Participant Manual
2016-2017

Carnegie Mellon University
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The goal of our program is to establish fun and inviting playing environments for all skill levels. Various leagues and tournaments are offered to the entire University community throughout the year. Through participation in this program, students are able to remain physically fit and develop leadership, teamwork, sportsmanship and other important life skills. Intramural Sports are also a proven social networking opportunity.

This manual has been designed to provide information for teams and individuals interested in participating in Intramural Sports. The policies and procedures discussed in detail throughout this document are essential to understanding what it means to successfully participate in Intramural Sports at Carnegie Mellon.

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SECTION I
General Program Information

Sport Activities
1. Activities Calendar: All of the details for our sports are listed online at [http://www.cmu.edu/athletics](http://www.cmu.edu/athletics).
2. Leagues: Our major sport leagues offered include Flag Football, Soccer, Volleyball, Basketball, Softball, and Floor Hockey. Seasons typically run 3-5 weeks including regular season with playoffs and most sports are managed by student officials. Whenever possible, these leagues are divided into the following divisions:
   a. Competitive: Teams consist primarily of experienced players who are looking for a challenging level of play. The games are intense, as most players are interested in winning the championship.
   b. Recreational: Teams consist of players who enjoy the sport or are interested in learning something new. The games are intended to be fun and social within a structured environment.
   c. CoRec: Teams consist of a minimum number of each gender and specific rule modifications are included to ensure a positive experience for all players.
   d. Open: Teams consist of experienced, recreational, and varsity athletes. Open leagues and tournaments will have fewer restrictions for the eligibility members of the team.
   e. Note: The Intramural Sports Staff may move teams into a certain league and/or division in order to foster good sportsmanship and fair play.

Registration
1. Online Registration: Teams and individuals are able to register their team(s) online during specific time periods prior to each activity. Space is limited for each league and tournament; teams will be accepted on a first-come-first-serve basis.
   a. Register online at [imleagues.com](http://imleagues.com)

2. Waiting List: Any team or individual that fails to register during the designated registration time will be placed on a waiting list. Additionally, if a sport has the maximum amount of teams sign up, there will be a waiting list offered for teams who are still interested in playing. The Intramural Sports Staff will notify the team captain or individual if the opportunity to participate becomes available.

3. Fees: The majority of our activities are free; however, some tournaments do require minimal fees to help off-set costs to our department. All payments must be made at the University Center Equipment Desk. Please check our website or speak with our staff for the most updated information regarding acceptable methods of payment.

Spirit of Competition
One of the goals of the Carnegie Mellon Intramural Sports Program is to promote the development of life-long skills through the venue of sports that offers meaning beyond that of a win or a loss. Teams, captains, participants, and staff are expected to conduct themselves appropriately to maintain the highest level of sportsmanship. The success of our program depends on the cooperation of many individuals adhering to a consistent set of values:
- Gaining an understanding and appreciation for the rules of the game.
- Exercising representative behavior at all times.
- Recognizing and appreciating skilled performance regardless of affiliation.
- Exhibiting respect for opponents, sport officials, and program staff.
- Displaying pride in your actions at every opportunity.
SECTION II
Participant Information

Eligibility
1. **Individuals:** All undergraduate and graduate students enrolled full-time at Carnegie Mellon, current faculty/staff members, and spouses/same-sex partners are eligible to participate in Intramural Sports. Participants retain their status until they withdraw, graduate, take a leave of absence, or fail to comply with eligibility rules or other guidelines.

2. **Protesting Eligibility:** The Intramural Sports staff shares the responsibility for the eligibility of players. However, each player and team captain is responsible for checking their eligibility and that of their team members. While anyone can initiate ineligible player inquiries at any time, concerns should be made prior or during the game to avoid delays and potential protest(s).

3. **Varsity Athletes:** Varsity athletes are ineligible to compete in their sport or related sport during the same academic year (Graduating Seniors are allowed to play once their season is completed in its entirety). *Open Tournaments/Leagues* may also permit Varsity athletes to participate in their related sport if approved from the Intramural Coordinator. Anyone who has competed professionally in a sport will be ineligible for five years from the date of the last professional participation in that sport or related sport.

4. **Club Athletes:** Club athletes who are competing in their related sport must make sure that their on-field/court roster does not consist of more than 50% club members. *Open Tournaments/Leagues* rules will not apply the 50% rule.

