

INTRAMURAL SPORT PARTICIPANT MANUAL



UNIVERSITY OF
South Carolina

James Harris

Office of Campus Recreation – Sport Programs

Table of Contents

Contact Information	4
Offices	4
Sport Programs Professional Staff	4
Injuries & Liability	5
Eligibility	5
Undergraduate & Graduate Students	5
Faculty, Staff, and Spouses	5
Sport Club Members	5
Varsity Athletes	5
Professional Athletes	6
Registration	6
Create Your Account	6
Intramural Semester All-Access Pass	6
Create Your Team	6
Team Names/Affiliations	7
Roster Composition	7
Captain's Responsibilities	8
Participant Responsibilities	8
ID Check	9
Free Agency	9
Sportsmanship	10
Team Sportsmanship Ratings	10
Conduct	11
Tobacco, Alcohol, & Other Drugs	11
Ejection Policy	11
Forfeits & Defaults	12
Definitions	12
Defaults	12
Forfeits	12
Removal from a league	12
Cancellations	13
Game Cancellations and Postponements	13
Heat Policy	13
Protests	14

Rule Interpretations..... 14

Participant Eligibility 15

Equipment & Attire..... 15

 Jewelry 15

 Wearable Fitness Technology..... 15

Playoff Information..... 15

 Playoff Bracket Selection 16

Fraternity & Sorority Cup..... 16

Additional Information 18

 Sponsorship..... 18

 Rules Changes..... 18

 Job Opportunities 18

 Participant Feedback..... 18

Contact Information

Offices

Sport Programs Office – WFC 201D	576-9387	sportprograms@mailbox.sc.edu
WFC Business Office	576-9375	sacamrec@mailbox.sc.edu
WFC Welcome Desk	576-9376	
PEC Business Office	777-5261	
WFC Equipment Issue	576-9398	
PEC Equipment Issue	777-3878	
WFC Athletic Training Clinic	576-9385	sarecat@mailbox.sc.edu

Sport Programs Professional Staff

Associate Director of Campus Recreation Michael Potter – WFC 307	777-4593	michaelpotter@sc.edu
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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.
 - a. 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).

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 & Graduate Students

All students enrolled in 1 or more credit hours at UofSC - Columbia are eligible to participate in Intramural Sports.

Bridge Program Students

Students in the English Programs for Internationals (EPI), Gamecock Gateway, Palmetto Pathway, and UofSC Pathway are eligible to play in Intramural Sport games/events.

Faculty, Staff, and Spouses

Faculty, staff, and spouses must have access to the game site to participate. (Full Campus Recreation Membership to the Blatt PEC or STWFC will be needed)

1. Leagues and tournaments potentially affected by this occur inside Campus Recreation facilities where a full Campus Recreation membership are required for entry (Blatt PE Center, STWFC, STWFC Outdoor Pool Deck)
2. Note: Spouses are eligible to participate if they have a valid UofSC - Columbia spouse ID card and a Full Campus Recreation Membership

Sport Club Members

Sport Club athletes are defined as those participants who appear on the Garnet Gate roster and have a completed waiver with the University of South Carolina Office of Campus Recreation for the current academic year.

For team sports where the maximum active participants at one time is:

- 4 or less (i.e. 4v4 Flag Football, Doubles Badminton), a team may have no more than one sport-related sport club member on the intramural team roster.
- 5 or more (i.e. 5v5 Basketball, 10v10 Softball), a team may have no more than two sport-related sport club member on the intramural team roster.

Varsity Athletes

Varsity athletes are defined as being on a collegiate varsity, junior varsity, freshman, or junior college roster.

1. 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.
2. 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.

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.

