



MISSISSIPPI STATE
UNIVERSITY™

UNIVERSITY RECREATION

COMPETITIVE SPORTS
HANDBOOK

Introduction to Competitive Sports

University Recreation Mission

To support the Division of Student Affairs and Mississippi State University in the total educational development of students by providing unique recreation programs, services, and facilities that support and encourage the development of a healthy lifestyle.

Competitive Sports General Information

The Competitive Sports Office is located in the front of the Sanderson Center.
Main Office Hours: Monday - Friday 9:00 AM – 6:00 PM
Office: 662-325-0349

Competitive Sports Administrative Staff

Sean Kucharski - Competitive Sports Coordinator (Club Sports and Summer Camps)
William Carr – Competitive Sports Coordinator (Intramurals)
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Contact Information

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Disclaimer: Department of University Recreation reserves the right to modify this document through the course of the year.

Introduction to Competitive Sports

Competitive Sports are a component of the Recreational Programs within University Recreation. The Competitive Sports office offers a variety of experiences for students including individual, dual, and team activities. These activities include opportunities for men's, women's, and operational teams. The competitive atmosphere of Competitive Sports challenges students, yet in such a way that the program is still fun. Our staff works hard to provide quality experiences for all students. It is our belief that winning a contest is not as important as the participant enjoying the contest while playing within the spirit of the rules. This theme is woven through all Competitive Sports programming and decision-making at Mississippi State University.

Many of our rules come from recommendations from NIRSA, Leaders in Campus Recreation. NIRSA is an organization that unites recreational sports professionals across the country and provides leadership and professional growth opportunities for students. NIRSA also hosts extramural tournaments for Basketball, Flag Football, Soccer, and Tennis. For more information on NIRSA or competing in one of the tournaments see the Assistant Director of Competitive Sports.

The Competitive Sports office is aided by student Program Assistants and Supervisors. The staff are trained to oversee nightly activities that occur on the multipurpose fields, at the RecPlex, or in the Sanderson Center. Our student officials are trained, qualified, and have the duty of ensuring that each game is played within the rules.

Outdoor Facilities | RecPlex & Fresh Fields

- Parking Information
 - All RecPlex Parking Lots require Mississippi State University Decals. More information regarding purchase of a State Decal can be found on the Parking Services Website [here](#).
- Alcohol & Other Drugs:
 - Any player, spectator, or coach that is seen using alcohol or drugs or to be expected of being impaired due to the use of alcohol or drugs will be asked to leave immediately for the safety of all participants on site.
 - Any violation of this policy may result in loss of Competitive Sports and/or University Recreation privileges.

Assumption of Risk

University Recreation Programs and Facilities and its staff assume no responsibility for injuries received by any participant during involvement in any departmentally sponsored program or service. Participation is on a voluntary basis and participants are recommended to carry appropriate medical insurance. Whenever a participant is injured, including those who are bleeding, they will be immediately removed from competition. Injured participants should notify the Competitive Sports Supervisor in a prompt manner so that proper attention and procedures can be followed.

Health & Safety

Competitive sports participants must be aware of the possibility of accidents and injuries, the risk of which is inherent to recreational and sporting activities. Moreover, participants should follow the instructions of a physician concerning their participation in athletic events.

The university is not responsible for injuries incurred to competitive sports participants or spectators while competing in intramural activities. We recommend that each participant carries health and accident insurance.

Competitive sports officials will stop play when an injury resulting in open blood flow occurs, or when the injury can be compounded by further play (a participant down on the playing surface). Participants may not compete with open wounds or when wearing clothing that contains any amount of blood or other bodily fluid (other than perspiration). University Recreation reserves the right to remove and keep players from competition after any injury. We will also remove participants whom we see showing signs or symptoms of a concussion. We recommend participants seek medical attention for all injuries and may require a signed medical clearance from a licensed practitioner before a participant is allowed to return to play.

Proper attire must be worn for each activity. NCAA, NIRSA, and NFHS standards will be enforced when applicable. This is for your protection as well as that of the other participants. Each individual must obtain prior approval from the Coordinator or Assistant Director of Competitive Sports for the use of orthopedic devices essential to protect an injury, plus any casts or wrappings. Religious medallions and medical identifications must be removed from chains and taped or sewn under the uniform, provided that an individual has been approved to wear religious objects by the Coordinator or Assistant Director of Competitive Sports. Religious objects will only be approved if the Coordinator or Assistant Director determines that wearing the object will not cause injury or give an artificial advantage to the player.

