



Intramural Participant Handbook 2026-2027

Mission

To Promote lifelong wellness through holistic education and quality recreation programs, services, and facilities that enhance the university experience through participation & leadership.

Purpose and Philosophy of Intramural Sports

Intramural Sports is a division within Competitive Sports at Texas Christian University that provides structured and competitive leagues, tournaments, and recreational activities throughout the academic year. Our programs are designed to foster community, engagement, sportsmanship, and a positive competitive atmosphere for all participants.

Texas Christian University Competitive Sports staff is dedicated to serving all students, faculty, and staff through inclusive and accessible programming. The success of our program depends in large part on staff members demonstrating a positive attitude and consistently communicating and acting in a courteous and professional manner. All participants, including students, staff, and faculty, are expected to respect the individuals who work to create a safe and welcoming environment for play. While Intramural Sports is competitive in nature, we believe there is always an opportunity to demonstrate patience, respect, and good sportsmanship.

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Contact Information

Competitive Sports Administration Phone List

Takia Montgomery

Competitive Sports Coordinator

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Website: <https://campusrec.tcu.edu/intramurals/>

Policies and Procedures

Eligibility

Eligibility rules are established to promote fair play and ensure that all participants have an enjoyable experience. These rules are not intended to serve as punishment or discipline, but rather to uphold the integrity and spirit of competition. In many cases, the honor system is relied upon to ensure compliance with these guidelines.

We ask for the support and cooperation of all participants and spectators in following these policies and contributing to a respectful and positive recreational environment.

Section 1: Eligible Populations

Undergraduate and Graduate Students: All students must be enrolled and remain enrolled throughout the semester to be eligible for Intramurals. Leaving school will result in the immediate suspension of Intramural eligibility.

Faculty and Staff: All faculty and staff who wish to participate in Intramurals must purchase a Faculty/Staff membership. This membership will allow the user to gain access to all Intramural activities along with all recreational facilities. Separation from the university or faculty and staff membership expiration results in the immediate suspension of Intramural eligibility.

Section 2: Participation Restrictions:

The Intramural Staff will determine exceptions to participant restrictions

1. Individuals who fall into one of the following categories are restricted in their intramural participation.
 - Current intercollegiate athletes
 - Varsity letter winners from any four-year institution
 - Sport club athletes
 - Professional athletes
2. The restrictions are defined in the following sections
 - a. **Two Person Rule:** No team may have more than two individuals on its roster who fall into the category of former varsity letter winners from any four-year institution, and current club sport athletes in their specific or associate sport.
 - b. **Varsity Letter Winners:** Male or female students who have earned a varsity letter from a four-year college or university shall be ineligible to compete in the sport or associate sport in which they lettered until

the full academic year has ended in which they were last listed on an official athletic roster.

- i. Should a letter winner remain in school after their eligibility has expired, they will be limited by the two-person rule.

Section 3: Intercollegiate Athlete Rule

Current Intercollegiate athletes are not eligible to participate in their respective or like intramural sport, activity, or event until the full academic year has ended in which the athlete last competed collegiately. Current Intercollegiate athletes are defined as TCU individuals whose names appear on the official athletic roster at any time during the academic year.

Should an individual quit, use all of their eligibility or be removed from the roster, they will remain ineligible in their specific sport or associate sport for the entire academic year in which their name appeared on the official athletic roster. Current intercollegiate athletes must compete in the highest class offered in any sport.

Section 4: Professional Athlete Rule

Professional athletes, current or former, are not eligible to participate in their respective or associated Intramural Sport, activity, or event. A professional athlete is defined as any individual who has received compensation to compete for a professional team; has been under contract with a professional organization; has been included on a professional team roster; has practiced with a professional team; or has received compensation for trying out for a professional team. Compensation earned through a Name, Image, and Likeness (NIL) agreement alone does not constitute professional status and does not affect a participant's eligibility for Intramural Sports.

Section 5: Sports Club Athletes

Sport club athletes are defined as TCU students who appear on the official roster at any time during the current academic year. Sport Club athletes will be limited by the two-person rule in their sport or related sport.

Section 6: Leagues & Divisions

All participants are eligible to compete on a single gender, Co-Rec, or Res-hall team per league sport, but a participant may only compete on one single gender team.

- Ex – Men may only play in either men's competitive or men's recreational when offered.

