

TRUMAN STATE UNIVERSITY

INTRAMURAL RECREATIONAL SPORTS



HANDBOOK

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MISSION OF THE INTRAMURAL PROGRAM

The mission of the Truman State University Intramural program is to foster student development in important life skills such as teamwork, leadership, sportsmanship, and competitiveness. Students will demonstrate living a balanced life-style, establishing time management and stress management skills, while developing habits that have a positive impact on their health. Participation in the Truman State University Intramural program promotes individual development by providing co-curricular recreational activities for students, faculty, and staff which enhances their liberal education experience.

STRUCTURE/STAFF

The Intramural Program is a component of Campus Recreation, which is organized within the Department of Student Affairs. Intramurals is one of the oldest co-curricular activities on campus, tracing its roots to the legendary Don Faurot in the 1920s. There is a permanent, full-time Director who is assisted by approximately thirty student employees.

INTRAMURAL OFFICE

The Intramural Office is located within the Campus Recreation Office, which is Room 217 of the Student Recreation Center. The office is open from 8:00 AM until 5:00 PM, Mondays through Fridays, and our telephone number is (660) 785-4467.

AMENDMENTS AND DISCLAIMER

The Intramural Department may at any time make amendments and exceptions to any of our structural and playing rules for any reason. Such changes will be published immediately on our bulletin board and on our web page, as well as announced at manager meetings. Policy disputes must be appealed through the Intramural Director.

ACTIVITY INFORMATION

We publish an information sheet for each intramural activity, which can be obtained in the Intramural Office and on the web at www.recreation.truman.edu. The information sheet details divisions of competition available for each activity, registration deadlines, playing times and locations, and other special information necessary for participation. The activity sheet also specifies the rulebook that will be followed during competition and any necessary amendments and exceptions to those rules.

PLAYING RULES

Most of our activities follow nationally recognized rules, usually from the National Federation of High School Athletic Associations, or other organizations that sanction a particular sport, such as the Amateur Softball Association. We often make amendments and exceptions to these rules for various reasons, which reflect our recreational scope and local flavor. We publish such amendments and exceptions in the information sheet and to the web site for each activity.

STRUCTURE OF COMPETITION

The Intramural Department offers competition in three separate divisions: Greek, Organization, and Open. The Open division serves teams who organize for the sole purpose of competition in one or more intramural activities. The Greek and Organization division serves chartered campus organizations that compete against other organizations in each intramural activity, earning points toward a yearly trophy.

Chartered organizations may indeed compete in the Open division. Also, a chartered organization may enter teams in all divisions. However, *a player may only participate in one division the same activity* during a year for any team. For more information concerning AST competition, refer to the AST section of this handbook.

Within each division, we offer both men's and women's competition. We also offer co-recreational (males and females together) competition in some of our sports.

EQUIPMENT AND FEES

The Intramural Department supplies most equipment necessary for participation, excluding:

- Ball gloves
- Tennis racquets
- Golf equipment
- Personal gear (clothing, shoes, etc.)

Campus organizations may also check out equipment with the approval of the Intramural Director. All requests must be made directly to the Intramural Director. There are NO FEES for Intramural participation.

If any Intramural Equipment is damaged, lost, or stole, the participant who checked out the equipment will be responsible for the replacement value of the equipment. (including basketball jerseys)

AWARDS

While our activities are recreational in scope, we feel that our champions should be recognized on campus as such. Individual and doubles champions are each awarded shirts. Teams are awarded shirts for each member of the team, up to three more than the number of teammates permitted on the playing surface at any given time, specified by the published rules of the particular activity. For example, 5-on-5 basketball champions may receive up to eight shirts. Champions may obtain their awards from the Intramural Office during normal office hours.

ENTRY AND REGISTRATION

Teams, doubles partnerships, and individuals wishing to compete in an event must submit an entry form on-line through the Intramural Website before the published deadline. The information sheets for each activity indicate the proper entry form for each activity. Teams must be formed prior to entry; no individual entries are allowed for team sports (see Finding Teams).

