



Campus Recreation & Wellness Promotion

Assumption of Risk

*The Department of Campus Recreation and its staff assume no responsibility for injuries received by participants during Intramural activities. Students, faculty, and staff are reminded that their participation is completely voluntary. Provisions have been made for immediate first aid care, and when necessary, transportation to a hospital or emergency care facility. Each year a number of small injuries occur which require hospital treatment, the nature of Intramural activities and then large number of Texas Christian University students, faculty, and staff who participate combine to make these occurrences inevitable. The Intramural program strongly encourages each participant to have a physical examination and secure adequate medical insurance prior to participation. Participation in TCU Intramural activities implies acceptance of the above terms **as well as signing an online waiver after completion of registration**. Any participant who participates accepts all risks that are associated with participation in the activity.*

Registration and Account activation

*Register by creating your team online through our imleagues.com website (**can only be done after an account has been activated through our mycampusrec portal**), then pay online using credit/debit card, or come in to pay if using cash, check, or student account. The payment is what locks a team/participant into a tournament or league, so nothing would be finalized (day of play, time preference, etc.) until payment is rendered, but this is a great way to have peace of mind after payment. The following bullets further explain how to access our online site for games:*

Access to IMLeagues.com through the mycampusrec.com portal:

- 1. Access online team registration link via Campus Recreation and Wellness Promotion Portal Website at mycampusrec.tcu.edu.*
- 2. All students wishing to participate in Intramural Sports must log in through the portal using their TCU credentials by first selecting 'log-in' in the top right corner and then clicking the purple log-in button. ****Note that if you do not click the purple log-in option, the system will***

not accept your information. That section is only for community members to access our portal.

3. Next, select the intramural sports option (whistle as a logo/button), and then click the imleagues banner in the center of the page. That will redirect you to the site automatically. ****After you get to imleagues.com, there is a live support button in the top right corner of all pages, so please use this button if you encounter any difficulties****

How to create a team/sign up for an individual tournament:

1. Visit mycampusrec.tcu.edu.
2. Log in using your TCU credentials (see above).
3. **After being redirected to the imleagues page, Click the create/join team button** at the top right of your User Homepage, or click on the "Texas Christian University" link to go to your school's homepage on the software.
4. The current sports will be displayed, click on the sport you wish to join.
5. Choose the league you wish to play in (Men's, Women's, Co-Rec, etc.)
6. Choose the division or block you want to play in (CR 1, MC 5, W 4, etc.) [CR stands for **Co Rec**, MC stands for **Men's Competitive**, MR stands for **Men's Recreational**, Res Hall stands for **Residence Hall** and W stands for **Women**. Games will be played once a week, with games potentially beginning as early as 4:00pm and as late as 11:00pm]
7. From our website, you can join a sport one of three ways:
 - a. **Create a team (for Captains and/or IM Chairs)**
 - i. Captains can invite members to their team by clicking the "Invite Members" link on the team page. Any invited players must accept the invitation to be joined to your team.
 1. If they've already registered on the IMLeagues software: search for their name and invite them.
 2. If they haven't yet registered on the software: scroll down to the "Invite by Email Address" box and input their TCU issued email address.
 - b. **Join a team**
 - i. Use the Create/Join Team button at the top of the right of any page
 - ii. Accepting a request from the captain to join his/her team
 - iii. Finding the team and captain name on the division/league page and requesting to join
 - iv. Going to the captain's player card page, viewing his/her team, and requesting to join
 - c. **Join as a Free Agent**
 - i. You can list yourself as a free agent in as many divisions within a league as you'd like.

- ii. *You will be visible to all members of the site and can request to join teams, or post information about yourself so teams can request to add you to their team.*

You may also stop by the Rec Center and fill out a free agent card to be contacted over the course of the season if a team finds themselves in need

Your team creation will not be considered complete until you meet all of the following requirements:

- 1. Create your team on IMLeagues**
- 2. Meet the minimum roster requirements, set by Competitive Sports for each sport, and monitored via IMLeagues rosters**
- 3. Pay for your team via credit/debit card on IMLeagues, or by cash, check, or student account in the Rec Center Front Office**
- 4. Move your team off of the waitlist and into the best available playing day/time for your team**

REGISTER YOUR TEAMS AS SOON AS HUMANLY POSSIBLE IN ORDER TO AVOID BEING EXCLUDED FROM THE LEAGUE!!!

Officials

Officials are always needed. If you are looking for some extra work, please visit campusrec.tcu.edu/employment/ to begin an application. Call 817-257-PLAY with any questions.

Spirit of the Game Clause

In the interest of maintaining a fun and safe environment while adhering as closely as possible to the spirit of competition, the Competitive Sports program reserves the right to make any decision necessary to protect both the integrity of the game/sport being played and the participants involved.