Each Sport has multiple leagues, though not all leagues are offered for each sport, and not all leagues are offered each semester.

- Open (no gender restriction on team composition)
- Men's
- Women's

- Co-Rec (sport-specific restrictions on team gender composition)
- Residence Hall (Must be currently living in the residence hall on campus)

Section 7: Illegal Participation

Teams found to have any participant in noncompliance with the above eligibility policies may have all games in which an ineligible player participated forfeited to their opponent, regardless of the outcome at time of competition. The participant(s) in question as well as the team's captain, may be suspended from that specific team for a length of time deemed appropriate by the Competitive Sports Staff.

Participation is defined as a player being present on the field, court, or designated area of play during live game action after properly checking in with Competitive Sports staff and appearing on the team's active roster. The Intramural Sports program reserves the right to review and verify the eligibility of any participant at any time during the season. A formal protest staff does not need a formal protest from an opposing team from an opposing team is not required for Competitive Sports staff to investigate or rule a participant ineligible.

Section 8: Eligibility for Playoffs

- A player is considered to have **played** when their name appears on the score card and they have checked in on the roster.
- A **win by no-show or default** counts toward eligibility for players who properly check in with the supervisor.
 - To be eligible for playoffs, a player must:
 - Be listed on the **IMLeagues roster before the completion of their last regular season game.**
- Only players on the roster who have met eligibility requirements may participate in playoffs.
- **No roster additions** are allowed after your last regular-season game.
- Teams must compete in at least **one game** during the regular season to qualify for the playoffs.

Captain's Responsibilities

Section 1: Team Captain

The team captain is responsible for communicating all information from the Competitive Sports Office to their team members. The captain will serve as the primary point of contact between the team and the Competitive Sports Office and is expected to ensure that all team members are informed of league policies, schedules, and important updates.

Section 2: Responsibilities

The team captain is a vital link between the individuals participating in a sport and the Competitive Sports Staff. The captain is responsible for:

- Understanding and adhering to all policies and procedures outlined in the Intramural Sports Handbook, registration materials, announcements, and any information provided by the Competitive Sports office
- Communicating all relevant information, updates, and expectations from the Competitive Sports Office to their team members
- Regularly checking IMLeagues to verify game schedules, locations, scores, standings, and any schedule changes or updates.
- Ensuring that all team members are properly listed on the official team roster before participating in any contest.
- Verifying that games scores and results are accurately recorded on IMLeagues and promptly reporting any discrepancies to the Competitive Sports Office.
- Promoting and maintaining good sportsmanship among all team members, fans, and team supporters, understanding that poor sportsmanship may affect a team's eligibility for postseason play and future participation
- Maintaining communication with the Competitive Sports Office regarding schedules, playoffs, weather-related updates, and other league information. Schedule information will not be provided over the phone.
- Notifying the Competitive Sports office if the team cannot attend a schedule contest. To avoid a no-show penalty, Captains must notify the office by 12:00pm on the day of the scheduled game.
- Monitoring email and other official communication channels for schedule changes, league updates, and important announcements from the Competitive Sports office.
- Ensuring that all team members meet eligibility requirements and comply with Intramural Sports policies throughout the season.

Participant Responsibilities

Section 1: Responsibilities

Each person participating in an Intramural event assumes responsibilities as an individual participant. Participants are responsible for:

- Creating an IMLeagues account
- Joining their team roster on IMLeagues.com before game time on the day of the event
- Knowing their team's game time and location
- Completing the waiver prior to any participation
- Arriving at the site at least 15 minutes prior to the start of every contest to make sure that their name is properly documented.
- Bringing valid TCU ID
- Being familiar with all rules, schedules, policies, and procedures including the sportsmanship, and eligibility policies of the Intramural Sports Program.

- Cooperation before, during, and after competition with all Intramural Sports & Campus Recreation staff.
- Demonstrating sportsmanlike behavior whenever participating in Intramural Sports programming.

Registration Information

Section 1: Create an IMLeagues Account

All participants are required to create an account with IMLeagues. If you have any difficulties, you may contact the Competitive Sports Office.

1. Go to <https://campusrec.tcu.edu/intramurals/> and click on “MyCampusRec”
2. Scroll down and click on ‘Intramural Sports’.
3. Click ‘TCU Login’ and sign in with your credentials.
4. Click on the orange intramural sports banner.