FINDING TEAMS

Free Agents/Individuals who are interested in playing in the OPEN or Co-Rec Division for a team sport may list his/her contact information on our Free Agents Section on the Intramural bulletin board at the Student Recreation Center. Individuals are responsible for contacting each other to arrange meeting times and/or to discuss forming a team. Existing teams may utilize this information to look for participants to add to their roster prior to the first game.

* The Intramural Recreational Sports program will not be forming teams or soliciting others to help those participants searching for a team.

TEAM CAPTAINS

A team captain, who agrees to all terms specified in this handbook, on related information sheets, on our bulletin board and on our web page, must electronically sign each entry form. It is the responsibility of the captain to ensure that each team member signs the waiver of liability and is on the roster for that team. The captain must attend or send representation to the Captain Meetings, which are held the week before play begins.

CAPTAINS' MEETINGS

Captains' Meetings will be held before the beginning of each sport to discuss playing rules, special situations, changes to intramural policy, and to answer questions of participants. Captains and other interested participants should attend these meetings to ensure their understanding of special rules. The dates of captains meetings are published on related activity sheets, and locations and times are published on the intramural bulletin board and on our web page (www.recreation.truman.edu). Greek and Organizational teams will lose five points if no representation is at the scheduled intramural captains' meetings. These points cannot be made up if a scheduled captains' meeting is missed.

EVENT SCHEDULING

Generally, intramural contests and tournaments are published the day following the published activity deadline. Participants should remember that facilities and funds are limited and that event scheduling is reflective of that fact. We will strive to provide participants twenty-four hours notice for most schedule changes. For most team sports, we will endeavor to provide two pre-tournament games plus a single-elimination tournament. Individual sports usually have far more entrants than team sports and are usually scheduled as single or double-elimination tournaments. If a double elimination tournament is in place, it is considered to be a double-elimination modify tournament, where there will not be an "IF" game. Winner of the championship game will be the winner of the bracket. Depending on the number of entrants and the availability of funding and facilities, we may expand or reduce certain activities to provide recreational opportunities for students. Participants should be aware of their path and schedule throughout the entire tournament! Participants should be familiar with reading and understanding standard tournament brackets. If you need help, please contact an Intramural staff person.

SCHEDULE CONFLICTS

Each team, individual participant, and doubles partnership may specify one conflict day on his or her entry form. We will attempt to honor this conflict day in the first round of tournaments. To prevent games or matches from being needlessly forfeited or defaulted, please make sure of your personal schedule and plan accordingly.

SCHEDULE CONFLICTS and POSTPONED CONTESTS

The Intramural Recreational Sports Staff recommends participants establish a healthy balance of involvement and realize that sometimes a person must make some hard choices as he/she cannot do everything. Inevitably there will be unavoidable conflicts between intramural contests and other activities. Intramural participants are encouraged to choose wisely when such conflicts occur. For example, a participant may have to choose between an IM contest and homework, or an IM contest and their job, or an IM contest and an organizational meeting, or an IM contest and class.

Players or teams requesting postponement of contests

The following principles will guide players, teams and the Intramural Recreational Sports Staff when a request is made to postpone a contest:

1. The Director of Intramural Recreational Sports has final say in determining contest times and dates. The Director may make exceptions to these guidelines in the case of extreme circumstances or emergencies.
2. Requests for postponement of preseason contests will most likely result in the contest not being rescheduled due to budgetary reasons.
3. Requests to postpone a contest must be received by the Director of Intramural Recreational Sports by 2:00pm of the last business day prior to the day of the contest. For example, a request to postpone a Monday contest must be received by noon on Friday.
4. Postponement requests will not be considered if the postponement will result in changes to subsequent but already scheduled contests. For example, if the request is to postpone a 6:00pm contest, yet the winner of that contest is to play again that same evening, then the request will be denied. Another example, if the request is to postpone a 6:00pm contest and winner of the 6:00pm contest is to play the next day, and there is no opening in the facility schedule or officials are not available before the winner would play the next contest at its scheduled time, then the request will be denied.

