

Intramural Sports
at
Fairmont State University
and
Pierpont Community
& Technical College



THE PURPOSE OF INTRAMURALS

The philosophy of the Intramural program is to provide every student not engaged in varsity competition an opportunity to participate in organized sports and recreation*. It is the goal of the department to promote competition, camaraderie, and physical fitness while supporting sportsmanship, fair play and respect for competition.

There are many benefits of participation in the Intramural program. Students who are physically active feel better and tend to be physically healthier. They also have a stronger commitment and a more positive affiliation to school and learning. Through participation people learn to develop a fondness for sports. This gives them courage and self-confidence and promotes a competitive spirit which is a vital part of life in our country.

The overall aim of the Intramural Department is to provide widespread opportunities for the student population to participate and have fun with their peers in a recreational environment. Intramurals will develop an appreciation for individual and team sports which will have a carry-over value in later life as wholesome recreation for leisure time.

*Varsity athletes can refer to Article IV Section III for regulations governing participation in the Intramural program.

DIRECTOR'S MESSAGE

The Intramural Department would like to welcome all new and returning students to our beautiful campus. This message will serve as an open invitation to all groups, organizations, or individual students to participate in the Intramural Program while attending Fairmont State University or Pierpont Community & Technical College.

The Intramural Program is designed to meet the recreational needs of all students, faculty, and staff affiliated with FSU and PC&TC. All persons will have the opportunity to participate to the limits of individual interests and existing physical facilities. It is my goal as Director to ensure that the program promotes fun, physical fitness, competition, and camaraderie while developing character, leadership, and a respect for sport participation. The quality and growth of the program will be in proportion to the interest and involvement of the students and staff.

Recreation is an added dimension to the college experience. It is my hope that you will accept this invitation to participate in the Intramural Program. My office is always open and I look forward to seeing you on the field or court!

Yours in good health,
Fina Mascaro
Intramural Director

CONSTITUTION & BY-LAWS OF THE INTRAMURAL DEPARTMENT

ARTICLE I. Name

The name of this organization is the Department of Intramurals.

ARTICLE II. Function and Duties

Section 1: Intramural Sports at Fairmont State University and Pierpont Community & Technical College are organized as one of the functions of Student Affairs.

Meetings are held all Tuesday's during the semester at 12:30.

Changes or amendments will be made in the Constitution and By-Laws as situations and developments demand through consultation of the Intramural Council.

Section 2: It is recognized as one of the duties of the division to encourage the men and women of the student body to participate in organized sports and competitive games.

The Department is responsible for organizing and promoting sport games between student groups and to foster the spirit of fair play among participants and spectators.

Divisions, group leaders, officials, timers, scorers, supervisors, etc. will be established within the structure.

Section 3: Facilities for such competition and recreation will be provided on campus, whenever possible.

Section 4: The equipment for most games will be furnished by the Intramural Department. Equipment must be checked out from the supervisor and/or officials on duty. Approved personal equipment may also be used. All equipment must be checked back into the supervisor/official at the conclusion of all games or a forfeit/loss will result.

ARTICLE III. Membership

All Fairmont State University and Pierpont Community & Technical College students, faculty and staff shall automatically become eligible to enjoy all Intramural privileges and shall retain that status until they fail to comply with the rules of eligibility as stated in Article IV or until they no longer hold employment status with the institutions.

ARTICLE IV. Eligibility

Section 1: All Fairmont State University/ Pierpont Community & Technical College students are eligible to participate if they are enrolled in 'on-campus' classes.

Students enrolled only in off-campus sites are ineligible.

Section 2: Part-time and full-time staff and employees are eligible to participate.

Section 3: Intercollegiate Athletic Program

- (a) Students who are current varsity squad members are ineligible for that sport.
- (b) Squad members who drop themselves or are dropped by the coaches are eligible if this occurs prior to the first sanctioned event of their season. (This includes whether or not the individual actually played, individual must be dropped before the first play of the game!)
- (c) Squad members who are dropped for disciplinary reasons in a sport are ineligible for that sport until the next year.
- (d) Varsity athletes are eligible for participation in their sport the semester following the completion of their season.

Section 4: Any student who has been established as a 'professional' in any sport shall be ineligible in those respective activities.

Section 5: A student can only be a member of one group at a time, but if that person is eligible for two groups at the same time, that person may change groups one time during the year. (Example: A student is rostered on Team X and wishes to switch to Team Y; the student may change the group affiliation one time during the season, but this change must take place before the half-way point of the season.)