Registration

Create Your Account

All participants must have an IMLeagues account 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 IMLeagues account:
 - a. Go to <http://www.imleagues.com/UofSC>, at top right corner of page, click the green box "CREATE ACCOUNT".
 - b. If you are a Student/Faculty/Staff, select the orange box "MEMBER REGISTRATION" on the left
 - You will be redirected to the UofSC SSO page and must use your university credentials.
 - c. If you are an Alumni/Spouse, select the blue box "GUEST REGISTRATION" on the right.
 - You will fill out all of the information and click the orange box "CREATE ACCOUNT" at the bottom.
 - A notification window will pop up with a message box.
 - Type in your affiliation (Alumni/Spouse) and click "SUBMIT."
 - This will send a request to the Office of Campus Recreation Membership Services Team for approval.
 - You will be sent a verification email that needs to be verified as the final step.
 - d. When individuals create their account, they will need to identify their participation according to the language outlined in the "[Save Women's Sports Act](#)".

Intramural Semester All-Access Pass

Individual passes are required to participate in Intramurals. For \$15 each semester, fall and spring, an individual will have access to participate in any league that is offered. A pass is available for summer programming at a lower rate depending on the number of offerings. When an individual 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>

Create Your Team

1. Your team is guaranteed a spot in an available division once you meet the minimum number of required players for that sport.
 - a. Upon creation of your team, you will be prompted to rank the available divisions your team can participate in.
 - b. Once you meet the minimum number of required players, you will be automatically assigned into the first available division based on your preferences.
2. How to sign up/join your team in www.imleagues.com/UofSC:
 - a. Click "HOME" at the top left corner of page.

- b. Click the “INTRAMURALS” button at the top left corner of the page.
 - c. Scroll down and click the league for the sport you are interested in playing in
 - d. Scroll down and click the green “+ CREATE TEAM” button under the division you are interested in playing in
 - e. You will be redirected to create your team on the waitlist.
 - f. Next you will be required to take the [Insert Sport] Captain’s Quiz
 - g. Once you get a 100% on the quiz click “CONTINUE”
 - h. A red box will appear that reads:
 - Note: This team is being created in the Waitlist division, you must have [X] team members before you can move out of the Waitlist division
 - Your team will remain on the waitlist until you reach this specified sport’s minimum number of required players.
 - i. Read and scroll down through the “University of South Carolina – Office of Campus Recreation Intramural Sports Program – Waiver of Liability and Release” and click the blue “ACCEPT” button.
 - j. Enter your team’s name (which is subject for review)
 - k. The division you attempted to register for auto-populates as your first division preference.
 - Rank the other divisions your team is available to participate in
 - If you don’t rank other divisions, a small number of divisions, or there are no available spots in your ranked divisions once your team meets the minimum required players, your team will remain on the waitlist and must contact the Sport Programs office to be moved.
 - l. Click the blue “CREATE YOUR TEAM” button.
3. Invite team members to join your team:
 - a. Click “Invite team members”.
 - b. Input email addresses and hit send.
 - c. Team members will be required to complete a participant quiz with at 100%

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 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.

Roster Composition

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 the first game of playoffs. All players must receive a 100% on the sport quiz to join the roster. Sport quizzes can be taken as many times as needed to achieve a score of 100%. We require all participants to complete sport specific quizzes for every team they join to make sure each individual understands the sport rules and program policies to maximize your experience and safety.

1. All students must participate in intramural sport based on their biological sex per the “[Save Women's Sports Act](#)”.
 - a. A participant may consult with the Sport Programs Office at sportprograms@mailbox.sc.edu with any questions about roster eligibility based on the “Save Women’s Sports Act”.
2. Players can participate on one single-gender and one CoRec/Open team in a specific sport per season.

3. The first team that a participant signs up for and is on the roster 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 women's league and a CoRec/open league is offered but cannot be run, participants have an option to join in the other gendered league.
 - a. If a women's flag football league is not filled, women may participate on men's teams.
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. It is advisable to consult the Sport Programs Office before participation with any questions related to roster composition.

Captain's Responsibilities

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. Create your team and pay on www.imleagues.com prior to the required date. (See Section 3 "Create Your Team")
2. Successfully complete the online Captain's quiz on IMLeagues.
3. Download the IMLeagues app and inform their team to do so. The IMLeagues app will provide participants with the latest UofSC intramural sports updates.
4. Ensure all teammates are on the roster prior to entering the game. Captains may add as many players as they desire until playoffs begin, provided those players meet the league's eligibility requirements.