5. **Related Sports:** As a guide, “related” are defined as follows (this list is not meant to be inclusive).

<table>
<thead>
<tr>
<th>Intramural Sport</th>
<th>Related Sport(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td>3-on-3 Basketball and 5-on-5 Basketball</td>
<td>Basketball</td>
</tr>
<tr>
<td>Golf</td>
<td>Golf</td>
</tr>
<tr>
<td>Flag Football</td>
<td>Football</td>
</tr>
<tr>
<td>Floor Hockey</td>
<td>Ice/Roller Hockey</td>
</tr>
<tr>
<td>Indoor/Outdoor Soccer</td>
<td>Soccer</td>
</tr>
<tr>
<td>Softball</td>
<td>Baseball</td>
</tr>
<tr>
<td>Tennis</td>
<td>Tennis</td>
</tr>
<tr>
<td>Ultimate Frisbee</td>
<td>Ultimate Frisbee</td>
</tr>
<tr>
<td>Volleyball</td>
<td>Volleyball</td>
</tr>
</tbody>
</table>

Participation
1. **Registration:** Teams will be allowed to add players to their rosters throughout the season on imleagues.com. If a player is not on the roster at game site, they will not be allowed to participate until they fill out a waiver. Players cannot fill out waivers until the game starts.

2. **Valid ID’s:** All players must provide their CMU ID at game site. No ID, No Play

3. **One-Team Rule:** Once a player has played one game with a team, they may only play for any other team for the remainder of that sport, league, or tournament. Participants may play on one same sex team and one CoRec team.
4. **Gender Rule:** Any gender may participate in a league designated for the opposite gender. However, prior to the beginning of the game, the opposing team may notify the staff that they wish to protest the game. If the team chooses to play with team member(s) of the opposite gender, the game will be played but recorded as a forfeit for that team. Please note that all other eligibility requirements will remain applicable in accordance with this rule.

**Participant Conduct**

1. **Expected Behavior**
   A. In order to preserve the spirit of fair play, it is essential that participants adhere to the rules as well as to the spirit of the game. Good sportsmanship is a requirement for all participants.
   B. Any participant who commits, incites, or aids others in committing any of the following acts of misconduct shall be subject to disciplinary procedures:
      - Threatening behavior (verbal or physical) toward another player, spectator, or Recreational Services employee.
      - Hit, strike, or push another player, spectator, or intramural employee.
      - Verbal abuse of another player, spectator, or intramural employee.
      - Action(s) which could potentially cause equipment or facility damage and/or personal injury.
      - Failure to cooperate with intramural staff.
      - Any person using an assumed name, or using a Carnegie Mellon University ID illegally.
      - Illegally playing for more than one team. Each team may be subject to forfeit all games in which the illegal player participated.
      - Personal conduct situations that are not covered by the above rulings will be handled in an appropriate manner by the Coordinator of Intramurals and Club Sports.

2. **Ejections**
   A. The Intramural Sports Staff reserves the right to eject and suspend any individual, team, or spectator that interrupts the flow of a game in any manner.
   B. Ejections may occur before, during, or after a contest.
   C. Any ejected player(s) must leave the playing area immediately. If the player refuses to leave, the game will be forfeited.
   D. Ejected participants are immediately ineligible from further access to or competition in any Intramural Sports activity until s/he has met with the Coordinator of Intramural and Club Sports. It is the participant's responsibility to schedule an appointment with the Coordinator of Intramurals and Club Sports to review his/her behavior and subsequent eligibility.
   E. If two or more players on the same team are ejected for unsportsmanlike conduct in a single game, the team immediately forfeits.

3. **Spectators:** Intramural Sports encourages spectators to attend all activities in support of their teams. However, team captains are responsible for their spectators’ behavior. Spectators are expected to follow the sportsmanship policy explained within the Intramural Sports guidelines.

