



CLEMSON

**INTRAMURAL  
SPORTS**

# **Participant Handbook**

*Revised September 2023*



*Department of*

**CAMPUS RECREATION**

*Division of Student Affairs*

## **Contents**

<b><u>About Intramural Sports</u></b>	<b>3</b>
<ul style="list-style-type: none"> <li>• Mission and Commitments</li> <li>• Purpose of Handbook</li> <li>• Contact Information</li> </ul>	
<b><u>Participant Eligibility</u></b>	<b>3</b>
<ul style="list-style-type: none"> <li>• Who Can Play?</li> <li>• Club Sports Members</li> <li>• Varsity Athletes</li> </ul>	
<b><u>How to Register</u></b>	<b>4</b>
<ul style="list-style-type: none"> <li>• IMLeagues</li> <li>• Creating a Team</li> <li>• Pre-Registration</li> <li>• Joining a Team</li> <li>• Free Agents</li> </ul>	
<b><u>Format of Play</u></b>	<b>5</b>
<ul style="list-style-type: none"> <li>• Leagues and Divisions</li> <li>• Regular Season</li> <li>• Playoffs</li> </ul>	
<b><u>Cancellations</u></b>	<b>6</b>
<ul style="list-style-type: none"> <li>• Defaults and Forfeits</li> <li>• No-Show Options</li> <li>• Inclement Weather</li> </ul>	
<b><u>Participant Requirements</u></b>	<b>7</b>
<ul style="list-style-type: none"> <li>• IMLeagues Quiz</li> <li>• CUID</li> <li>• Equipment and Attire</li> <li>• Conduct</li> </ul>	
<b><u>Ejections and Suspensions</u></b>	<b>8</b>
<ul style="list-style-type: none"> <li>• Overview</li> <li>• Suspension Lengths</li> </ul>	
<b><u>Sportsmanship Ratings</u></b>	<b>9</b>
<ul style="list-style-type: none"> <li>• Overview</li> <li>• Rating Scale</li> </ul>	
<b><u>Feedback</u></b>	<b>9</b>
<ul style="list-style-type: none"> <li>• Officials</li> <li>• Sport Rules</li> </ul>	

## About Intramural Sports

### ***Mission and Commitments***

Our mission is to serve Clemson students, faculty, and staff by providing a quality competitive and social outlet while maintaining a fun and safe environment. Our student-led program strives for excellence by emphasizing the values of good sportsmanship, integrity, and cooperation and aims to create a diverse experience that all participants want to return to each year. We are committed to the following goals:

- Listening and communicating with patrons and participants
- Responding to patron and participant inquiries completely and accurately
- Engaging in a teamwork to achieve success
- Managing and maintaining quality equipment, services, and facilities
- Providing a safe and quality atmosphere for all patrons and participants

### ***Purpose of Handbook***

The purpose of this handbook is to provide information that is relevant and critical to your successful participation in the Intramural Sports program. It is our expectation that all participants familiarize themselves with the information presented in this handbook prior to their participation. While we will do our best to educate participants on-site, a participant simply not knowing a policy will not be an acceptable reason for exemption.

### ***Contact Information***

The Intramural Sports general email is [cuim@clemson.edu](mailto:cuim@clemson.edu) and phone number is 864-656-6200.

When sending an email or a voicemail please include your name, contact information, and other relevant information as applicable (team name, league/division, etc.)

For specific Campus Recreation staff, [please visit the contact us section of our website.](#)

## Participant Eligibility

### ***Who Can Play?***

Clemson and BRIDGE students as well as full time faculty/staff are eligible to participate if they have an active Campus Recreation membership. Memberships are typically included in your university bill but can also be purchased at the Welcome Center at Fike Recreation Center. Additional membership information can be found [here](#).

### ***Number of Teams***

Each participant may register for one single-gender team and one CoRec team per sport. Some tournaments may not offer men's, women's, and CoRec leagues and may instead offer "open" rosters which allow for any combination of males/females.

### ***Club Sport Members***

Students currently on the rosters of Club Sport teams are eligible to participate, however each team is limited to a maximum of two Club Sport members (for the associated sport). Example: only two Club Sports soccer members may be on an Intramural Soccer team roster however any number of Club Sports soccer members may be on an

Intramural Basketball team roster. \*For CoRec teams, the Club Sports limit remains two players (regardless of gender).

### ***Varsity Athletes***

Varsity athletes are ineligible to participate in their associated intramural sport for one calendar year after their last membership on the university team. Example: a Clemson football team member may not participate in Intramural Flag Football however any number of Clemson football team members may participate in Intramural Basketball.