During the Season

1. Promote good sportsmanship and fair play before, during, and after games for all team members and spectators.
2. Notify team members of rules, playing schedules and changes, eligibility policies and ensure that the team is compliant.
3. Represent the team in the case of protests **regarding rule interpretation.**
4. Serve as the point of contact if a team member is ejected from an Intramural Sports activity.

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. Promote good sportsmanship and fair play before, during, and after games for all team members and spectators.

2. Register for your team's roster on IMLeagues prior to the start of your first game. (See Section 3 "Create Your Team")
3. Successfully complete the online Participant's quiz and sign the online waiver on IMLeagues.
4. Download the IMLeagues app and inform their team to do so. The IMLeagues app will provide participants with the latest UofSC intramural sports updates.
5. Assist with notifying team members of rules, playing schedules and changes, eligibility policies and ensuring that the team is in compliance.

ID Check

Participants must be able to show their physical Carolina card to gain access to games within our facilities (Blatt PE Center, STWFC, STWFC Outdoor Pool Deck).

To check in for their game, 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.

Free Agency

- Students/faculty/staff will have the option to sign-up as a free agent under a sport on IMLeagues 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.

Sportsmanship

At UofSC, each student is responsible for upholding the tenets of the Carolinian Creed. As participants of your intramural team, you should 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.

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. 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.

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. Leaders will inform a team of their sportsmanship rating with the captain while confirming the final score. If you are interested in knowing why your team received a certain rating, please ask the Leader, or 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:

- 5 Rating – *Excellent Conduct and Sportsmanship*
 - 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.
- 4 Rating – *Good Conduct and Sportsmanship (starting rating for every team)*
 - This is the rating that every team starts each game with. The overall rating will increase or decrease based on the actions of the team members.
 - Team members have minor verbal complaints about decisions made by the Sport Programs staff and/or show minor dissension towards the other team.
- 3 Rating – *Average Conduct and Sportsmanship*
 - 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.
 - Teams that receive **one conduct warning or penalty** (unsportsmanlike penalty/technical foul/yellow cards/etc.) **will receive a “3” rating.**
- 2 Rating – *Below Average Conduct and Sportsmanship*
 - 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.
 - Teams that receive **one ejection or two conduct penalties** (unsportsmanlike penalty/technical foul/yellow cards/etc.) **will receive a “2” rating.**
 - **An ejection equals two conduct penalties.**
- 1 Rating – *Unacceptable Conduct and Sportsmanship*

- Team members are completely uncooperative. Captain has no control over teammates and/or her/himself.
- Teams that receive **two ejections or three conduct penalties** (unsportsmanlike penalty/technical foul/yellow cards/etc.) **will receive a “1” rating, the game will be forfeited, and their continued participation in the league will be reviewed.**
- **An ejection equals two conduct penalties.**
- 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.

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 Office in order to set up a meeting to discuss the sportsmanship from that game. No sportsmanship appeals will be processed during playoffs.

Playoffs:

Teams must have a sportsmanship average of at least 3 to be eligible for the playoffs. If a team receives more than one game with a sportsmanship of 2, they will forfeit the remainder of the playoffs. A team that receives below a 2 in any playoff game will automatically be forfeited.

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.

Conduct

Students are expected to follow the Student Code of Conduct, [STAF 6.26](#), at all times.

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/vaping products 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.
3. Students are expected to comply with the University Alcohol & Drug Policy, [STAF 3.02](#), at all times.

Ejection Policy

1. 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.
2. Ejected participants and/or spectators will be suspended from all Intramural Sport activities. Other privileges such as program and Campus Recreation facility access may also be suspended or withheld.
3. To be reinstated, the ejected participant must complete the reinstatement process emailed to them by the Sport Programs professional staff. This process may include both a written petition for reinstatement as well as a scheduled meeting with the Sport Programs professional staff.
4. Reinstatement requirements will be presented following 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, staff, and participants involved.