5. When it might be possible to grant a request to postpone a contest and reschedule it, the following guidelines will apply:
 - a. The players (for single or doubles activities) or team captains must agree on a makeup date/time in consultation with the Director of Intramural Recreational Sports if facility or officials availability is to be considered.
 - b. This agreement of a makeup date/time must be reached and communicated in writing (email) by each player (for singles and doubles activities) or team captain to the Director of Intramural Recreational Sports by 2:00pm on the day of the contest. For example, if a team wants to postpone a 7:00pm Wednesday contest, the captain must notify the Director of the request by 2:00pm on Tuesday, and if the request is granted, an agreement as to a make-up date/time must be reached by 2:00pm on Wednesday.
 - c. Failure to reach an agreement as to a make-up date/time by the deadline results in the original contest time being in effect.

Postponing and rescheduling Intramurals Contests

The Intramural Recreational Sports Staff may postpone and reschedule contests due to several reasons: inclement weather, unplayable field conditions, space usage conflicts, unavailable officials, emergencies, or other unanticipated reasons.

In most cases, the contests will be rescheduled using the following principles:

1. Preseason contests may or may not be rescheduled depending on the availability of play dates for that particular facility and budgetary reasons.
2. Contests that will be rescheduled will be scheduled for the soonest possible date that the space is available.
3. In most cases play-off tournament contests will be scheduled for the very next day (Monday through Thursday).
4. Contest times will be kept the same when possible for rescheduled contests, even if the day of the week changes for the contest.

INCLEMENT WEATHER AND FACILITY CONFLICTS

The Intramural Department, in full cooperation with the management of the affected facilities, will postpone and/or cancel activities for inclement weather or other specified reasons. On questionable days, participants may contact the Intramural Department after 2:00 PM to ask whether a decision has yet been made. The decision will also be posted on the intramural web page and on the voice mail of 660-785-4467. When an activity is postponed, rescheduled contests will be posted as soon as possible.

FORFEIT, FORFEIT FEE, AND DEFAULT

Forfeit: If a team or participant does not have the required number of players to begin a game at the scheduled time of competition (specified by the respective information sheet and published event schedule), intramural officials will forfeit the contest to the opposing team. If neither team is able to start a contest, we will forfeit both teams from the tournament. Likewise, individual contestants and doubles partnerships forfeit their matches when one or both participants fail to arrive by the scheduled time of competition. Once a team or individual forfeits a contest, that team or individual is removed from the tournament bracket and all teams that would have competed against that individual or team in the tournament will automatically be declared the winner of that contest.

Greek and Organizational team will lose placement points for the offending team, which forfeits a game or match. For example, if an organization has two teams, A & B, B forfeits a game or match, then one-half of the organization's placement points will be lost.

Forfeit Fee: Due to the large amounts of forfeits in recent years, the Intramural Director has enacted a forfeit fee for those teams who forfeit. **A fee of \$20.00 for Team sports and \$10.00 for Single and Double events will be imposed for each contest forfeited.** If the team or player(s) pay the forfeit fee before this next contest, then the team or player(s) will be reinstated to competition. If the fee is not paid prior to their next scheduled contest, that game will be also declared a forfeit. The captain then will be charged for two forfeits and according to the current rules will be removed from further play with two forfeits.

At the end of each event, bills will be generated and emailed to the team captain. After two weeks, a reminder notice will be sent via email to captains who have not paid their fines. Fees not paid by the team captain will suspend them from entering further teams and or individuals in Intramural events A month from when the forfeit occurred and the bill is still not paid a request to put a hold on the students account will be issued through student accounts. Once the fee is paid the account will return to good standing.

Default: If a team or individual participant notifies the Intramural Office by 2:00 PM on the day of the scheduled event that the team or individual will not be able to compete in a scheduled contest for any reason; the opposing contestants will win the event by default. Also, a team or individual participant who has started a game but cannot continue due to injury, illness or disqualification will lose the contest by default. There is not a forfeit fee associated with defaulting a contest. Organizations whose teams or individual participants who lose contests by default still receive participation and placement points already earned.

OFF-CAMPUS ACTIVITIES

Participants must follow the guidelines of each off-campus facility at which we hold competition. Thus, some people may be ineligible to compete at certain off-campus locations, and are likewise not eligible to compete in activities held at these locations.