Sportsmanship

All participants involved with intramural sports are expected to behave in a mature and respectable manner. Unsportsmanlike behavior will not be tolerated in any intramural event. A sportsmanship grading system is in place to insure positive participation.

The following guidelines are subject to change rendering the decision of the Competitive Sports Administrative Team:

*•If a team is administered an **E** grade during the regular season, they will be ineligible for the playoffs.*

•If a team is administered a **D** grade during the season, they must receive grades of a B or higher the rest of the season to continue play and be eligible for the playoffs.

•If a team is administered two (2) **C** grades during the season, they must receive grades of a B or higher the rest of the season to continue play and be eligible for the playoffs.

Grade A – Excellent behavior. The team captain shows complete control of his or her team as well as spectators. All team members were respectful of all participants and intramural employees.

Grade B – Team showed controlled behavior. Captain showed complete control of his or her team members and spectators. Participants complied with the rules and regulations implemented by the intramural program.

Grade C – Team struggles with respect to either the opposing team or intramural officials. Captain regains control of his or her team. The team acts sufficiently following warnings from intramural employees.

Grade D – Captain shows little or no control over team members. Participants act disrespectfully or engage in any verbal altercations with opposing team members or intramural employees. Participant(s) were possibly ejected from the activity.

Grade F – Captain has absolutely no control over his or her team. Participant(s) is involved in a physical or verbal confrontation that leads to an ejection.

Sportsmanship Grades serve as tie breakers for playoff seeding!!!

Rosters (Entry Forms)

ALL PLAYERS MUST BE ADDED VIA IMLEAUGES!!! SEE INSTRUCTIONS ABOVE!
Rosters must be turned in by the stated entry deadline and MUST include a roster of at least the minimum number needed for a team (i.e. Basketball = 5). Roster maximum is twice the minimum number needed to participate (i.e. Basketball = 10). Individuals may be added during the regular season until the last scheduled game. No additions to rosters will be accepted during playoffs. Deletions will only be allowed at the discretion of the Assistant Director. For tournaments, players may be added up to the start of the first game. A player may only participate on one men's (competitive or recreational) or women's team. They may also play on one co-rec team.

Entry Fees

Payments must be completed prior to choosing a playing time. You may pay by CASH, CHECK, or STUDENT ACCOUNT(SEND HOME) at the Rec Center Front

Office. You may pay by CREDIT or DEBIT CARD online via IMLeagues Payment Portal. Teams will not be processed without payments.

Forfeit Policy

- "Game time is forfeit time"
- If a team does not have the necessary amount of players to play at their scheduled game time, the opposing team has the **option** to take the win immediately, or wait 10 minutes to see if their opponent can gather enough players. If they can decide to wait the 10 minutes, this time will be taken off the game clock and once enough players have arrived the first half will start with decreased time.
- Once the team with the correct number of players has decided to take the win or wait 10 minutes they cannot change the decision. The officials must abide by their first response.
- If a team knows that they won't be able to make a game because of a conflict, they can contact the program assistant or Rec Center front office and let them know so that the opposing team can be notified and officials can be called if needed.
- Defaulted games do not need to pay a forfeit fee. To be considered a default and not a forfeit, the team must contact the program assistant before 12 noon the day of the game or before 5pm on Fridays for a Sunday game.

Forfeit Fees

In order to hold everyone accountable for the success of the sport leagues, a forfeit fee of \$20 will be applied to teams that forfeit during the regular season of Major Team Sports. Forfeit fees must be paid by 6:30pm on the day **before** the team's next scheduled game. If your next scheduled game is on a Sunday or Monday, this fee must be paid by 5pm on Friday. All fees shall be paid at the Campus Recreation office suite. If fee is not paid, the team will not be eligible to play. If a team forfeits twice during the season, they will automatically be kicked out of the league (Forfeited Doubleheader will only count as 1 forfeit).

Participation Quiz

In lieu of the mandatory Captain's Meetings for designated sports/events, the Competitive Sports Department now requires each participant to complete a **Sport-Specific Participation Quiz** in order to be granted event eligibility. These quizzes will be accessible as the final step to register through the imleagues.com site as players add themselves to sport rosters or sign up for single-participant events.

TCU ID required

All intramural sports participants must bring their TCU ID (only) to every event in order to be eligible to participate!!

Intramural Sports Equipment

Campus Recreation will supply the majority of the equipment needed to participate. Softball gloves will not be provided. The supervisor on duty will supply each official/referee with the equipment needed for each sport. Each field/court will have only one game ball. Teams wanting to practice may check out equipment through the supervisor on duty. They will have to use their TCU ID (only) to check out equipment. When the equipment is returned the student, faculty, or staff will be returned their ID.