**Safety**

1. **Attire:** Proper attire must be worn for every Intramural Sports activity. NCAA/High School and National Standards will be enforced when applicable. This is for your protection, as well as that of other participants. Each individual must obtain prior approval from the Intramural Sports staff for the use of orthopedic devices essential to protect an injury as well as wearing any casts or wrapped appendages. The following items are considered illegal apparel:
   a. Street or dress clothes
   b. Street or dress shoes
   c. Metal cleats
d. Bare feet
e. Sandals
f. Boots
g. Exposed jewelry

2. Intramural Staff has the right to refuse participant play if they deem what they are wearing a safety hazard.

3. Injuries:
   a. Intramural sports program assumes no responsibility for injuries received during Intramural Sports activities. Participants are reminded that their participation is voluntary. The nature of sports activity and the large number of participants in our program makes the occurrence of some injuries inevitable.
   b. It is strongly recommended that all participants have a physical examination and carry health and injury insurance. Any injuries or accidents that occur during activities should be immediately reported to the staff.
   c. Anyone bleeding or having blood on their clothing will be prohibited from participation until appropriate measures have been administered. An on-site supervisor must be satisfied that the situation has been properly treated before the player may continue to participate.
   d. Intramural Sports staff reserves the right to disallow continued participation for injured players (based on the severity of the injury).

4. Alcohol/Drugs:
   a. No individual will be allowed to participate in any activity if it is suspected that s/he is under the influence of drugs or alcohol. Spectators and players are prohibited from bringing and/or consuming alcohol or drugs at the game sites. Individuals violating this policy will be removed immediately.
   b. Any team that has a participant removed for a violation of the alcohol and drug policy, does not cooperate fully with the staff in resolving an issue, or is found guilty of possessing or consuming alcohol or drugs at a game site will automatically forfeit the game and receive an unacceptable sportsmanship rating.
   c. There is no smoking in or around game sites, including chewing tobacco. Individuals violating this policy will be given the option to discontinue smoking or leave the site.

SECTION III
Team Information

Sportsmanship
1. Rating System: The development of team and individual sportsmanship is of fundamental importance in all Intramural Sports activities. The sportsmanship rating system is intended to be an objective scale by which teams' attitude and conduct can be assessed throughout leagues and tournaments. Behavior before, during, and after a game is included in the rating. The team captain is responsible for educating and informing all players and spectators affiliated with his/her team about the system. To encourage acceptable conduct before, during, and after games, our staff will make decisions whether to warn, penalize, or eject persons and/or teams for poor sportsmanship. These decisions are final and cannot be protested for any reason.

2. Guidelines: The Intramural Sports staff will rate the conduct of both teams for each game using the guidelines below. Appeals for unacceptable ratings are not accepted. The professional staff will review all unacceptable and season-ending ratings to determine if appropriate ratings have been given. The
following table lists each rating and a set of criteria that is used to evaluate a team’s sportsmanship.
Sportsmanship Guidelines

<table>
<thead>
<tr>
<th>Rating</th>
<th>Description</th>
</tr>
</thead>
</table>
| Acceptable | • Team members cooperate with and demonstrate good sportsmanship toward members of both teams, spectators, and all intramural sports officials and staff.  
• Team captain exhibits control over his/her team and spectators, converses reasonably and rationally with officials about rule interpretations/calls, and cooperate by providing any information requested by any intramural sports official/staff.  
• Team members participate in the spirit and intent of the intramural sport game rules and/or program policies. Team members accept judgmental decisions made by the officials during the contest.  
• Respect is shown for Recreational Services facilities and equipment.                                                       |
| Unacceptable | • Multiple unsportsmanlike penalties given.  
• Participants/spectators who continually complain about officials' decisions and display dissension. Complaints include both verbal and non-verbal behavior. Excessive arguing between opposing teams/spectators may also lead to an unacceptable rating.  
• Team captain (spokesperson) exhibited little control over his/her team and spectators, conversed in a dissenting manner with officials about rule interpretations/calls and did not cooperate. Did not provide information requested by any intramural sports official/staff while performing their duties.  
• Team members did not meet eligibility requirements for participation in the Carnegie Mellon University Intramural Sports Program.  
• Team members played with participants who are currently suspended from participating in Intramural Sports.  
• Public indecency, vulgarity, or obscenity.  
• Individuals/teams played after the consumption of alcohol/drugs. If the contest has begun when discovered, the player(s) will be immediately removed from the facility, and the contest will be forfeited to the opponent.  
• Physical abuse by participants(s)/spectator(s) in the form of fighting and/or wrestling with an opponent and/or teammate which occurred before, during, or after an intramural sports contest.  
• Any threatening behavior (verbal and/or non-verbal) to any intramural sports employee, participant, or spectator, which occurred before, during, or after an intramural sports contest.  
• Damage to or destruction of any Recreational Services facilities and/or equipment.  
• Any violation of the Carnegie Mellon University Student Code of Conduct.                                                  |
| Season-Ending | • Team was uncooperative and out of control before, during or after intramural sports contest.  
• Team captain (spokesperson) exhibited poor control over self, the team, and/or the spectators.  
• Multiple ejections or blatant unsportsmanlike conduct that endangered participants, fans, officials, or supervisors occurred.  
• Any physical contact with any Intramural Sports employee.  
• Team failed to cooperate/comply with intramural sports administrative staff/University officials while performing their duties; falsely represented or withheld any information requested.  
• A team received a second unacceptable rating in the same sport or activity.  
• Teams were unable to continue to play and the game was stopped.  
• Teams receiving an unacceptable sportsmanship rating in a weekend tournament are eliminated from further competition regardless of the outcome of the game. |