We must maintain a positive relationship with the community, and thus, participants are held to a high standard when off-campus. Severe penalties will apply to those engaging in improper behavior when participating in an off-campus intramural event. Moreover, liability for damage rests with the management of the off-campus facility rather than the university. We work closely with the management of these facilities to ensure proper handling of these matters.

ELIGIBILITY

AST organizations must be aware of AST eligibility requirements in addition to these eligibility requirements! (Refer to the AST section of this handbook for more information!)

General Eligibility:

- A. *Students:* Truman students enrolled in at least five graduate or undergraduate semester hours are eligible to compete in intramural activities.
- B. *University Employees:* Truman faculty and staff are eligible to compete in intramural activities, except for AST competition.

- C. *University Contractors*: University contractors and their employees may be eligible for intramural activities on a case-by-case basis. Factors used to determine eligibility include (but are not limited to) presence on campus and type of job. Contractors employed for the sole reason of intramural participation are not permitted. Please contact the Intramural Director for eligibility.
- D. *Alumni and Donors*: Truman alumni and donors are NOT eligible to participate in intramural activities.
- E. *Student Recreation Center patrons*: Individuals who have purchased memberships and who do not meet any of the above criteria are NOT eligible to participate.

All players must be listed on a team's roster. A team captain may make roster changes up until the completion his or her team's first tournament game. The Intramural Department must approve changes to the roster. Rosters will be frozen upon completion of a team's first tournament game.

No player may play on more than one same-gender team in any activity. However, a player may play on one same-gender team and one co-recreational team in a given activity.

Eligibility Restrictions:

While a participant may indeed meet the eligibility requirements listed above, some restrictions do apply to student and professional athletes.

- A. *Professional Athletes*: Any otherwise eligible participant who receives or has received money for participation in a sport is not eligible for the related intramural activities.
- B. *Varsity Athletes*: Any otherwise eligible participant listed on a varsity athletic roster¹ is not eligible for the related intramural activities.²
- C. *Former Varsity Athletes*: A former varsity athlete is eligible for related intramural activities provided that the former varsity athlete has not been listed on the roster for at least one semester (summer does not count as a semester) prior to intramural competition. For example, a varsity soccer player listed on the official roster in the Fall may not participate in Spring Outdoor Soccer. That athlete would, however, to play Indoor Soccer during the following Fall. However, a doubles partnership or team participating in an activity having six or fewer teammates permitted on the playing surface at any given time, specified by the published rules of the particular activity, may not have more than one former varsity athlete, or a combination of one sport club member and one former varsity athlete. Likewise, a team participating in an activity having seven or more teammates permitted on the playing surface at any given time, specified by the published rules of the particular activity, may not have more than two former varsity athletes, or a combination of one former varsity athlete and one sport club member.

¹ The Athletic Department defines roster status. We maintain close relationships with the athletic department and each of the coaches so that such disputes can be resolved. The athletic department will provide us the specific date that a person was removed from a roster, and the decision of the Athletic Department in these matters is final.

² Because red shirts are listed on the roster, they are not eligible for related intramural activities.

- D. Sport Club Members: A member of a sport club is eligible for related intramural activities. However, a doubles partnership or team participating in an activity having six or fewer teammates permitted on the playing surface at any given time, specified by the published rules of the particular activity, may not have more than one sport club member, or a combination of one sport club member and one former varsity athlete . Likewise, a team participating in an activity having seven or more teammates permitted on the playing surface at any given time, specified by the published rules of the particular activity, may not have more than two sport club members, or a combination of one former varsity athlete and one sport club member.
- a. If a sport club player removes their name from the official sport club roster because they are no longer affiliated with that club, they will be in compliance with the eligibility rules. However, if a player removes their name off of the official roster just to be in compliance with the eligibility rules to play Intramurals and then returns to their sport club for contest and/or practices, all placement points earned by that team will be removed and a 5 point penalty will be added to the organizations overall total.
 - b. A sport club member can not remove themselves from the respected sport club roster after their sport club season is completed and play Intramurals. For example, in the fall, the club soccer season has completed and a club player wants to play Intramural Soccer. They are no longer eligible to remove themselves from the club soccer roster to be eligible for Intramurals, since the club season has been completed.