5. Infractions that may result in ejection from Intramural Sports activities include, but are not limited, to the following:
 - a. Unsportsmanlike behavior
 - b. Verbal abuse
 - c. Unnecessary physical contact
 - d. Fighting (striking or attempting to strike)
 - e. Threatening behavior (verbal/physical) towards any Campus Recreation employee
 - f. Individual playing under an assumed name/false identification
 - g. Individuals playing after the consumption, or suspicion of consumption, of alcohol/drugs
 - h. Damage/Destruction of facilities or equipment
6. An individual may appeal any disciplinary sanctions to the Assistant Director of Sport Programs, the Associate Director of Campus Recreation, or designee.

Forfeits & Defaults

Definitions

Default: At least one team member checks in and is present for their game, but the minimum to play is not met, OR the captain notifies the Sport Programs Office by the deadline that their team is unable to play their scheduled game

Forfeit: No team members check in and are present for their game

Defaults

A default will result in the team automatically losing and receiving a 3-sportsmanship rating, and the game will be scored as the maximum mercy rule for that sport.

The deadline to notify the Sport Programs Office that their team is unable to play their scheduled game and receive a default is 3pm the day of their game (M-F) or 12pm if their game is on Sunday.

If a team defaults twice during the regular season, this is referred to as a “double default” which is equivalent to a forfeit and results in a forfeit fee of \$15 being assessed to the captain. The captain will be suspended from Intramurals until this fee has been paid on IMLeagues. The team will receive a 3-sportsmanship rating for each default.

Forfeits

A forfeit will result in the team automatically losing and will receive a 1 sportsmanship rating and the game will be scored as the maximum mercy rule for that sport. A forfeit fee of \$15 will be assessed to the captain, and the captain will be suspended from Intramurals until this fee has been paid on IMLeagues.

If a team forfeits twice during the regular season, this is referred to as “forfeiting out” and they will be removed from the league. A second forfeit fee of \$15 will be assessed to the captain, and the captain will be suspended from Intramurals until both fees have been paid on IMLeagues.

Removal from a league

1 forfeit = 2 defaults

3 defaults = removal from the league

If a team forfeits twice, defaults three times, or has 1 forfeit and 1 default during a season, they will “forfeit out” and they will be removed from the league.

Team Choice (5 minutes : 5 minutes)

The captain of the team present who has the minimum required number of players to play, can choose to accept the default/forfeit or enact team choice at the game start time. If the team enacts the team choice rule, they cannot change their mind and accept a default/forfeit later.

- If both teams are present but neither team has the minimum number of required players at game time, the Sport Programs Leader will start the game clock but neither team will receive points during the first 5 minutes.
 - During the first 5 minutes, if only one team meets the minimum number of required players, no points will be awarded but they will have the opportunity to enact “team choice” for the second 5 minutes. If they accept the default, the game will be called, otherwise points will be awarded during the second 5 minutes according to the team choice point guidelines.
-
- 5v5 Basketball (10: 10)
 - 3v3 Basketball (7: 7)
 - 7v7 Flag Football (7: 7)
 - 4v4 Flag Football (7: 7)
 - Softball (5: 5)
 - Kickball (5: 5)
 - Indoor Soccer (3: 3)
 - Outdoor Soccer (2: 2)
 - Indoor Volleyball (10: 1 set)
 - Sand Volleyball (10: 1 set)
 - Cornhole (10: 1 set)
 - Pickleball (10: 1 set)
 - Tennis (3 games: 1 set)
 - Spikeball (8: 1 set)
 - Badminton (10: 1 set)

If the sport is not on the above list, the Team Choice will be located in the sport rules on IMLeagues

Cancellations

Game Cancellations and Postponements

Ways to find out the latest intramural sports game status updates include:

1. Notifications (text and email) through www.imleagues.com
2. Notifications through the IMLeagues app

Games cancelled due to weather MAY be made up if available space and time permits. In the event that reschedules are possible, Sport Programs staff will contact teams.

Games MAY be rescheduled if teams are unable to play due to other University functions including class, formals, trips, or other student organization events.