3. **Consequences:** In the event that a team earns either of the following ratings, the following procedures will be used to determine a team’s eligibility.

A. Unacceptable: Team is suspended until the captain meets with the Coordinator for Intramurals and Club Sports. It is the captain's responsibility to call and schedule this meeting. A team is ineligible for any intramural sport competition in this activity until this meeting occurs. Regardless of the length of the season or tournament, two unacceptable ratings will be equivalent to a season ending rating, and the team will automatically be dropped from any further competition.
B. Season-Ending: Team will be automatically dropped from any further intramural competition. Future eligibility in the Intramural Sports Program of all team players will be reviewed.

Team Captains
1. The success of Intramural Sports depends largely on the leadership skills and interest of the team captains. Captains are ultimately responsible for the conduct of the team, should set a positive example for other players, and should assist the Intramural Sports staff in preventing unsportsmanlike conduct.
2. Only one non-playing participant may be present in the team bench area.
3. Successful team captains…
   - Register teams online during designated time periods.
   - Attend mandatory captain’s meetings for each sport.
   - Are responsible for the eligibility of all players.
   - Develop a thorough knowledge of all rules/policies and ensure that teammates abide by them.
   - Recognize the importance of appropriate player and spectator conduct.
   - Address student officials when rule clarifications are needed.
   - Communicate effectively with the Intramural Sports staff.
   - Check email frequently for program updates
   - Check the website frequently for program updates.
   - Take responsibility for paying all team fees.

Captain’s Meeting
1. After the registration period has ended and prior to the beginning of the season, one mandatory captain’s meeting will be held. The purpose of this meeting is to discuss specific sport rules, review Intramural Sports policies, and discuss questions and concerns.
2. Each team must be represented at this meeting. If a team fails to have a representative at this meeting:
   A. The team may be dropped from the schedule
   B. The team will be charged a $15 forfeit fee.
   C. The team may be replaced by a team on the waiting list.
   D. The team that missed the meeting will be placed at the bottom of the waiting list.

Rosters
1. All participants must be registered online (www.imleagues.com). Details for signing-up and maintaining team rosters can be found on our website.
2. Free Agents: If you cannot find enough people to make a team, take a chance by becoming a "free agent." Just show up at the captain's meeting and an announcement will be made that individuals are looking for a team. If you can't make the captain's meeting, but still want to be a free agent, contact the Intramural Sports Staff. Though we are not able to place individuals on pre-formed teams, we will email all captains with your information.

Playoffs
1. Eligibility: Teams that complete the regular season with a winning record (0.500 pct or above) and have not received two Unacceptable Sportsmanship Ratings and/or one Season Ending Sportsmanship Rating will be considered for advancement to the playoffs. The number of teams chosen will depend on facility space available. Play-by-date leagues, the team must be over (.500) to be considered.
2. Playoff Seeding: The following priorities will be used to rank teams for the playoffs:
   a. Win/Loss Record (percentage)
   b. Head to Head
   c. Sportsmanship
   d. Average Point Difference
   e. Coin Flip
Defaults, Forfeits, Cancellations and Rescheduling

1. Defaults
   A. Any team knowing in advance that they will be unable to play a scheduled game is provided the opportunity to default (not play the game). In order for the game to be considered a default, a team member must contact the Coordinator of Intramurals and Club Sports prior to 2:00pm the day of the game (10:00am for Sunday games). Email or Voicemail are both acceptable.
   B. A team that defaults a game will receive a loss in the standings but will not be subject to the penalties associated with a forfeit.