Section 2: How to Register for an Intramural Sport (Creating a team)

1. Login into your IMLeagues account
2. On the main TCU Intramural page select the sport you would like to play.
3. Choose your league and division.
4. Team Captains may invite individuals to join their team by clicking the Invite member link on the team page. Any invited members must accept the invitation to be added to the roster
 - a. If they have an IMLeagues account, search by name to invite
 - b. If they do not have an IMLeagues account, choose invite by email and input their information.
5. Your team will remain on the “waitlist” until the minimum number of participants has been met.

Section 3: How to Register for an Intramural Sport (Joining a team)

1. Accept a request from a captain to join their team
2. Finding the team and captain name on the division/league page and requesting to join the team
3. Finding the Captain’s player card page and requesting to join their team.

Section 4: How to Register for an Intramural Sport (Joining as a Free Agent)

1. You may list yourself as a free agent within leagues. You will be visible to all members of the site and can request to join teams and

post information about yourself so teams can request to add you to their team.

2. Intramural Sport staff will assist in attempting to get Free Agents added on teams for each sport. If enough individual sign-up as Free Agents, a team comprised of those individuals may be created.

Playoff Structure

Section 1: Playoff Structure/ Reschedules

In each sport, the teams that qualify will be determined by the number of teams that register. The number of teams to qualify will be announced before the end of the regular season. A schedule will be posted during the final week of the regular season.

1. Playoff schedules will be determined by the Competitive Sports Office based on seeding. Games will be scheduled based on the availability of the facility.
2. The team with the conflict must notify the Competitive Sports Office immediately upon realizing the conflict.
3. Games will only be rescheduled if a game is postponed because of inclement weather, or a campus of energy.

Defaults and Forfeits

Section 1: Defaults

Any team knowing in advance that they will be unable to play a regular-season contest is provided the opportunity to default the contest. This will result in a team receiving a loss and also receiving a 3 for sportsmanship. To receive a default, the captain must send an email to the competitive sports office by noon of your gameday. Failing to do so will result in a forfeit. If a team defaults 2 matches or more, they will be ineligible for the playoffs.

Section 2: Forfeits

A forfeited game will be marked as a 1 sportsmanship rating for the contest. The following situations, but not limited to, will result in a forfeit:

- Not Enough Players – The team does not have the required number of players to participate at the scheduled start time.
- Eligibility – One or more of the players participating is ineligible and therefore may not participate. Ineligibility may be due to player misusing an ID, being

listed on multiple rosters within the same league, suspension for sportsmanship-related issues, etc.

- Sportsmanship – Game is ended by staff for sportsmanship-related issues
 - This rule will result in a 0 Sportsmanship Rating
- No Show – Team fails to show up for scheduled game

A 10-minute grace period may be granted after the scheduled game time if the team that is present agrees. Once the present team decides whether to allow the grace period, that decision is final and cannot be changed.

If the opposing team does not arrive before the grace period expires, the Competitive Sport Supervisor will declare the game a forfeit.

Any team that forfeits a league game will be assessed a \$30 forfeit fee and suspended from league play until the fee is paid. Forfeit fees must be paid within 72 hours of the originally scheduled game time. Failure to pay the fee within 72 Hours will result in the team's continued suspension from league play until the fee is paid. A team that receives two forfeits during the season will be removed from the league.

Participants in individual/team tournaments who forfeit a scheduled match will be assessed a \$5 forfeit fee. Individuals will be suspended from further participation until the fee is paid.

Sportsmanship

Section 1: Captains

The team captain is responsible for the actions of their team and spectators. Additionally, the captain will ensure that their team is familiar with the rules of play, and intramural sports policies and procedures contained in this handbook. Sportsmanship is a vital component for success in every intramural sports contest. Participants and spectators are expected to display good sportsmanship toward opponent's and the competitive sports staff at all times.

Section 2: Unsportsmanlike Conduct

Participants and spectators shall not commit acts of unsportsmanlike conduct. This includes but is not limited to, arguments with staff, flagrant fouling, fighting, etc. before, during, or after a contest. No player, team, or coach shall:

- Use foul or derogatory language, threaten, or verbally abuse any other participant or Competitive Sports Staff before, during, or after the game
- Participate in a game for which they are ineligible
- Argue or talk back to the Competitive Sports Staff. Only the captain should address an official, and only if done so in a courteous manner

- Intentionally strike, push, trip, or flagrantly foul another participant, spectator, or Competitive Sports Staff
- Mistreat, damage, or destroy the facilities equipment or supplies of Texas Christian University
- Consume or attempt to consume alcoholic beverages before, during, or after an Intramural contest, or attend an Intramural contest inebriated.