### ***Professional Athletes***

Former professional athletes are permanently ineligible to participate in their associated intramural sport.

### ***Penalty for Ineligible Players***

Any team that is found to have ineligible players participating will forfeit any games in which that person played. The ineligible player will be suspended for a length of time dependent on the nature of the incident. Intentional violations of participant eligibility rules may also result in a team being removed from their league.

## **How to Register**

### ***IMLeagues***

All team and individual participant registration will take place through the IMLeagues website. Participants should access the [Clemson Campus Rec online portal](#) to log in. Select “Intramural Sports Registration” under the “Sport Programs” icon. Participants must enter their Clemson username (do not include @clemson.edu) and Clemson password to log-in. These are the same credentials you would use for things such as IROAR, Canvas, etc.

Additionally, we have launched an IMLeagues mobile app titled “CU Play”. This app can take the place of the web-based version and is completely ad-free. [Click here](#) for iOS or [click here](#) for Google Play. All features (team creation, registration, team invites, team messaging, etc. are available within the app). When logging into the app for the first time, select “Via Portal” and use the same steps mentioned above.

### ***Creating a Team***

The person who creates a team should be the “team captain” who will be responsible for recruiting players, communicating with the Intramural Sports office, ensuring team members are aware of required policies/procedures, and ensuring that team members are present for scheduled games. Only one team may be created within a sport league.

When creating a team, the team captain will be asked to select a team color and to enter a team name. Your team will be expected to wear matching-colored jerseys to each of its games. Team names must be appropriate and may not include vulgar, offensive, derogatory, or confusing (ex: No Game This Week) language. Intramural Sports reserves the right to edit any team names found in violation of these guidelines.

### ***Pre-Registration***

Teams may be created in advance of a particular sport season’s registration date. This allows for team captains to create their team, send member invites, and fill its roster in advance. This **DOES NOT** secure a spot in the league

but allows the registration process to be much simpler when it begins. To utilize this feature, select the “pre-join” link. Your team will be created and added to the waitlist, and once registration for that sport opens **and** your team has the minimum required players for that sport, your team can easily be moved into the league/division of its choice.

### ***Waitlist***

When specific leagues or divisions have reach max capacity, additional teams may be created on the waitlist. While waitlisted teams are not guaranteed a spot within that season, they will replace any registered teams that do not meet requirements.

All waitlisted teams should fill their team rosters, as preference will be given to those that have met the sport-specific minimum roster requirements.

### ***Joining a Team***

Once a team is created, the team captain will be responsible for sending invites for members to join their team roster. Through IMLeagues, the captain can search for players by name to send each invite. Each team members **MUST** accept the invite, pass a quick policy/procedure quiz, and electronically sign a liability waiver to be added to the roster.

All players must be listed on the roster. If a team has a designated coach, the coach must also be listed on the roster.

Once a player is added to a team roster, they cannot be removed for any reason. Joining a team roster without the intent of participating in games is not permitted.

If a player is injured during a sport season, they may request to be removed from a team roster by contacting the Intramural Sports office. If a player is removed due to injury – they will be ineligible for any additional Intramural Sports participation for the remainder of that semester.

### ***Free Agents***

Participants that do not have a specific team to play with may register themselves as “free agents” within a sport league. You will be asked to enter your name, contact information, and any additional information you would like to include (ex: I have played volleyball my entire life). Once you have registered as a free agent, you are not guaranteed a spot on a team roster, but team captains can view your entry, and those who are looking for additional team members may contact you to join their roster. Be sure to add yourself as a free agent only within specific leagues/divisions that you would be available to play.

Additionally, team captains can set their team rosters as “looking for players” or “invite only”. If a team is “looking for players”, free agents can click that team and add themselves to the roster (invitation is not needed).

## **Format of Play**

### ***Leagues and Divisions***

Most sport seasons will offer men’s, women’s, and CoRec leagues. Within those leagues you might see two levels of play: orange divisions (competitive) and purple divisions (recreational). Orange divisions are intended to be more competitive in nature, and often include players who have experience in that sport. Purple divisions are

intended to be less competitive in nature, and often serve as an opportunity to learn a new sport or to play for fun. Only the teams from orange division will participate in playoffs, where the winning team will receive Intramural

Sports championship t-shirts.

Additionally, each division will list a day and time for games. Example: a division may be labeled “Men’s Orange, Tuesday 8:00p.” This would mean that all regular season games for this competitive division will take place on Tuesday evenings at 8:00p.

### **Regular Season**

Each team’s regular season games will be played at the same day/time each week. The regular season for all sport seasons will last four weeks. Regular season games will be played against other teams from the division. Team roster additions may be made throughout the regular season.