Illegal Apparel

- Street/dress clothes (i.e., jeans or specific footwear)
- Bare feet, sandals, or work boots
- Cleats of any kind (exception: molded rubber cleats are permitted for sports played at the Multipurpose fields, RecPlex Fields, or Fresh Fields)
- Exposed jewelry of any kind (rings, earrings, ropes, bracelets, etc.)
- Taping of jewelry is not permitted

Medical Procedures

University Recreation assumes no responsibility for injuries received during intramurals, special events, and other recreational activities. Participants are reminded that their participation is completely voluntary. The nature of sport activities and the large number of participants in the Mississippi State University competitive sports program make the occurrence of some injuries inevitable. It is strongly recommended that all participants have a physical examination prior to participating. Any injuries or accidents occurring during recreational activities should be reported immediately to on-duty personnel. Participants with a health issue and individuals who are on medication are urged to confidentially inform the Coordinator or Assistant Director of Competitive Sports of their specific situation. Anyone bleeding or having blood on their clothing will be prohibited from participation until appropriate measures have been administered.

Concussion Policy

The competitive sports staff reserves the right to remove a participant from competition if there is reason to believe the participant suffered a head injury and/or shows signs and symptoms of a concussion. If a participant is removed from a contest for a suspected head injury, that participant is not eligible to return to the game and is strongly encouraged to seek a professional healthcare provider for further examination.

Eligibility

All undergraduate and graduate students registered at Mississippi State University (enrollment fees paid) are eligible to participate in any competitive sports or special events program. The participation of all individuals, however, will be in accordance with the following:

- Faculty and Staff
 - All faculty and staff must be paid members of the Sanderson Center in order to participate in any competitive sports or special events program. Memberships may be purchased through the main office of the Sanderson Center (only during office hours, Monday through Friday 9 a.m. – 5 p.m.).
- Current Varsity Team Members
 - Varsity athletes are ineligible to compete in their sport or any related sports (i.e., current baseball players may not play softball). Any member of a varsity team who suits up for a game/match or is listed at any time on the team’s roster during the school year is ineligible for 365 days from the last date they were on roster in that sport or related sport. This rule also applies to athletes who have transferred to MSU from another university or college during the 2022-2023 school year. Practice players and players who participated in tryouts are not considered current varsity players.
- Ex-Varsity Athletes
 - Ex-varsity letter winners are not eligible to be on an intramural team’s roster for each sport in which the student lettered. The ex-varsity letter winner must be a full one year removed from varsity competition in order to participate. This rule includes the holder of a varsity letter at a university or college other than MSU.
- Professional Athletes
 - Anyone who has competed in a sport on a professional level shall be ineligible for intramural competition in that sport or its related sport.
- Sport Clubs
 - Please call the Competitive sports Office at 662-325-0349 for more details. No more than two members of a sport club team can participate on the same intramural team in that sport.
- Roster Restrictions
 - An individual may not play for multiple teams in the same sport league (I.E two men’s open teams).
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- *****Good sportsmanship is essential for optimum safety and enjoyment of the participants in competitive sports. Good sportsmanship will be encouraged through the enforcement of specific rules and regulations. Any official, supervisor, or administrator may warn, penalize, or eject players, teams, or spectators for unacceptable conduct before, during, or after an intramural event. The competitive sports staff retains the right to stop any contest at any point that it deems necessary to protect the safety of the participants or the integrity of the program. If this occurs, either team may be declared the winner, or, if necessary, neither team will be declared the winner.*****

- **RELATED ACTIVITIES FOR ELIGIBILITY PURPOSES**

Competitive Sport	Related Intramural Activities
Baseball	Softball, Home Run Derby
Basketball	Basketball events
Bowling	Bowling
Football	Flag Football, Football Combine
Golf	Golf Scramble

Soccer	Soccer, Futsal, Bubble Soccer
Softball	Softball, Home Run Derby
Swimming	Swim Meet
Tennis	Tennis
Volleyball	Volleyball, Sand Volleyball