Section 3: Warning and Ejection System

A warning and ejection system will be used to enforce the sportsmanship policy. Individuals or teams will be issued a warning as explained below. Two warnings will result in an ejection of an individual or the forfeiture of a game. **EJECTIONS MAY BE ISSUED WITHOUT ANY WARNINGS.**

Sport Specific Examples

1. Basketball
 - a. Technical foul = warning
 - b. Second technical foul = ejection
 - c. Third technical foul on one team = forfeit
2. Flag Football
 - a. Unsportsmanlike conduct penalty = warning
 - b. Second unsportsmanlike conduct penalty = ejection
 - c. Third unsportsmanlike conduct penalty on one team = forfeit
3. Soccer (Indoor-Outdoor) and Volleyball
 - a. Yellow Card = warning
 - b. Second yellow card or first red card = ejection
 - c. Third card offense on one team = forfeit

Section 4: Ejection

Any player, coach, or spectator who is ejected must meet with a Competitive Sports Coordinator before being eligible to participate in their next intramural contest. Ejections may result in additional disciplinary action, including suspension or probation ranging from one game to permanent removal from Intramural Sports. Participants may appeal a suspension; however, they are not allowed to participate while the appeal is under review. Team captains are responsible for the conduct of their players, coaches, and spectators and may receive warnings or ejections if they fail to manage team behavior appropriately. In cases of severe misconduct, individuals or teams may be referred to the Office of Student Conduct or the appropriate governing body for further action.

Section 5: Fighting

Fighting is defined as any intentional act of physical aggression toward another individual, including striking, pushing, slapping, punching, elbowing, tackling, or any other malicious contact. Fighting is strictly prohibited in all Intramural Sports activities. Any participant involved in a fight will be immediately ejected and suspended from

further participation pending a disciplinary meeting with a Competitive Sports Coordinator.

Section 6: Major and Minor Penalties

1. Any suspension from Intramural participation for less than eight weeks is a minor penalty. This penalty may not be appealed.
2. Any suspension from Intramural participation for a period of longer than eight weeks is a major penalty. Major penalties may be appealed to the Assistant Director of Competitive Sports following the appeal procedure outlined in section 10.

Section 7: Sportsmanship Ratings

Officials, scorekeepers, and supervisors assign sportsmanship ratings to teams following each contest. These ratings reflect the behavior of team members and spectators before, during, and after competition.

To be eligible for postseason playoffs, a team must maintain a minimum sportsmanship average of 3.0 during regular season round-robin play. During the playoffs, any team receiving a sportsmanship rating of 2 or lower may be subject to removal from postseason competition.

Sportsmanship ratings are based on the following criteria:

Excellent Conduct Sportsmanship – 4 Points

Players cooperate fully with the officials and other team's members. The captain calmly converses with officials about rule interpretations and calls. The captain also has full control of his/her teammates.

Good Conduct and Sportsmanship – 3 Points

Team members verbally complain about some decisions made by the officials and/or show minor dissension. Teams receiving a team warning, an unsportsmanlike conduct penalty, a yellow card, or a technical foul will receive no higher than 3. Captain has moderate control of his/her teammates.

Below Average Conduct and Sportsmanship – 2 Points

Team shows verbal dissent towards officials and/or opposing team, which may or may not merit a verbal warning. Captain exhibits minor control over their teammates, but is in control of themselves. Teams receiving multiple warnings, two unsportsmanlike conduct penalties, multiple yellow cards, or multiple technical fouls will receive no higher than a 2. Teams with a player ejection will receive no higher than a 2. Teams receiving multiple warnings will receive no higher than a 2.

Poor Conduct and Sportsmanship – 1 Point

Team constantly comments to the officials and/or opposing team from the field and/or sidelines. The team captain exhibits little or no control over teammates or

himself/herself. A team that has at least one ejection and multiple warnings will receive no higher than a 1.