### **Playoffs**

At the conclusion of the regular season, teams from competitive (orange) divisions will be eligible to participate in playoffs if they have met the following criteria:

- A regular season average sportsmanship rating of 3.0 or higher
- Zero forfeits and no more than one default
- At least one regular season win

Playoff brackets will be created at the conclusion of the regular season, and teams will be notified when the brackets are published to IMLeagues. Seeding will be determined by overall win percentage and head to head record. The first tiebreaker for teams with the same record will be total point differential. A second tiebreaker for teams with the same record and sportsmanship rating will be overall sportsmanship rating.

Unlike the regular season, playoff games will be held on different days/times of the week. These games will likely vary from the day/time each team played during the regular season. Any requests for playoff game reschedules should be made as soon as possible and emailed to us at [cuim@clermson.edu](mailto:cuim@clermson.edu). While we cannot guarantee playoff game reschedules, we will try our best to work with each team to find a solution. We will guarantee playoff game reschedules if the following criteria is met:

- Your team has another intramural playoff game at the same day/time
- At least half of your team roster is affected by this conflict

Any team that receives a sportsmanship rating of 2.0 or lower during the playoffs will be placed on probation. Any additional instance of a 2.0 or lower sportsmanship rating will result in the team being removed from playoffs. Additionally, any team that receives a 0 sportsmanship rating during the playoffs will be removed immediately.

## **Cancellations**

### **Defaults and Forfeits**

As each team registers for a specific day/time to play its games, regular season reschedules are not permitted. If your team cannot attend one of its regular season games, it may “default” once per sport season. A default occurs when the team captain informs the Intramural Sports office by no later than 2:00p on the day of the game, they their team cannot attend. This allows us time to inform the opposing team, inform our staff, and plan accordingly. A

default will not prevent playoff eligibility.

If a team does not show up for its game, and did not default ahead of time, a forfeit will be declared. A forfeit will prevent playoff eligibility.

### ***No-Show Options***

For the team that is present (when their opponent no-shows), two options will be given. The team can accept the win by forfeit, or they can choose to wait up to 10 minutes for their opponents to show up. If a team chooses to wait, they must wait the full 10 minutes (during which the game clock will run) and if the opponents do show up, the game will begin. If the opponents do not show up after 10 minutes, a forfeit will be declared.

Please know that “game time is forfeit time.” As each team selects the time that its games will occur, they are expected to be present and on-time. Our staff will begin the no-show process as soon as the scheduled game time begins, **without exception**.

### ***Inclement Weather***

Intramural Sports activities are subject to cancellation during the event of severe weather or unsafe playing conditions. If fields become unplayable during the day, the Intramural Sports office will contact all teams letting them know that games are cancelled for that evening. This notification should take place around 3:00p on a given afternoon.

If, during game play, severe weather occurs or conditions become unsafe, Intramural Sports staff will suspend current games and cancel games for the remainder of the evening. Teams will receive an email informing them of the decision. Depending on how much of a game had already taken place before suspension, the score of the game, etc. a decision will be made the following day on whether to resume the game or count it as-is.

Any official university closure will always result in the cancellation of Intramural Sports games for the given time period.

## **Participant Requirements**

### ***IMLeagues Quiz***

Each participant will be required to successfully complete a quiz before joining a team roster. This quiz will be automatically administered via IMLeagues, and all content can be found in the Participant Handbook and/or sport rules sheet.

### ***Clemson ID***

Each participant will be required to provide their CUID to sign-in for an intramural game. Participants can bring their CUID to the game site or can use their Clemson University mobile credentials instead. No additional methods of identification will be permitted.

### ***Numbered Jersey***

Each team is required to wear matching numbered jerseys to each game. The team captain will select the team's jersey color when creating the team. Jerseys must clearly match (slight shade differences are ok, but obvious different colors are not) and must be clearly numbered. Numbers can be written on the jersey but must be big enough to

be seen by our staff. Taped on numbers are not permitted. **Teams that fail to wear matching numbered jerseys will forfeit the contest.**

### ***Equipment and Attire***

All participants must wear athletic attire that includes closed-toe shoes. Cleats are permitted as long as the spikes are not metal. Jewelry (other than for medical or religious purposes) must be removed before participating. Game balls will be provided by Intramural Sports, but specific items such as shin guards, gloves, etc. must be provided by each participant. For Flag Football, flag belts will be provided.