Heat Policy

Wet Bulb Globe Temperature (WBGT) should be taken by the AT 15-30 minutes prior (depending on program area) to the start of outdoor activity and every 30 minutes thereafter for the entirety of activity. Refer to chart below for guidelines and recommendations.

WBGT can also be monitored through the “[Good To Run](#)” app. The WBGT is displayed on the home screen of the app under the ‘conditions’ tab. The banner at the top of the screen will be the color of the flag that corresponds with the WBGT range and will say ‘Good to Run’ or ‘Not Good to Run’.

WBGT READING (°F)	ACTIVITY & REST BREAK GUIDELINES
UNDER 82.0 (White Flag)	Normal activities -- Encourage at least <u>three</u> separate rest/water breaks each hour.
82.0 - 86.9 (Green Flag)	Use discretion for intense or prolonged exercise; watch at-risk players carefully. Encourage at least <u>three</u> separate rest/water breaks each hour.
87.0 - 89.9 (Yellow Flag)	Maximum activity time (per person/team) is two hours. Encourage at least <u>four</u> separate rest/water breaks each hour. <i>*Double headers: 10–15-minute rest/water break between games.</i>
90.0 - 92.0 (Red Flag)	Maximum length of activity time (per person/team) is one hour. There must be at least <u>four</u> separate rest/water provided during the hour of practice. <i>*Double headers: 15-20 -minute rest/water break between games.</i>
OVER 92 (Black Flag)	No outdoor workouts; cancel exercise; delay practices until a cooler WBGT reading occurs.

UofSC Sport Programs or Athletic Trainers may cancel outdoor programming to ensure participant safety.

1. All cancellation decisions will be made by the on-site Sport Programs staff or Athletic Trainer.
2. If UofSC Sport Programs decides to cancel programming based on extreme temperatures, participants will be notified through their UofSC email, IMLeagues and/or the IMLeagues app.

Protests

Protests may not be considered for the judgement of officials. Only rule interpretations, enforcements, or the eligibility of participants may be protested.

Rule Interpretations

1. 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.
 - a. *No rule interpretation protests can be made on a previous play after the game resumes.*
 - b. The Sport Programs staff will record all important game information (time, score, possession, etc.)
 - c. The Sport Programs staff shall separate themselves from the other participants and determine the correct ruling.
2. 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 will then complete a Protest Form with the Sport Programs Leader. If no form is available, the captain then has until NOON the next business day (Mon – Fri) to complete a protest form in the Sport Programs Office.
3. The Sport Programs professional staff will rule on all properly submitted 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.

Participant Eligibility

1. Protests of alleged ineligibility should be made immediately to the Sport Programs staff rather than waiting to see the outcome of a game.
2. If an eligibility protest is made prior to a game and it can be determined that a player is ineligible to participate, they 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.
3. If either captain believes there is an eligibility concern during or immediately after the game, they should inform the Sport Programs Leader they wish to file a formal protest. The protesting team captain will then complete a Protest Form with the Sport Programs Leader. If no form is available, the captain then has until NOON the next business day (Mon – Fri) to complete a protest form in the Sport Programs Office. The Sport Programs professional staff will examine the protest and rule on the eligibility of the player in question.

Equipment & Attire

For most sports, equipment is provided by the Sport Programs Office

1. Equipment will be provided for most intramural sports programming. Some sports allow participants to use their own equipment if 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.

Playoff Information

Playoffs will be held for each division in all Competitive Divisions in sport leagues. Social Divisions in sport leagues will not have playoffs but will have two additional regular season games. 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.

1. Playoffs will be a single elimination tournament unless noted otherwise:
 - a. Some men's divisions will be divided into two playoff brackets. Teams with a winning percentage above .500 will advance to the competitive "Garnet" bracket, while the remaining eligible teams within each league will advance to the recreational "Black" bracket.