Section 6: To be eligible for a fraternity/sorority group, the student must be an active member of that fraternity/sorority or one time active, as long as they are an eligible FSU/PC&TC student. "New Members" of a fraternity/sorority may participate after the following conditions have been met: new member has picked up their bid from the panhellenic advisor and the team captain has submitted the player addition form with the new members name and signature.

Section 7: Any player using an assumed name will be barred from Intramurals for one year, and that group must forfeit all games for that sport and will not be eligible for tournament play.

Section 8: Loss of eligibility for free play disqualifies that individual from all further participation in Intramurals.

Section 9: The Intramural Director reserves the right to rule on special cases that might arise from any of the eligible rules.

ARTICLE V. Rosters & Entries

Section 1: Each group must turn in a roster at the beginning of each semester with all the names of their group on the list. The students on this list are the only ones that may participate for that group.

Section 2: Eligible additions must be made in the Intramural Office 24 hours prior to the start of the event for which they wish to participate. A Player Addition Form must be submitted. Note: if the contest falls on a Sunday or Monday, then the form must be

turned in by 2:00 the previous Friday. Forms may also be submitted on-line. intramurals@fairmontstate.edu

Section 3: To be eligible for tournament and championship play, students must have participated in at least 50% of all regular season games for that team, and have met eligibility guidelines.

Section 4: The group leader must be identified on the roster sheet and must sign the Intramural Sport Agreement form.

Section 5: Entry forms must be turned in by the required announced date and time prior to each activity. These forms should have the names of those people who will participate in that activity and/or event.

- (a) An entry is a list of all persons who will be participating in the sport. Entries are chosen from the roster. If a name is not listed on the roster, it may not be listed on the entry.
- (b) Names may be taken from the group roster and added to the entry forms for a given activity as long as it is done one hour prior to the start of the event.
- (c) Entry forms must have the minimum of names required to meet the sport need.
- (d) Team captains must be identified on the entry sheet if they are different from the group leader.
- (e) A player may not be moved from one entry team to another once the season for that sport has begun.
- (f) A team may have as many entries as they desire.

Section 6: No substitutions allowed for finals or championships in tournaments involving individual and/or dual sports.

Section 7: Varsity athlete entries for each sport will be limited to one less than half of the required number needed to play the sport. A varsity athlete is defined as one who participated in the sport in question at the collegiate level for any given time – even if they never had any actual game time. Ex. During Intramural football, a team may have no more than 4 ex-varsity football players on their entry; during basketball, a team may not have more than 2 ex-varsity basketball players on their entry.

ARTICLE VI. Intramural Council

Section 1: The Intramural Council will be composed of the Intramural Director, Intramural Supervisor, and the current group leaders.

Section 2: This group will be the governing body of the Intramural Program. It will constantly evaluate the program of activities, rules for these activities, and any additional issues that may arise regarding the program.

Section 3: Each team must appoint his/her own group leader to be their representative on the Intramural Council. Responsibilities of the group leader include:

- (a). Recruit members from your organization, fraternity, or student body for participation.
- (b). Inform team members of eligibility rules.
- (c). Enter team in sport of interest before the closing date and time.
- (d). Submit full rosters and entry lists for your team.
- (e). Check medical status of all team members and inform the Director of any special conditions or needs.
- (f). Be responsible for having your team in attendance for all scheduled events.
- (g). Be responsible for the dissemination of any pertinent information concerning rule changes and events.
- (h). Find out and notify team about postponements and re-scheduling of games.
- (i). Attend all meetings concerning protests and participate in all decisions that must be made relative to the teams in the program.
- (j). Maintain a high standard of sportsmanship for your group. Remember, Intramural sports are organized for the good of the student body. Insist upon an honorable victory or none at all!
- (k). Attend weekly Intramural meetings held on Tuesdays at 12:30, or have a representative from your team in attendance. These meetings are open to all students, faculty, and staff.

Section 4: The Intramural Advisory Board consists of the following members:

Vice President of Student Affairs.....Michael Belmear
Director of Campus Life Laurie Johnston
Intramural DirectorTina Mascaro

ARTICLE VII. Health Services & Injuries

Section 1: The Department of Intramurals does not provide insurance to any participants. All participants MUST have their own health insurance.

Section 2: All participants assume the risk of injury when participating in Intramurals. Neither Fairmont State University, Pierpont Community & Technical College nor the Department of Intramurals is liable for any injuries incurred.