Protests

*Eligibility protests must be filed with the Assistant Director of Intramurals by noon the day following the game/match in question (**NOTE: Should an eligibility protest be filed in the playoffs of a league, the window for filing the protest will be closed once the next round begins unless the Assistant Director deems the circumstances to be compelling enough to extend into the next round(s)**). Protests must be filed by the captain and must be typed and signed. Protests may not be filed regarding officials judgment calls. Protests may not be Anonymous. Particular rule clarifications must be addressed before the next play takes place during the game in order to have a legitimate protest.*

Ejections

Any participant or attendee ejected from an intramural event must meet with the Assistant Director of Competitive Sports before he or she may participate in another intramural event. Any suspensions or reprimands given will not take place until after he or she has met with the Assistant Director. Meetings can only be scheduled by emailing the Competitive Sports Administration at k.d.woolems@tcu.edu. If an individual is involved in a fight (the acts proceeding a physical altercation are by rule considered fighting as well. This means that no punch needs to be thrown for someone to be ejected as part of a "fight". The only option that an offended player has when a fight is beginning is to step away and not retaliate or respond in any fashion.), they are subject to permanent removal from intramural activities, permanent trespass from the University Recreation Center and all its services, as well as further repercussions from the office of Campus Life if the situation warrants it.

Appeals

Intramural Sports Appeal Process

Intramural Sports participants may appeal legitimate protest and ejection sanctions. The appeal process goes the through the following channels:

- 1. Assistant Director of Competitive Sports
- 2. Associate Director of Campus Recreation
- 3. Director of Campus Recreation
- 4. Campus Life
- 5. Vice Chancellor of Student Affairs

All appeals must follow the process listed above. No channels may be skipped. All appeals must be filed within 48 hours of meeting with each level of the appeal process. All appeals must typed and signed by the individual filing the appeal.

Eligibility

*Current TCU students, Faculty, and staff are eligible to participate in intramural sports. Students must be enrolled for classes at TCU during the term in which they are participating. An individual may only participate on one team for each specified sport. The only exception is if you play on a men's or women's team and a co-rec team. **Any players caught participating on more than one women's or men's team will be suspended.** Actions may be taken against the entire team as well. It is the responsibility of the captain to inform all participants of these regulations. Intramural staffs are responsible for paying close attention to our participants. It is their responsibility to act if they are aware of ineligible players.*

Varsity Athletes

Varsity Athletes may not participate in intramural sports for their specified event. A person is considered a varsity athlete (for the purposes of intramural sports) if they practice with the team at any time or are listed on any rosters throughout the previous or present academic year. A varsity athlete may not participate in intramurals in their specified sport for one year after their last official contact with the team. Eligibility issues must be brought to the attention of the Assistant Director of Competitive Sports. The intramural staff is not responsible for checking eligibility of each participant.

Weather

Inclement weather may cause delays and cancellations in intramural sports. When a thunderstorm threatens or when the campus lightning prediction system sounds, go inside immediately for protection. The lightning prediction system will sound a single blast from its warning horn when a potential lightning hazard exists. An all-clear signal of three horn blasts will be sounded after the lightning hazard passes. If you are caught outside, stay away from any object that could act a natural lightning rod, such as tall trees. Stay clear of open fields, open water or small isolated sheds. If you are caught in an open area, crouch low to the ground; do not lie flat on the ground. Get away from fences or other metal objects.

Intramural sports will continue through light rain. No rain cancellations will be made before 3 p.m. in the scheduled day of play. Once play begins it will be up to the intramural supervisors to cancel or delay play based on the weather. Heavy rain may cause the fields or atmosphere to become unsafe and dangerous for the participants as well as staff.

If at any point the tornado siren sounds, cease play immediately and seek shelter. The closest shelter from the intramural fields is the Greek housing.

All Campus Champion

All Campus Champion points are awarded based on team name. There will be a men's, women's, and co-rec division. The teams that finish overall 1st or 2nd will receive power points toward the All Campus Champion. Even if your team does not finish 1st or 2nd, you will still receive points for participation. The object will be to keep the same team name throughout the year. Teammates may be interchanged on rosters throughout the year. Whether it is a season or tournament, team or individual sport, points can still be earned for a particular team name. During each season or tournament, a team name may only be used once. For an individual event a team name maybe used a maximum of 5 times.

Major Team Sports (season):

1st place= 200 points + 50 points for participation

2nd place= 150 points + 50 points for participation

3rd place = 100 points + 50 points for participation

4th place = 100 points + 50 points for participation

Overall participation= 50 points

TEAM TOURNAMENTS

1ST place = 100 points

2nd place = 80 points

Overall participation= 40 points

INDIVIDUAL EVENTS (season)

1st place= 100 points

2nd place= 80 points

Overall participation= 10 points (5 people may be entered under one team name)

If you have a 1st or 2nd place winner only those points will be awarded to the team. Not the overall participation points.

INDIVIDUAL EVENTS (Tournament)

1st place = 80 points

2nd place = 60 points

Overall participation = 10 points (5 people may be entered under on team name)

If you have a 1st or 2nd place winner only those points will be awarded to the team. Not the overall participation points.