- b. If a team prefers to play in a different bracket, they may make this request by contacting the Sport Programs Office prior to conclusion of the regular season. Exceptions and special requests regarding the bracketing process will be considered and made at the discretion of the Sport Programs professional staff.
- c. In most sports, teams will be able to select their own path in the playoffs using the self-scheduling feature in IMLeagues.com.
2. 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.
3. Teams must have a sportsmanship average of at least 3 to be eligible for the playoffs. If a team receives more than one game with a sportsmanship of 2, they will forfeit the remainder of the playoffs. A team that receives below a 2 in any playoff game will automatically be forfeited.

Playoff Bracket Selection

1. Teams will be ranked according to the following criteria, in order:
 - a. Winning percentage
 - b. Head-to-head
 - c. Sportsmanship
 - d. Point differential
2. Each team will have a designated time, in order of their ranking, at which they can select their preferred and/or available days/times in the bracket.
 - a. On the team's homepage on IMLeagues, *the web version only*, a gold banner will display the day and time that they will be given access to the bracket to select their spot.
 - b. Once it is their turn to choose, within the gold banner the captain will click "View Bracket."
 - c. Upon being redirected to the bracket, the captain will click the yellow "Select" box for the game they wish to play.
 - i. It is strongly advised that the captain look through the bracket entirely before selecting your slot, to ensure your team can play throughout playoffs without time conflicts.
 - ii. Reschedules are highly unlikely due to the high number of teams & limited time to complete the playoffs.

Fraternity & Sorority Cup

The Intramural Sports Fraternity and Sorority Cup is a TEAM SPORTS POINT CHAMPIONSHIP. This overall championship will reward organizations who participate in multiple sports each semester. Teams receive points for participation, achievement, and sportsmanship. The overall fraternity and sorority winners will have their names added to a plaque on a traveling Intramural Sports Fraternity and Sorority Cups, which will be given to Greek Organizations to have from January to Thanksgiving break.

- Teams must use their official org name to receive points (i.e Phi Mu)
- To receive participation points a team(s) need to average a 3.0 or better sportsmanship rating.
- A max of 2 teams per organization will be eligible to receive participation points. Points for regular season wins and postseason play will be awarded for the team which advances furthest in tournament play.
- Any forfeits will result in a loss of ALL participation points for that team in the related sport.
- 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 organization will be removed from Intramural Sports Fraternity and Sorority Cup competition.
 - In the event that the cup is damaged, the organization will be responsible for the costs of any repairs or replacement of the cup.

- 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 CoRec, they both get additional half points towards the Intramural Sports Fraternity and Sorority Cup.**
 - **The team’s name must have both organizations listed (i.e Fiji/Chi O)**

Level 1 – Major Sports
5v5 Basketball, 7v7 Flag Football, Indoor Volleyball, Outdoor Soccer, and Softball
<ul style="list-style-type: none"> • 5 points will be awarded for team participation in a league • 2 points will be awarded for each regular season or pool play win • 2.5 points will be awarded for each playoff or tournament 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
3v3 Basketball, Dodgeball 4v4 Flag Football, Indoor Soccer, and Sand Volleyball
<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 or pool play win • 2 points will be awarded for each playoff or tournament win • 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
Badminton, Cornhole, Disc Golf, Pickleball, Spikeball, Table Tennis, and Tennis
<ul style="list-style-type: none"> • 4 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 • 2 points 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

Level 4 – Special Events/Tournaments
Battleship, Esports, Handball, Wiffleball, All-Star Skill Challenges & Competitions, and any other special events/tournaments not listed
<ul style="list-style-type: none"> • 6 points are awarded for competing in tournament/event (Up to 5 participants may receive points per sport offering) • 1 point will be awarded for each Pool Play/Season win • 2 points will be awarded for each win in Tournament Play • 4 points will be awarded for finishing “Runner-Up” in your league • 6 points to the individual/team that wins the Championship in your/their league

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/pictures placed on jerseys where alcohol, tobacco, or other companies appear.
- Teams shall not be allowed to have anything profane or lewd appear on their jerseys.
- Teams should abide by the University Trademark & Licensing Policy [BUSA 3.06](#).

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 all training, instruction, and required equipment.
- 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 https://sc.edu/about/offices_and_divisions/campus_recreation/about_us/student_jobs/index.php

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.