport Programs staff and/or show dissention 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 Sport Programs 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 Sport Programs 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 Sport Programs 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 Sport Programs 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 Sport Programs 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 Sport Programs 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.

SECTION 12: FRATERNITY/SORORITY CUP

The Fraternity/Sorority Intramural Cup is a TEAM SPORTS POINT CHAMPIONSHIP. This overall championship will reward teams who participate in several sports each semester. Teams receive points for participation, achievement, and sportsmanship. The overall winners of the men’s and women’s divisions will have their names added to a plaque on a traveling Fraternity and Sorority Cup trophy which will be given to Greek Organizations to have for the year.

- To receive participation points a team(s) need to average a 3.0 or better sportsmanship rating.
- Any forfeits will result in a loss of ALL participation points for the related sport up to the forfeit time.
- Only 2 teams per organization will be eligible to receive participation points. Points for regular season wins and postseason play will be awarded for the best team which advances furthest in tournament play.
- Involvement in any type of activity deemed severe by the Sport Programs Staff or Fraternity and Sorority Life will result in a loss of ALL accumulated points and the team will be removed from Fraternity or Sorority Cup competition.
- If available, teams must play in Fraternity or Sorority Brackets. Teams participating in the Black Bracket “Recreational Bracket” will be ineligible for Greek Cup post-season points. **ONLY teams competing in the Garnet Bracket “Competitive Bracket” or Fraternity/Sorority Bracket will receive Greek Cup points.**
- **Points are based on a calendar year starting January and ending in December.**
- **If a Fraternity and Sorority plays Co-ed, they both get additional half points towards the Fraternity and Sorority Cup.**

Level 1 – Major Sports
Flag Football, Outdoor Soccer, Indoor Soccer, Indoor Volleyball, 5on5 Basketball, Softball, Floor Hockey, Lacrosse
<ul style="list-style-type: none"> • 5 points will be awarded for team participation in a league • 1 point will be awarded for each regular season win • 2.5 points will be awarded for each Playoff win • 4 points will be awarded for teams reaching the “Final Four” • 6 points will be awarded for finishing “Runner-Up” in your league • 8 points will be awarded for winning the championship for your league

Level 2 – Minor Sports
Ultimate Frisbee, Outdoor Volleyball, Kickball, Dodgeball, 4-Man Bowling, 3v3 Basketball, Goalball, & Battleship
<ul style="list-style-type: none"> • 3 points will be awarded for team participation in a league • 1 point will be awarded for each Pool Play/Season win • 2 points will be awarded for each win in Tournament Play • 3 points will be awarded for teams reaching the “Final Four” • 4 points will be awarded for finishing “Runner-Up” in your league • 5 points will be awarded for winning the championship for your league

Level 3 – Individual/Dual Sports
Table Tennis, Cornhole, Spikeball, Racquetball, Kan Jam, & Tennis
<ul style="list-style-type: none"> • 3 points awarded for competing in tournament / season (Up to 5 participants may receive points) • 1 point will be awarded for each Pool Play/Season win • 1 point will be awarded for each win in Tournament Play • 3 points will be awarded for finishing “Runner-Up” in your league • 5 points to the team whose individual wins a Championship in their league

SECTION 13: ADDITIONAL INFORMATION

Sponsorship

The Sport Programs Office 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 Sport Programs Office 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 Sport Programs Office, please get in contact with a Sport Programs 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 Sport Programs 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 Sport Programs Office at sportprograms@mailbox.sc.edu.