Section 3: Participants are urged to check their individual health with a recognized physician or the school Student Health Services to determine their limitations of participation and to be made aware of any underlying conditions that may have an adverse effect on their health.

Section 4: All injuries sustained in an Intramural event, no matter how minor you feel it is, should be reported to the Intramural Supervisor on duty. Minor injuries will be attended to on the field of play. The more serious injuries will be referred to the Student Health Center or local emergency room.

ARTICLE VIII. Unsportsmanlike Conduct

Section 1: The development of sportsmanlike attitudes is one of the major goals of the Intramural Program. An individual must be able to accept defeat wholesomely without blaming others. Our program is for individuals who play and live by the rules.

To encourage sportsmanship, the department has adopted the following policies:

(a). TWO TECHNICALS, of unsportsmanlike nature, will disqualify the person from play immediately for the remainder of that game or match. The officials will give the offender's name to the supervisor on duty and Intramural Director. The Student will not be eligible for the next game! Any additional penalty will be determined by the Council and Director.

(b). DISRESPECT TOWARD OFFICIALS: Any player addressing an official in an unsportsmanlike and discourteous manner disqualifies himself immediately for the remainder of that game or match. The officials will give the offender's name to the supervisor on duty and Intramural Director. The Student will not be eligible for the next game! Any additional penalty will be determined by the Council and Director. If the student wishes to appeal the decision of the official, he may present in writing, to council, within 48 hours, his side, and will be asked to appear before council with his group leader to answer questions.

(c). SHOVING OR STRIKING AN OFFICIAL: This shall result in suspension from all intramural activities for one calendar year from the date of the incident.

(d). PENALTY FOR BECOMING INVOLVED IN A FIGHT: Loss of eligibility for one calendar year. The assaulted may present in writing to council within 48 hours, his side, and will be asked to appear before council with his group leader to answer questions. Council will then vote and the decision stands. The Intramural Director must be present at the meeting.

(e). A group or person may not sacrifice themselves in order to jeopardize another person or group/s participation. (i.e) Fair-play.

(f). Any player who voluntarily leaves the field/court of play in an unsportsmanlike manner and then returns at a later time to continue play will be penalized by a foul of that respective sport. (i.e. basketball – technical foul, soccer – yellow card, flag football – 15 yard penalty etc.).

Section 2: If a player receives a technical for unsportsmanlike conduct a \$5 Intramural Sport fine will be imposed and if a player is ejected from an event due to unacceptable conduct, disrespect toward officials, shoving or striking an official, or becoming involved in a fight, then a \$25 Unsportsmanlike Fine will be imposed. Fines will be posted to the individual's account and will be billed to their parent/permanent address.

ARTICLE IX. Protests

Section 1: Any team or individual may protest if they feel that they were illegally defeated.

(a). All protests must be made in writing to the Intramural Director within 24 hours after the contest in question.

(b). When necessary, both team captains and the officials who were present during the event shall be permitted to present their version of the case before a decision is made.

(c). No protest may be entered on any judgments of an Intramural official.

Section 2: Protests may be made on the playing of an ineligible player, when an interpretation of the rules is in question, or when there is a question involving the score. Rule interpretation(s) that supposedly affect the outcome of a game will be ruled on by the Intramural Director.

(a). If the protest does not involve eligibility, it must be made upon the field of play and duly noted by the Intramural official or supervisor in charge. The protesting team must make sure that the exact time of the contest, score and particulars of the play are noted before resuming the play. Both teams and officials must be told that the game is being played under protest.

(b). Any team protesting the eligibility of any player must furnish proof that the player is ineligible and any events(s) participated in by said player will result in a loss.

(c). After investigating a protest the decision of the Intramural Director will be final.

(d). A team may protest the use of participants who have been drinking prior to game time.

ARTICLE X. Postponement and Forfeits

Section 1: A scheduled contest may be postponed only with the unanimous consent of both team captains and the Intramural Director.

Section 2: Requests for postponements must be made 24 hours before the scheduled contest.

Section 3: Teams shall be allowed 5 minutes after the scheduled time for a contest before a forfeit is declared unless otherwise specified by the Intramural Department.

Section 4: In case of inclement weather, the Intramural Department will notify teams concerning postponement; otherwise we should assume the game is on.