Unacceptable Conduct and Sportsmanship – 0 Points

Team is completely uncooperative. Captain has no control over teammates and/or themselves. A game being forfeited by unsportsmanlike behavior will receive a 0 rating. Any team receiving three unsportsmanlike conduct penalties, three technical fouls, or multiple red cards will forfeit that game. The captain of any team receiving a 0 rating must make an appointment with one of the Competitive Sports Coordinators before further play will be permitted (0 points).

Any team receiving a 0 during the regular season may be ineligible for post-season tournament and removed from league play.

Section 8: Special Contest Situations

A team that forfeits or fails to show for a scheduled contest will receive a sportsmanship rating of 1, while the opposing team will receive a rating of 4. Special sportsmanship policies apply during postseason play, requiring teams to earn a minimum rating of 2 or higher to remain eligible in the tournament. Any team receiving a sportsmanship rating of 1 or 0 will be removed from postseason competition. Additionally, any team that receives two sportsmanship ratings of 2 during the playoffs will be eliminated from the tournament. This policy applies to all intramural tournaments.

Section 9: Assumed Names

The use of an assumed name or any form of fraudulent identity is strictly prohibited and constitutes a violation of Intramural Sports policy. Any participant found using a false name, another individual's ID card, or engaging in any similar fraudulent act may be disqualified from Intramural participation for up to one year. In addition, the participant's team may be disqualified from that sport. Intramural staff may confiscate any ID used in violation of this policy. Violations may also result in referral to the Office of Student Conduct for further disciplinary action.

Section 10: Appeals

The appeal process exists to ensure that all rulings or disciplinary actions taken against Intramural teams or individuals are equitable. The person to whom a decision is appealed will review the previous decision and rule on its appropriateness given the infraction(s) or circumstances surrounding the specific case. As with any appeal, the person may decide to lessen the penalty, uphold the previous decision, or increase the penalty levied by the person or council.

Appeals of Decisions of the Competitive Sports Staff

1. Individuals or teams wishing to appeal a decision by an **on-site Competitive Sport Staff** member (Competitive Sports Supervisor) have until 5 pm the following business day for Friday, Saturday, and Sunday games, in which to notify the Competitive Sports office in writing of intent to appeal. All relevant reasons and circumstances should be noted in the appeal.
2. This written appeal must be turned in to the Competitive Sports Office by the **Competitive Sports Coordinators. Appeals must be submitted** within one working day of the original decision, or by 5 p.m. Monday if a decision from Friday, Saturday, or Sunday game is being appealed.
3. All decisions made by that Competitive Sports Coordinator are final and may not be appealed.

Appeals of Decisions for major Penalties by Competitive Sports Coordinator

1. Decisions of the Competitive Sports Coordinator involving **major penalties** may be appealed to the Assistant Director of Competitive Sports by submitting, in writing, a letter stating the intent to appeal. This letter should be addressed to the Assistant Director of Competitive Sports and be submitted within one working day after the Competitive Sports Coordinator's decision.
2. Once an appeal has been received the Assistant Director will review all pertinent information and may meet with those involved.
3. The Assistant Director decision will be final.

Protest

Section 1: Protest Procedure During a Contest

Protests are not permitted on judgment calls made by officials. If a disagreement arises during a contest regarding the interpretation of rules that directly impacts the outcome of the game, the team captain must immediately notify the official in charge and verbally state the word "protest" before play resumes. A Competitive Sports Supervisor must be present at the time of the dispute to make an on-site ruling, and protests cannot be made after the fact.

If the decision is not acceptable to the involved parties, the team may request a formal protest form. The Intramural Supervisor will document all relevant game information and allow play to continue. After the contest, the protesting team must complete their portion of the form, which will then be submitted to the Competitive Sports Coordinator for review. The matter will then proceed according to the appeals process outlined in Sportsmanship (Section 10)

Campus Cup

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's 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 may be 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 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.

Inclement Weather

Inclement weather is a variety of situations in which games might be canceled. Once games have begun for the day, the onsite Competitive Sports Staff member will be responsible for decisions regarding the game.

Prior to games beginning, the following will be used regarding cancelation for inclement weather.

a. Weekday Games

A decision will be made before the first game time to determine the status of games for the day. If games are canceled, all team captains will be contacted through IMLeagues.

b. Weekend Games

A decision will be made before the first game time to determine the status of games for the day. If games are canceled, all team captains will be contacted through IMLeagues.

Games that are canceled due to inclement weather may be rescheduled. Facility availability, time remaining in the season and team records will be taken in to account when determining which games to reschedule.