Organizational

Mississippi State University's intramural sports program offers several divisions of competition: Independent Men's, Women's, Fraternity/Sorority, and Co-rec

- Independent Men
 - All Mississippi State University male undergraduate and graduate students, as well as male faculty and staff, are eligible to participate in this division.
- Independent Women
 - All Mississippi State University female undergraduate and graduate students, as well as female faculty and staff, are eligible to participate in this division.
- Fraternity/Sorority
 - All Mississippi State University male and female undergraduate and graduate students that are current members of a University Fraternity or Sorority are eligible to participate in this division.
- Independent Co-Rec
 - All Mississippi State University male and female undergraduate and graduate students, as well as male and female faculty and staff, are eligible to participate in this division.

*****University Recreation reserves the right to rule on the eligibility of any participant and take appropriate disciplinary action. When necessary, University Recreation will investigate any properly protested cases (see protest procedures on page 12) and handle them according to policies and procedures.*****

Intramural sports

Registration Information

- Before you create or join a team, you must purchase an eligible play pass [here](#) in order to participate. You will not be able to play in Competitive sports without a Play Pass. Please either visit the link above or visit the Competitive Sports Office to purchase your Pass.
 - A Play Pass is required to play any Intramural Sport Single-Day Event or Multi-Week League. Options for Play Pass purchases include:
 - \$15 Semester
 - \$25 Annual
 - \$5 One-Time
 - Semester Play Passes provide access to all league and event offerings up to 4 months after purchase; Annual Play Passes provide access to all league and event offerings up to 8 months after purchase; One-Time Play Passes provide access for up to 24 hours after purchase.
 - Greek Play Pass Process
 - Competitive Sports offers the option for University Departments and Student Organizations to pay for the Play Passes required for a large number of students at one time. This option is for the organizations that

may have later additions to their teams after the time of team sign ups. This offer is for the Semester Play Passes only.

- For organizations to be eligible, the captain/chair would need to submit a roster to the Competitive Sports Office with a minimum amount of 10 players prior to the start of their organization's first sport. We will provide discounts to teams that initially provide 20 names (10% off total), 30 names (15%), and 40+ names (20%). If a team is required to drop from the league, then the organization will forfeit their discounts.
- Afterwards, the captain/chair can contact the Competitive Sports Office in order to have any additional players eligible to join the team. In order for additions to play, the captain/chair should submit this request by 3:00 PM the day of the game. After 3:00 PM, only players listed on the IM Leagues roster will be eligible to play.
- If the Department or Organization team is found to have played with a participant not added to the official roster, all discounts will be revoked for the semester.
- After purchasing a Play Pass, you can register via Fusion Play as an individual or register a team. Your team must meet the minimum number of players prior to selecting a time slot. Once you have met the minimum you can move your team into a timeslot of your choosing. If you have met the minimum but are not able to select a time slot please contact our office via email at competitive@saffairs.msstate.edu or call 662-325-0349.
- Each team is only guaranteed one less game than scheduled at the beginning of the regular season. Any guaranteed games canceled due to an administrative cancellation will be rescheduled by the Competitive Sports Office.

Registering a Team

These programs will provide various structured sports opportunities to satisfy as many skill levels as possible. Participation opportunities for men's, women's, and open play are provided. Contests, meets, leagues, and tournaments will be offered in various formats. Although the competitive sports staff will distribute and post schedules and notices, it is the team captain's and/or individual's responsibility to check the Fusion Play and the web page for upcoming events and schedule changes. No game information will be given over the phone.

Registration for all intramural and special event activities will be available on the Fusion Play app least two weeks prior to each registration deadline. Registration deadlines can be found on the IM Sports Schedule posted on the department web page. Teams are encouraged to register early. Once leagues are full, teams will be placed on a waiting list and may be accepted into the league in the event a team drops out. Teams must have the minimum number of players paid in order to be moved into an open league.

Schedule/Reschedule Request

All schedules will be published on the Fusion Play app to prevent games or matches from being needlessly forfeited or defaulted, please make sure of your personal schedule and plan accordingly. The season will consist of a 3 weeklong regular season and a week-long playoff. Playoff games are subject to be scheduled outside of a team's normal playing time.