### ***Conduct***

Intramural Sports activities will not be venues for verbal or physical abuse of staff, players, or spectators. All participants are expected to uphold the Clemson University Student Code of Conduct, respecting the rights of members of the campus community. Any violation of the code of conduct will be referred to the Office of Community and Ethical Standards for review.

Additionally, any behavior that violates Intramural Sports policy or sportsmanship guidelines will not be permitted. Intramural Sports staff will make decisions on whether to warn, penalize, or remove players/teams/spectators based on their behavior. Players and spectators are expected to display positive sportsmanship before, during, and after their games while on-site.

## **Ejections and Suspensions**

### ***Basic Information***

If a participant is ejected from an Intramural Sports activity, he or she immediately becomes ineligible for further competition in any intramural sport, season, activity, etc. The ejected participant will be suspended for either one week, two weeks, three weeks, one semester, or one year based on the nature/severity of the incident that led to ejection. The participant will be notified of their suspension length via email. The decision on length of suspension will be made by the Associate Director, Sport Programs for Campus Recreation. Note that an ejection from Intramural Sports activity may also result in suspension from Campus Recreation facilities or events, including access to Fike Recreation Center.

### ***Suspension Lengths***

- **One week**: includes any ineligible participants that played in a game and includes participants who are ejected from play for mild to moderate unsportsmanlike conduct fouls (but are cooperative and cause no further incident).
- **Two weeks**: includes participants who attempted to sign-in using someone else's CUID, participants who allowed someone else to attempt to sign-in using their CUID, participants who are intentionally uncooperative with Intramural Sports staff, and participants who are ejected for mild to moderate unsportsmanlike conduct fouls (but are not cooperative or do cause further incident).
- **Three weeks**: includes participants who are ejected from play due to unsportsmanlike conduct that is excessive in nature (which may include harmful or threatening language to staff or other participants).
- **One semester**: includes participants who have been ejected multiple times or participants who attempt to play while serving a suspension.



- One year: includes participants who are ejected from play due to harming or attempting to harm other participants or staff (including pushing, shoving, fighting, etc.)

### ***Appeal***

An ejected participant may appeal their suspension by contacting the Associate Director, Sport Programs to schedule a meeting. The participant should be prepared to explain why the suspension length may be unwarranted and provide additional information that might not have been considered. Any appeal must be made within 3 business days of ejection. Note that suspension lengths serve as a basic guide, but certain circumstances may warrant a more or less severe suspension subject to the discretion of the Associate Director, Sport Programs.

## **Sportsmanship Ratings**

### ***Overview***

Each team captain will be responsible for the actions of his or her teammates and spectators. All participants and spectators are expected to demonstrate positive sportsmanship. Ratings will be given by intramural staff after each game. Teams must maintain an average sportsmanship rating of 3.0 to be eligible for playoffs.

### ***Rating Scale***

- 4.0: players cooperate fully with officials and the opposing team and show no lapses in sportsmanship.
- 3.0: players display a few lapses in sportsmanship but receive no unsportsmanlike conduct penalties.
- 2.0: Players display frequent lapses in sportsmanship. This is also the highest rating a team can receive after being assessed one unsportsmanlike conduct penalty.
- 1.0: team receives multiple unsportsmanlike conduct penalties and/or one ejection.
- 0: team members are completely uncooperative. This rating includes any behavior that violates university regulations and/or officials' ability to control the game. This rating will be given for any game forced to end due to unsportsmanlike conduct.

### ***Appeals***

Team captains may appeal a sportsmanship rating that was assessed to their team. Any appeal must be made within 3 business days and should be communicated to the Intramural Sports office. No changes will be made after 3 business days.

## **Feedback**

### ***Officials***

During most games, intramural officials are being monitored and evaluated by Sport Programs managers, graduate assistants, or professional staff. Evaluations are used as a tool for improvement and for scheduling purposes. Participants who would like to submit feedback for officials can do so by emailing us at [cuim@clermson.edu](mailto:cuim@clermson.edu). Comments should be as constructive as possible with the goal of helping our officials improve. Vulgar, obscene, or abusive comments directed towards officials will not be permitted and may result in suspension from intramural activities.

### ***Sport Rules***

While our sport rules designed around those from state and/or national governing bodies, we do attempt to modify/create certain rules to better improve the experience for our participants. Any suggestions for new rules or feedback for existing rules can be emailed to us at [cuim@clermson.edu](mailto:cuim@clermson.edu) and are always appreciated.

### ***Post Season Survey***

At the conclusion of each sport season, we will email a survey link to gauge our participants' level of satisfaction. These surveys are designed to be brief but are very helpful for us in creating the best participant experience possible. Please take 5-10 minutes to complete each survey while your experience is still fresh in mind.