2. Forfeit: A team does not have the minimum number required to play at game time (Exception: the opposing team grants a 10-minute grace period). A forfeit of this nature will count as a loss and result in an automatic 0 for Sportsmanship. Teams will be allowed 2 forfeits per season. A team will be removed from the league once the second forfeit is received.

   Teams must be signed in and ready to play at the time of the scheduled contest to avoid penalties. Therefore, it is suggested that teams arrive at least 15 minutes before game time to allow for parking, signing in, and warming up. Teams must have the minimum number of players on the score sheet present. If they don’t, it will be considered a forfeit. Players will not be allowed to sign paper waivers until the game has started.

   If neither team is present and ready to play, a double forfeit will be issued. If one team has at least the minimum number to play, they will have the option of taking the win or allowing up to a 10-minute grace period for the other team to arrive. The play clock will begin at game time. After 10 minutes, a forfeit will be declared if both teams are not ready to play. The following penalties will be assessed for failure to start the game on time.

   The final score listed below will be awarded if the game results in a forfeit at the end of 10 minutes. The other 2 columns are awarded to the “ready” team if second team arrives within the designated time frame and play commences.

<table>
<thead>
<tr>
<th>Sport</th>
<th>Within 5 minutes of game time</th>
<th>5-10 minutes after game time</th>
<th>Final Forfeit Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>3 on 3 Basketball</td>
<td>2pts; Start with ball</td>
<td>Additional 2pts</td>
<td>5-0</td>
</tr>
<tr>
<td>6 on 6 Flag Football</td>
<td>6pt touchdown and 1 pt conversion; ball at 14 yard line</td>
<td>Additional 6pt touchdown and 1 pt conversion</td>
<td>21-0</td>
</tr>
<tr>
<td>Basketball</td>
<td>8pts; start with ball</td>
<td>Additional 7pts</td>
<td>35-0</td>
</tr>
<tr>
<td>Dodgeball</td>
<td>Lost 1st game</td>
<td>Lost 2nd game</td>
<td>3-0</td>
</tr>
<tr>
<td>Game</td>
<td>Scoring Rules</td>
<td>Score</td>
<td></td>
</tr>
<tr>
<td>----------------------</td>
<td>-------------------------------------------------------------------------------</td>
<td>-------------</td>
<td></td>
</tr>
<tr>
<td>Floor Hockey</td>
<td>2 goals; faceoff in ready team’s zone</td>
<td>10-0</td>
<td></td>
</tr>
<tr>
<td>Indoor Soccer</td>
<td>2 goals; Start with ball</td>
<td>10-0</td>
<td></td>
</tr>
<tr>
<td>InnerTube Water Polo</td>
<td>2 goals; Start with ball</td>
<td>7-0</td>
<td></td>
</tr>
<tr>
<td>Kickball</td>
<td>3 runs; declared home team</td>
<td>6-0</td>
<td></td>
</tr>
<tr>
<td>Outdoor Soccer</td>
<td>1 goal; choose ball/direction</td>
<td>7-0</td>
<td></td>
</tr>
<tr>
<td>Softball</td>
<td>3 runs; declared home team</td>
<td>12-0</td>
<td></td>
</tr>
<tr>
<td>Ultimate Frisbee</td>
<td>2pts; start with disc</td>
<td>4-0</td>
<td></td>
</tr>
<tr>
<td>Volleyball</td>
<td>8pts; start with serve</td>
<td>2-0 (match score)  +15pt difference</td>
<td></td>
</tr>
</tbody>
</table>

Note: If a team takes the win by forfeit, without allowing the grace period, the final score will be recorded as listed above

A. Types of Forfeits
   - **No-Show**: team does not have the required number of players to participate at the scheduled game time.
   - **Eligibility**: One or more players are ruled ineligible to participate (see page 4).
   - **Sportsmanship**: the game is ended as a result of unacceptable conduct.

B. Conditions for Forfeits
   - In order to claim a forfeit, the opposing team must be present and ready to play with at least the minimum number of players required to start a game.
   - If neither team is present with the minimum number of players at game time, the game will be declared a double forfeit.

C. Consequences Associated with Forfeits
   - Any team that forfeits a single game is required to pay a $15 fee in order to remain in the league. The team captain is responsible for paying the amount at the UC Equipment
Desk. The student worker will help you with the transaction on the payment portal. You must then present the receipt to the Coordinator of Intramurals and Club Sports or an IM Supervisor on site before your next game.
• Any team that forfeits two games in a season will be dropped from competition without the possibility of re-entry.