Occasionally, teams and individuals will have conflicts with intramural activity scheduling. We will try to accommodate schedule conflicts, but this is not always possible. If a team captain wishes to reschedule a game, he or she must submit the request to the intramural sports department by 3:00 PM the business day ***PRIOR*** to the originally scheduled game. Games may only be rescheduled upon mutual agreement between team captains. Teams can only reschedule one regular season game per sport.

Teams with a sportsmanship rating of **3.67 or higher** will be eligible for playoffs. Any team who drops below a **3.67 during playoffs will be removed.**

Team Captains

The team captains are responsible for all the following items:

- Registration and arranging team
- Attending the Captain's Meeting and passing information to teammates
- Controlling the conduct of players and team fans
- Checking team schedule and playoff schedule on <https://play.urec.msstate.edu/imleague>
- Ensuring the eligibility of all players
- Ensuring all team members have purchased a Play Pass

Team Captains' Meeting

Mandatory captains' meetings will be held to discuss rules and program operations for most team sports. If a team captain or representative does not attend this meeting, the team's post season ranking will be negatively affected, and the team faces the risk of being replaced by a team on the waiting list.

Team Name Policy

University Recreation at Mississippi State University is committed to assuring that its programs are free from discriminatory, inappropriate, and disrespectful conduct or communication. The intramural sports program therefore reserves the right to disallow any team name that is felt to be unacceptable.

When choosing a team name, please ensure it is in good taste and is not offensive to individuals or groups on the basis of race, ethnicity, religion, disability, age, gender, sexual orientation, or culture. All team names should not contain profanity, racial slurs, sexual innuendo, references to drugs or alcohol or other words that may be offensive or otherwise degrading in nature.

Team names may be rejected at the discretion of the competitive sports staff. In the event that a team name needs to be removed, it will simply be changed to the captain's last name and the captain will be provided an opportunity to choose a new one. Should the captain be unable to submit an appropriate name again, the team will remain named with the captain's last name for the duration of the season.

Team Jerseys

Teams are strongly encouraged to wear their own color-matching shirts. Jerseys with visible numbers on the back will be required for ALL officiated sports. Teams are marked as "Home" and "Visitor" on Fusion Play. If your team is "Home", participants should be in white. If your team is "Visitor", participants should be in a dark color. If a team does not have each participant in a similar color, Competitive Sports will have pinnies and/or jerseys available to check out. Team Captains are responsible for the return of the pinnies/jerseys. If the pinnies/jerseys are not returned, the Team Captain will incur charges for the replacement.

Scheduling

For league sports, team captains are allowed to sign up for a specific night of the week and time, as long as that day/time is not already full. Sport tournaments usually occur over a two-week span. Requests for

preferred game times and dates will be accepted but not guaranteed. Individual/dual events are set up by our staff but typically proceed with self-scheduling and self-reporting to the Competitive Sports office.

Participant Information

- o To participate in Competitive sports, you must have a membership to the Sanderson Center. More information regarding membership options and how to purchase can be found by navigating to the UREC Website [here](#).
- o Jewelry is prohibited when participating in any Competitive sports program. You must schedule an appointment with a Competitive Sports Coordinator prior to playing if you have a special equipment need (i.e. medical or religious). All equipment decisions made on site by the Competitive sports Staff on duty shall be final.
- o Ejection/Suspension Policy:
 - Jumping the fence at RecPlex is not permissible at any time. Anyone who is found to have jumped a fence at Outdoor University Recreation Facilities will be automatically ejected from said facility and the team's Conduct Score will be impacted due to the ejection.
 - When a participant or fan is ejected, they must leave the confines of the facility immediately before the game is permitted to resume. If ejected participants or fans resist direction from Competitive sports Staff on Duty, Staff are advised to call Campus Police for escort. Upon ejection, depending on severity, participant or fan will be suspended from corresponding facilities and programs. To be reinstated, ejected participants are required to schedule and hold a meeting with Competitive Sports Staff to review additional implications.
- o Club Sports Policy:
 - On Competitive sports Teams that play 4 participants or less, no more than 1 Club Sports Member for the sport that most closely resembles the intramural sport may be added to the roster and play.
 - On Competitive sports Teams that play 5-8 participants, no more than 2 Club Sports Members for the sport that most closely resembles the intramural sport may be added to the roster and play.
 - On Competitive sports Teams that play 9 or more participants, no more than 3 Club Sports Member for the sport that most closely resembles the intramural sport may be added to the roster and play.