RELATED ACTIVITIES FOR ELIGIBILITY PURPOSES

Competitive Sport	Related Intramural Activities
Baseball	Softball, Co-Rec Softball, Home Run Derby
Basketball	Basketball, Co-Rec Basketball, Basketball Pentathlon, 3 on 3 Basketball
Cross Country	3 Kilometer run
Football	Flag Football
Golf	Golf
Soccer	Soccer, Co-Rec Soccer, Indoor Soccer, Co-Rec Indoor Soccer
Softball	Softball, Co-Rec Softball, Home Run Derby
Swimming	Swim Meet
Tennis	Tennis, Pickleball
Track	3 Kilometer Run, Track Meet
Volleyball	Volleyball, Sand Volleyball

INELIGIBLE PLAYERS

Teams using any ineligible players will be disqualified from competition and /or the illegal player will be disqualified from competition in the division, which they were found to be participating illegally. An AST organization using an ineligible player will lose all participation points and placement points won by that team. Teams defeated by other teams subsequently disqualified for using ineligible players will win placement points (AST) as if they had won the contests in question, but will not be reinstated back into the tournament. The protesting team, however, will be reinstated back into the tournament.

SPORTSMANSHIP

We will hold all participants and spectators to a high degree of sportsmanship. This includes respect to authority, other participants, and other spectators. Intramural officials may cite any participant or spectator with acts of non-sportsman-like conduct, and we may link spectators to participants for the purposes of assessing penalties.

Intramural staff may eject participants and spectators from any contest and/or event facility for acts of non-sportsman-like conduct. Those ejected for any reason may not participate in any further intramural activities until arranging a meeting with the Director of Intramurals to discuss reinstatement. The Intramural Department will suspend any person ejected from competition two times during the academic year (in any sport or combination thereof) for the remainder of the academic year. If the ejection occurs in the last game of a school year, the penalty will carry over to the next school year, if warranted.

Fighting and malicious contact are strictly prohibited at intramural contests. Those involved in fights will receive suspensions from intramural competition for at least thirty days. Those who threaten or physically abuse intramural officials or other applicable authority will be suspended permanently from the intramural program. The Intramural Department may, in extreme cases of improper conduct, suspend any person from competing and/or observing intramural activities for any period of time.

Participants are responsible for intentional or negligent damage to personal and public property, and the Intramural Department may penalize those involved in such acts as well.

Any person suspended from intramural competition may appeal such decisions in writing (typewritten form only) to the Intramural Office.

We will report all suspensions, damages and flagrant acts to the Department of Student Affairs, the Department of Public Safety and/or other authorities when necessary.

SPORTSMANSHIP RATINGS

The intramural officials involved in any given contest (umpires, referees, judges, scorekeepers, timekeepers, etc.) will discuss the sportsmanship of each team after each contest. The officials may assign either of three ratings: GOOD, FAIR or POOR. A FAIR rating reflects that many team participants were involved in acts of non-sportsman-like conduct for a portion of the game. A POOR rating reflects that many team participants were involved in acts of non-sportsman-like conduct for a majority of the game.

A team, individual participant or doubles partnership receiving two FAIR ratings or one POOR rating during an activity will be disqualified from further participation in that activity. We will notify teams when they have been assigned a FAIR or POOR rating the day following the contest in question.

INTRAMURAL PROBATION AND SUSPENSION

The Intramural Department may suspend or place any campus organization (Greek, Organization, and Open) on probation for any period of time for any severe or recurring acts of non-sportsman-like conduct. During probation, an organization may continue to compete in intramural activities with the understanding that we will penalize further non-sportsman-like occurrences with suspension.

Organizations that are suspended by the intramural department are not eligible to compete in intramural activities as an organization in either the open or AST division. Such organizations may not sponsor teams or participants, and direct, indirect or colloquial references to such organizations in team naming or structure are not permitted. Finally, no team or doubles partnership in any division may be composed of members of all such organizations by more than fifty percent the number permitted on the playing surface at any given time, specified by the published rules of the particular activity, rounded to the least whole number.