Cancellations and Rescheduling

Cancellations: Games will be cancelled or postponed due to poor weather conditions or other uncontrollable situations. The Intramural Sports staff will notify the captains of all teams scheduled to play if games are cancelled for any reason. Games may or may not be rescheduled depending on many factors. In the event of a game being rescheduled, the captains of both teams will be notified within a reasonable amount of time.

Rescheduling: Teams cannot postpone or cancel games by mutual agreement. The Coordinator of Intramurals and Club Sports must approve all schedule changes.

Game Time Regulations

Protests

1. Philosophy: It is the strong belief of this department that games should be won or lost on the field of play, not through the technicalities of rules.

2. Types of Protests
   A. Judgment Decisions: Participants may not protest officials’ judgment calls.
   B. Player Eligibility: Protests may be made at any time by the Intramural Staff or any participant. Any team or individual protesting the eligibility of a player must furnish proof that the player is ineligible. In case of an obvious violation of eligibility rules, a protest may be granted. To ensure honest sport competition, protests of alleged eligibility violations should be made prior or during the games to the Intramural Sports staff rather than waiting to determine the outcome of the game.
   C. Rule Interpretation: A team captain may protest an official’s rule interpretation or application of the rules.

3. Procedure for Protesting
   A. Any captain who would like to protest a call must first request a time-out and then say to the officials, “I protest”.
   B. The officials will stop play and meet with the team captain and Intramural Sports supervisor to determine the correct ruling. The supervisor will act as the arbitrator and make a decision.
      • If the protest is upheld, the game will continue from the point of interruption and the protesting team will not be charged with a time-out.
      • If the protest is denied, the protesting team will be charged the time-out.
   C. In circumstances where an individual is still not satisfied and feels a protest should be filed, the team captain must notify the supervisor that a protest is being registered. The protest form must be completed and submitted in writing along with a $15 protest fee to the Coordinator of Intramural Sports in the Intramural Sports Office by 12:00pm (noon) the day after the incident in question. Protests submitted after this time will not be considered. If the protest is upheld, the fee will be returned and appropriate action will be taken. If the protest is denied, the call stands and the team loses the $15. NOTE: Protests involving eligibility do not require the protest fee and the protest fee is only in place to ensure that frivolous protests are not filed.
All-Sports Points System
To encourage participation and achievement throughout the entire academic year, Intramural Sports offers the opportunity for teams to earn points towards this championship. Keep the same team name for each sport that you play and you can earn points for participation and for winning!

1. **Earning Points:**

<table>
<thead>
<tr>
<th>Sport Format</th>
<th>Participation</th>
<th>Regular Season</th>
<th>Playoffs</th>
</tr>
</thead>
<tbody>
<tr>
<td>Competitive League</td>
<td>20 Points</td>
<td>1&lt;sup&gt;st&lt;/sup&gt; Place: 10 Points</td>
<td>1&lt;sup&gt;st&lt;/sup&gt; Place: 20 Points</td>
</tr>
<tr>
<td></td>
<td></td>
<td>2&lt;sup&gt;nd&lt;/sup&gt; Place: 7 Points</td>
<td>2&lt;sup&gt;nd&lt;/sup&gt; Place: 15 Points</td>
</tr>
<tr>
<td>Recreational League</td>
<td>10 Points</td>
<td>(No Points Awarded)</td>
<td>1&lt;sup&gt;st&lt;/sup&gt; Place: 10 Points</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>2&lt;sup&gt;nd&lt;/sup&gt; Place: 7 Points</td>
</tr>
<tr>
<td>Tournaments</td>
<td>15 Points</td>
<td>(No Points Awarded)</td>
<td>1&lt;sup&gt;st&lt;/sup&gt; Place: 15 Points</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>2&lt;sup&gt;nd&lt;/sup&gt; Place: 10 Points</td>
</tr>
</tbody>
</table>

2. **Champions:** Separate championships will be awarded for Men’s, Women’s, and CoRec.

3. **Forfeits:** Any team that forfeits a regular season game will not earn participation points for that sport.

Disclaimer: The Coordinator of Intramurals and Club Sports has the right to make adjustments to any of these policies if it betters the intramural program as a whole.