Defaults and Forfeits

- **Defaults**
 - o Defaults must be submitted to the Competitive sports Office by 3 PM on the day of the game being defaulted.
 - o The defaulting team will receive a conduct score rating of 3 and will lose by the correlating grace period score in the rules for that particular sport.
 - o The opposing team will receive a conduct score rating of 5 and will win by the correlating grace period score in the rules for that particular sport.
- Specific [Sport Rules](#) are located on the Urec website
- **Forfeits**
 - o *No-Show Forfeit:* Any team that does not show up to a game with at least the minimum number of players required for that game will be charged a forfeit fee, receive a maximum conduct score of 2.0, and lose the game. The forfeiting team will receive a losing score via Grace Period determined in the rules for that particular sport; The opposing team will receive a winning score via Grace Period determined in the rules for that particular sport.

- For officiated sports, the forfeit fee is \$20. For non-officiated sports, the forfeit fee is \$10. Any forfeits for officiated sports must be paid **by 3 p.m. the day of the teams next game in order to be eligible for play.**
- o *Conduct Forfeit:* Any team that forfeits due to accrual of conduct-related infractions and are no longer able to provide the minimum number of players required for that game will be administered via Fusion Playas an overridden loss, but the score resulting from the end of the game will remain. The forfeiting team will receive a maximum Conduct Score of 1.0; No charge is assigned for conduct forfeits.
- o *Eligibility Forfeit:* Any team in which has an ineligible player participate will receive a forfeit for that game and be administered via Fusion Playas an overridden loss, but the score resulting from the end of the game will remain. The forfeiting team will receive a maximum Conduct Score of 2.0; No charge is assigned for eligibility forfeits.
- Each team is only allowed to default or forfeit one game during regular season. If a team obtains two defaults, two forfeits, or one of each during the regular season they will be dropped from the league and replaced by a team on the waitlist.
- *Protests:* Only rules interpretation and player eligibility may be protested in Competitive sports. If your team wishes to protest regarding either of the two items outlined above, it should be addressed with Competitive Sports Staff during the game in question, game must stop and should only resume once the protest is fulfilled.

Reinstatement Fee

If a team forfeits a single game, they are responsible to pay a \$20 reinstatement fee by noon the day of the teams' next contest. For Sunday forfeits, the \$20 reinstatement fee must be paid by noon on the Friday before the teams' next contest. In all sports, if an individual/team fails to appear or fails to have the required number of participants at the scheduled game time, the game will result in a forfeit. However, if they notify the Competitive Sports office by 3 pm the day of the scheduled game or by 12 pm on Friday for Sunday games, their team will be assessed a default. A default is a game that is not played and is recorded as a loss but is not considered a forfeit. Captains will receive an email following a forfeit verifying that in order to be eligible for playoffs they must pay the \$20 reinstatement fee. However, teams must still meet the 3.67 sportsmanship requirement to be eligible for playoffs as well.

Competitive sports Conduct Score Policy

- o Competitive sports Teams' Conduct Scores will be decided and awarded by the Official's Crew and are *final* upon the conclusion of each contest. Fans are considered extensions of the team and can impact Conduct Scoring.
- o In order to be eligible for playoffs, teams must maintain a sportsmanship rating of **3.67 or higher**. Any team who drops below a **3.67 during playoffs will be removed**.
- o Only participants listed on the roster during the regular season can participate in playoffs.

Sportsmanship Rating System

Each team in each contest shall be rated by the officials on their overall behavior before, during, and after the course of the contest. Conduct Scores are NOT ELIGIBLE for protest. During the contest, a team's sportsmanship rating for the contest may be lowered based on in game penalties/fouls. Teams will be graded by the game's officials on a 0-5 scale (see grading criteria below) and will be notified of their grade following each contest.