GAME PROTESTS

Participants may not protest judgment calls of intramural officials. Some examples of judgment calls are:

- Balls and Strikes
- Out or Safe
- Fair or Foul
- Ball inside or outside bounds
- Fouls

Note that this is by no means a complete list of judgment calls.

Protests are allowed on the following grounds:

1. Participant Eligibility: When a person is believed to be ineligible to participate in an intramural contest, the protesting team's captain or manager must notify the game officials of the eligibility question at the start of the game or when the player in question arrives at the game site. Protests made after these deadlines will not be heard.
2. Misapplication of Rules: When a participant believes that a game official has misapplied or misinterpreted a published playing rule, the respective team's captain or manager must notify the game officials of the protest before the next play of the game. If the decision in question happens to be the final play of the game, the protesting team must file a protest with the event supervisor before leaving the facility. Protests made after these deadlines will not be heard.

When a team protests a non-judgment decision made by an intramural official, the officials will follow this procedure:

1. The game official will suspend further play.
2. The protesting captain will explain the playing or eligibility rule basis for protest.
3. The game official will respond with rationale for the original decision.
4. The game officials and the supervisor on duty will discuss the situation in the absence of all participants. These officials will decide whether a rules violation has actually occurred, and if so, will correct the decision.
5. If still not satisfied, the protesting party may then file a formal protest with the Intramural Director before 12:00 PM of the following business day.

A team filing a formal protest must follow this procedure:

1. The team must have protested the decision to the game official following the above procedures. The Intramural Director will not hear other such protests.
2. The formal protest must be typed, detailing the date, time and place of the situation in question, as well as a detailed description of the decision in question. Formal protests submitted via e-mail will be accepted. This detailed description must include the concise rule citation from the published playing rules. Protesting teams may borrow necessary publications. The team must also record all factors necessary to restarting or reconstructing the game, such as possession, inning/half, time remaining, players on base, number of outs, etc.
3. The Intramural Department will review the protest and a decision will be issued promptly. The Intramural Director will only order that a game be replayed when the department believes that the decision of the official had a deciding influence on the outcome of the game.

IDENTIFICATION

Participants must have proper Truman identification in order to participate. Intramural officials may request identification from any participant at any time. Failure to provide such identification, or use of false identification, may result in disqualification of any related individual, team, or both.

ALCOHOL

Alcohol is prohibited on campus and in all city parks.

UNIVERSITY POLICIES AND STATE, FEDERAL, LOCAL LAWS

The Intramural Department must comply with all university policies, as well as federal and state laws and local ordinances.

EXTERNAL DISCIPLINE

When we feel that an intramural participant or participating organization has engaged in an improper activity that is too severe to be handled by intramural sanctions and policy, we will refer that person or organization to the Dean of Student Affairs for further action under the Truman disciplinary code.

When the university has sanctioned any person or organization for actions within or outside the Intramural Department, we may also take appropriate action. We will follow all guidelines from the Dean of Student Affairs concerning the privilege of an individual or organization to participate in co-curricular activities.

Organizations that are suspended by the university are not eligible to compete in intramural activities as an organization in either the Open or AST division. Such organizations may not sponsor teams or participants, and direct, indirect or colloquial references to such organizations in team naming or structure are not permitted.

HEALTH AND SAFETY

Intramural participants must be aware of the possibility of accidents and injuries, which are 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 intramural participants or spectators while competing in intramural activities. We recommend that each participant carry health and accident insurance.

Intramural 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).

All participants agree to these terms when submitting a roster.

PROPER DRESS

Athletic attire (no jeans) is required for all Intramural activities. Participants, because of safety concerns, may not wear jewelry, with the exception of medical alert jewelry, at any time during competition. Hats may not be worn during any competition, unless allowed by published playing rules. For indoor activities, such as basketball and volleyball, bona fide headbands are allowed, but bandannas and "dew rags" are not acceptable (per Federation guidelines). Also, any rule, which the Student Recreation Center requires, is also to be abided by.

WORLD WIDE WEB

The Intramural Department maintains a page on the Truman web site (www.recreation.truman.edu), which includes a copy of this handbook, schedules, information sheets, a championship page, pictures, and sport rules.