Section 5: The group leader must be identified on the roster sheet and must sign the Intramural Sport Agreement form. This agreement states that the group leader understands that if their team forfeits a game due to a no-show, he/she will be charged a \$10 Intramural Sport Forfeit Fine. Fines will be posted to the individual's account and will be billed to their parent/permanent address.

Section 6: Should a team receive 3 Forfeits/No Shows in regular season play, they will be dropped from the schedule for that sport.

Section 7: Any team who Forfeits/No Shows during a tournament, will be charged a \$20 Intramural Sport Fine and also be immediately dropped from the bracket and no longer

eligible to participate in that tournament. Fines will be posted to the individual's account and will be billed to their parent/permanent address.

ARTICLE XI. Officiating

Section 1: The Intramural Department shall provide officials for all contests whenever possible. If for some reason the department can not provide officials, it would be necessary to compel each team to supply an official for the event.

(a). Officials will be trained by the department.

(b). Officials are to be present for their assigned game 15 minutes in advance to sign out all necessary equipment and prepare score sheet.

(c). Officials will be given one whistle per semester. Any additional whistles needed must be supplied by the individual.

(d). Officials, Supervisors, Timers, and Scorers will not be paid or given credit for working until all equipment has been returned and score sheets have been signed.

(e). Anyone interested in officiating should contact the Intramural Office.

Section 2: All participants and spectators will be expected to respect the judgment of the officials. Any badgering or verbal abuse will not be tolerated. Individuals and/or teams could be barred from all Intramural sports for a period of one year if they violate this rule.

Section 3: Officials who are rostered on a team playing should not do their own games unless both teams are in agreement.

ARTICLE XII. Award System (Subject to Change)

Section 1: Ribbons will be given to a team or individual winning a regular season and/or a tournament championship.

Section 2: A t-shirt will be given to the individuals of the team winning an overall championship in a sport. This will be determined by a tournament champion when possible or regular season play when a tournament is not feasible, but not both.

(a). Only one championship t-shirt per semester will be given to an individual regardless of how many championships are won.

Section 3: (This is at the discretion of the Director – dependent on the number of teams entered during the semete.) For the divisions there is conducted an 'All Year Point System' to determine an Overall Champion. Each organization is given a certain number of points depending upon their showing made in the different sports. The organization having accumulated the highest point total at the conclusion of the program for the year is awarded a trophy symbolic of the 'Overall Champion'.

(a). Each group may enter as many teams or individuals as interest merits per activity, however, only the top scoring teams or individual from each event will score points for that group towards yearly point totals and championships.

(b) Champion Points:

1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	10 th	all additional places	
100	90	80	70	60	50	40	30	20	10	0	Major Sports
50	40	30	20	10	5	5	5	5	5	0	Minor Sports

(c). Entrance points are given to each group committing to a sport. Major Sports earn 50 entrance points; Minor Sports earn 25 entrance points.

(d). Each forfeit results in a loss of 5 entrance points.

Section 4: In the event of a tie the team with the most major Championships will be declared the winner.

Section 5: An individual participating in the most events per semester will receive an award and be recognized as the ‘Top Intramural Participant’.

Section 6: All awards will be given in both the men’s and the women’s divisions. Additional division awards may also be given.

Section 7: Additional special awards may be presented at the discretion of the Director.

ARTICLE XIII. Intramural Sports

Section 1: Sports will be offered in both the men and women’s division whenever sufficient interest is available. A coed division will also be available for some sports.

(a). A female may voluntarily chose to play on an all-male team in the male division. By doing so, she recognizes and assumes all responsibility for any injury incurred while participating. A male may not play on an all-female team.

Section 2: Sports offered, but not limited to, Backgammon, Basketball, Billiards, Bowling, Box Hockey, Corn Hole, Croquet, Dodgeball, Flag Football, Foul Shooting, Golf, Horseshoes, Kickball, Pickle Ball, Quick Ball, Racquetball, Soccer, Softball, Spades, Table Tennis, Tennis, Tug-O-Ward, Turkey/Hen Trot (cross country), Volleyball, and Water Activities.

(a). Sports offered are based on team commitment, interest, and facility availability.

Section 3: Rules for all sports will be distributed to group leaders prior to the start of the sport. Rules will also be available next to the Intramural Bulletin Board located on the 1st floor of the Falcon Center and/or from the Intramural Office.

(a). Members of the Intramural Council may vote to amend any rule as it is stated.

(b). Discussion and vote will take place at the weekly Intramural meetings.