- **5 - Excellent Conduct and Sportsmanship** - Players cooperate fully with the officials and other team members. The captain calmly converses with officials about rule interpretations and calls. The captain also has full control of his/her teammates. Teams that win by forfeit will receive a "5."
- **4 - Good Conduct and Sportsmanship** – Team members verbally complain about some decisions made by the officials and/ or show minor dissension, which may or may not merit a yellow card (soccer), unsportsmanlike flag (flag football), or technical foul (basketball). Teams that receive 1 yellow card, unsportsmanlike flag or technical foul will receive no higher than a "4" rating.
- **3 - Average Conduct and Sportsmanship** – Team shows verbal dissent towards officials and/or the opposing team, which may or may not merit a yellow card, unsportsmanlike flag, or technical foul. Captain exhibits minor control over his/her teammates but is in control with himself/herself. Teams receiving multiple yellow cards, unsportsmanlike flags or technical fouls will receive no higher than a "3" rating.
- **2 - Below Average Conduct and Sportsmanship** – Teams constantly comment to the officials and/or the opposing team from the field and/or the sidelines. The team captain exhibits little or no control over teammates and/ or himself/herself. A team which receives one red card or ejection can receive no higher than a "2" rating.
- **1 - Poor Conduct and Sportsmanship** – Team is completely uncooperative. Captain has no control of teammates, and/ or himself/herself. A team which receives multiple ejections can receive no higher than a "1" rating.
- **0 - Unacceptable Conduct and Sportsmanship** --Individuals/teams participated after the consumption of alcohol or drugs. If the contest has begun when discovered, the player or players will be immediately removed from the facility, and the contest will be forfeited to the opponent. Participant(s) threatened (verbal or non-verbal) a University Recreation employee or participant/spectator during or after the contest. Team members failed to cooperate with intramural sports staff/university officials while performing their duties or falsely represented or withheld any information requested. Any team that receives an "Unacceptable Conduct and Sportsmanship" rating must have their captain meet with the Graduate Assistant of Intramural Sports to determine their team's eligibility to play their next contest.
- If a participant is ejected, the participant will be suspended from all intramural sports. The ejected player needs to reach out to the Competitive Sports Coordinator or Assistant Director and the ejected player and team's manager may be subject to additional penalties. In order for a team to make the playoffs, the team must achieve a cumulative sportsmanship rating of 3.67 or above.

Disciplinary Procedures

Major Infractions

1. Any individual disqualified from a contest for addressing an official, another player, or other program personnel in an unsportsmanlike manner will be suspended from competition for a minimum of his/her next scheduled contest.
2. Anyone endangering the welfare of another will be disqualified immediately. In addition, the individual will be suspended from competition for a minimum of his/her next scheduled contest.
3. Anyone flagrantly endangering the welfare of another will be disqualified immediately. In addition, the individual will be suspended from competition for the remainder of that sport season (minimum), semester, or 365 days.

4. Anyone flagrantly offending program personnel, verbally, physically, or in writing, may be suspended from all intramural sports, as well as all other programs offered by University Recreation, for a minimum of 365 days.
5. Anyone becoming involved in a fight will be disqualified immediately. In addition, the individual will be suspended from further competition for 365 days. "He/she hit me first" or "I was just defending myself" are not acceptable excuses for fighting.
6. Cheating – any individual who is responsible for cheating will be suspended from competition according to the following guidelines:
 - Violating any eligibility rules:
 - Remainder of the sport season (minimum). If the violation is discovered after the second regular season game or after the season, the participant will be suspended for their next five intramural contests.
 - Playing while under suspension:
 - 365 days from all Intramural Sports
 - Using someone else's ID, allowing another person to use one's own ID, playing under a false name, allowing another person to use someone else's ID, or allowing a suspended player to participate:
 - 365 days from all Intramural Sports
 - If a team is responsible for being involved in a cheating incident, the entire team may be placed on probation. Depending on the severity of the incident, the team may not be eligible for playoffs or may be removed from the league.
 - During a suspension, a game forfeited by the suspended player's team will not count as a game served for the suspension. The participant will still have to serve an additional game to fulfill his/her suspension.
 - Suspensions will be served in the sport in which the offense occurred. While under suspension, individuals are not allowed to participate in any intramural sports.
 - In cases occurring late in the sport season or the academic year, a suspension may carry over into the next sport or intramural/school year.
 - After reinstatement, anyone involved in a second offense will be suspended from competition for one full calendar year (365 days).
 - All suspended players may request a meeting with the Coordinator and/or the Assistant Director of Competitive Sports to discuss his/her case. It is each individual's responsibility to contact our office for a meeting.