ELECTRONIC MAIL (E-MAIL)

Participants should become familiar with the campus electronic mail system. The intramural staff will use e-mail to communicate with team managers and participants. For this reason, participants should check their e-mail accounts daily. **Our intramural e-mail address is imsports@truman.edu**

AST MISSION

The Intramural Department offers the AST Division to encourage chartered campus organizations to participate in intramural activities throughout the academic year. We maintain a point system toward a final trophy at the end of each academic year. While teams can earn points based on performance, they can earn a substantial number of points by merely participating.

AST ELIGIBILITY

To be eligible for AST competition, an organization must meet all intramural eligibility requirements and must be:

1. Chartered by Truman State University through the Campus Activities and Organization Center (CAOC), or
2. A Sport Club chartered through the Campus Recreation Office, or
3. A Res. Hall "house" recognized by the Department of Residential Living (i.e. Benton House, Truman House). Larger Res. Halls have many houses; smaller Res. Halls may have only one.

Organizations wishing to begin participation in AST competition must meet with the Director of Intramurals prior to competing in the AST division.

An AST organization which loses its charter or whose charter is suspended is also suspended from AST competition. Organizations that are suspended by the university are not eligible to compete in intramural activities as an organization in either the open or AST division. Such organizations may not sponsor teams or participants, and direct, indirect or colloquial references to such organizations in team naming or structure are not permitted.

To be eligible for AST competition for an organization, a participant must meet all intramural eligibility requirements and must be:

1. **An undergraduate student (defined by the Registrar's Office) currently enrolled in at least five semester hours. A graduate student that is currently enrolled in at least five semester hours may participate with permission from the Director.**
2. A member (active, associate, or pledge) of the particular chartered campus organization. (Fraternities and sororities who have "alumni" members who are still undergraduate students may use such members as participants.)

Remember that no participant may participate on more than one team during any particular activity!

AST CHAIRMEN

Each AST organization shall appoint one person to serve as a liaison between the organization and the Intramural Department. All communication between intramural administration and the organization shall be directed through the chairman.

The chairman is the only person who may issue complaints to the department. Moreover, the chairman is responsible for the actions of the participants and spectators from his or her organization. The chairman must also be sure that members of his or her organization are familiar with all the policies specified in this handbook and on information sheets.

TOURNAMENT SEEDING

Tournament Seeding will be determined by any preseason games that were played, with the expectation of the Champion from the previous year. For example, if team A is the champion from the previous year, they will automatically get the number 1 seed in the tournament. If there were no preseason games played, the tournament will be seeded by random pick out of a hat.

Multiple teams of an organization will not be placed on the same half of the bracket for team and doubles events and on the same quadrant of the bracket for singles events.

AST POINTS

AST Organizations earn points for participation, for attendance at manager meetings, and for performance.

SPORTSMANSHIP POINTS

We award each organization one hundred sportsmanship points at the beginning of the academic year. To penalize poor and improper sportsmanship, these points can be deducted from an organizations' standing. Deduction of sportsmanship points is based solely on the judgment of the Director of Intramural Recreational Sports.

Teams may lose points for the following reasons, as well as for other unspecified acts of non-sportsman-like conduct:

Points	Offense
-5	Each individual ejection. ³
-10	Each FAIR sportsmanship rating.
-20	Each POOR sportsmanship rating.
-25	Each occurrence of fighting, including self-defense.
-75	Organizational probation or suspension by the Intramural Department.
-5	Each roster change made without approval of the Intramural Department. Note that the Intramural Department will reverse any such changes made upon change. Also, entries turned in late, if accepted.
-2	Each non-sportsman-like technical foul or yellow card. This includes pre-game and half time dunking, taunting, baiting, etc.).
-5	Each flagrant foul.
-5	Each complaint issued to the Intramural Office by members of an organization other than the designated intramural chairman.

Organizations may also lose participation points through the following actions:

Points	Offense
-5	Each entry form submitted to the Intramural Office after the published deadline. In the event that the tournament has already been constructed, the team will not be allowed to compete, and thus will not be penalized further.
-2	Organizations lose two points for each incomplete, incorrect or illegible entry form.

³ A person ejected for receiving two technical fouls or two yellow cards will cause their organization a penalty of seven points: two for the first technical foul or yellow card and five for the ejection; teams will not be penalized twice for such occurrences.

PARTICIPATION POINTS

Each organization earns the following points for participating in an activity. Merely signing up for the activity does not earn the points. Actual participation in the tournament must occur.

Team Sports	25 Points	Individual/Dual Sports	10 Points	Meet Sports	10 Points
3 on 3 Basketball		Racquetball		3 K Run	
Basketball		Tennis		Bench Press	
Flag Football		Table Tennis		Basketball Pentathlon	
Indoor Soccer		Baggo		Swim Meet	
Outdoor Soccer				Track Meet	
Sand Volleyball					
Softball					
Volleyball					

CAPTAINS' MEETINGS

Each organization earns five points for attendance at a scheduled intramural captains' meeting. The organization need not send the designated chairman to each meeting; instead, any organizational representative may attend. Points cannot be made up for missing a scheduled captains' meeting.

PLACEMENT POINTS - TEAM ACTIVITIES – SINGLE ELIMINATION TOURNAMENT

Points	Performance
10	Champion
6	Second Place
4	Teams eliminated in the semi-final round when the tournament has at least eight entries.
2	Teams eliminated in the quarterfinal round when the tournament has at least sixteen entries.
1	Teams eliminated in the round immediately preceding the quarterfinal round when such teams have played at least one game.

PLACEMENT POINTS - TEAM ACTIVITIES – DOUBLE ELIMINATION TOURNAMENT

Points	Performance
10	Champion
6	Second Place
4	Third Place
2	Fourth Place
1	For each team winning two games (not as a result of forfeit)

DETERMINING WINNER OF MEET ACTIVITIES

Total meet score determines the winner. In some activities, such as golf and track, the winner has the lowest score. The total meet score is determined differently for each activity. The team with the best total meet score will finish first place, etc., for awarding AST points.

Swim Meet: During the Swim Meet, the top five swimmers for each event receive the following number of points for their team:

Contestant Placing	Meet Points Awarded (toward meet score)
1	6
2	4
3	3
4	2
5	1

Spring 3K Run: The top five runners times count toward the score for each organization. The lowest total combined time will win. Also, each runner who finished under a specified time limit (published on the information sheet) will receive bonus points.

Basketball Pentathlon: The top five shooters count toward the score for each organization.

Bench Press: The top three finishers count toward the score for each organization.

PLACEMENT POINTS - MEET ACTIVITIES – AST POINTS

Meet Performance	AST Placement Points Awarded
1	15
2	12
3	10
4	7
5	5
6	3
7	2
8	1
9 and up	0

PLACEMENT POINTS - INDIVIDUAL AND DUAL ACTIVITIES – Single Elimination Tournament

In singles events, only the top two contestants for each organization earn placement points!

Points	Performance
5	Champion
3	Second Place
2	Teams eliminated in the semi-final round when the tournament has at least eight entries
1	Teams eliminated in the quarterfinal round when the tournament has at least sixteen entries
0.5	Teams eliminated in the round immediately preceding the quarterfinal round when such teams have won at least one game

PLACEMENT POINTS - INDIVIDUAL AND DOUBLES ACTIVITIES – Double Elimination Tournament

In singles events, only the top two contestants for each organization earn placement points!

Points	Performance
5	Champion
3	Second Place
2	Teams eliminated in the semi-final round when the tournament has at least eight entries

1	Teams eliminated in the quarterfinal round when the tournament has at least sixteen entries
0.5	Participants who won two matches

AST MEMBERSHIP ELIGIBILITY

For an AST organization to remain eligible for competition, the organization must:

Participate in the required activities:

- A. At least five of nine Team Sports.
- B. At least three of six Meet/Event Sports.
- C. At least two of eight Individual/Dual Sports.

If an organization fails to participate in the required number of events during the school calendar year, that organization will be placed on probation for the following year. If, during the probation year, the organization fails to participate in the required number of activities, then that organization will no longer be a member of the AST Division. The aforementioned organization could apply for readmission after one year of non-membership.