Protest Procedure

It is the strong belief of this department that contests should be won or lost on the field of play, not through the technicalities of the rules. The competitive sports staff will resolve all disputes immediately. Teams or individuals may file a protest concerning the misapplication of rules and/or policies as well as individual/team eligibility. **Matters involving an official's judgment are not a basis for protest.**

The captain of a protesting team is required to make the protest to the officials in charge of the contest at the time the question is raised. Once play has resumed, a protest will not be valid. The officials are responsible for notifying the competitive sports supervisors, who will note the game situation so that the contest may be replayed from that point, in the event the protest is upheld.

All protests (including eligibility) must be made in writing to University Recreation by the protesting team's captain. Forms can be obtained from the on-site supervisor. All protest forms must be filed immediately following the conclusion of the game with the supervisors. Supervisors will assist in filling out the form if there are any questions. After a thorough investigation, the Coordinator and/or the Assistant Director of Competitive Sports will rule on the protest. The decision will be final.

***** University Recreation reserves the right to rule on matters not covered in this handbook. We will apply the spirit of the rules and fairness to all situations. *****

Intramural Game Format

- Team Sports
 - A round-robin or pool-play structure will be used during the regular season in each division whenever possible. Tournament structure may be changed when it is necessary to accommodate special circumstances. The format for the playoff tournament will be single elimination.
- Individual/Dual Sports
 - Many of the tournaments will be single or double elimination in structure, depending on the number of entries. Tournaments will be drawn at random; there will be no seedings.
- Tie-Breaking Procedures
 1. Attending the Mandatory Captain's meeting
 2. Win/Loss Record
 3. Sportsmanship rating
 4. Head-to-head
 5. Total points for
 6. Total points against
 7. Coin flip

Inclement Weather & Facility Conflicts

Administrative postponements or cancellations occur when the weather or other uncontrollable factors make postponing games necessary. Decisions pertaining to the postponement of games may not be made until 3 p.m. or later. Games will be rescheduled at a later date if possible.

Greek Life Championships

The purpose of the MSU Greek Life Championship is to foster friendly competition amongst Greek organizations as they compete and accumulate points to determine an overall champion for men and women. Teams/Individuals must have the chapter name included in their team's name or the initials of the chapter after the name to count for points.

Overview

The following system will be used to determine points that will be accumulated for the championships. Points will begin to be tallied in the Spring semester through the following fall semester. Points will be kept up to date by the UREC Competitive Sports office.

Team Sport Standings Points	
First Place	100 Points
Second Place	75 Points

Third and Fourth Place	50 Points
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Point Deductions

- 25-point deduction to each team for each forfeit
- Up to a 75-point deduction for teams who receive a sportsmanship rating of two (2) or below.

Individual/Doubles Sports

- 1 point per each participant/team who enters (up to five [5])
 - Chapters will lose 10 points for each individual forfeit
- Note: some tournament structures may not allow for ten places. In the event that this happens, scores will be up to how many places there are.
- Co-Rec dual sports will use this point system and will be assessed per chapter.
- Ensure that your chapter’s initials are in your team's name during registration

Individual/Doubles Sports Standings Points	
First Place	15 Points
Second Place	12 Points
Third Place	8 Points
Fourth Place	7 Points
Fifth Place	6 Points
Sixth Place	5 Points
Seventh Place	4 Points
Eighth Place	3 Points
Ninth Place	2 Points
Tenth Place	1 Point

Co-Rec Team Points

- All team members must be in Greek chapters for points to count

Co-Rec Points	
Championship	50 Points (to each chapter)
No Forfeits	15 Points (to each chapter)
Forfeit	15 Point Deduction (from each chapter)
Makes Playoffs	15 Points (to each chapter)

Single Day Event Points

Single Day Events (3+ participants)

First Place	50 Points
Second Place	25 Points
Entered Team	10 Points
Forfeit	25 Point deduction

Updated: 1/17/2024