Registration: The registration deadline is Wednesday, October 30th by 5:00 PM. Turn your registration into the intramural office Room 220 of the Fitness Center

Different levels of play: Men’s Open, Women’s Open, IFC, PHC, and Co-Rec.

TN Tech Tobacco Policy: TN Tech University is now a smoke free, tobacco free campus. Please respect this new policy. If you are caught using tobacco during an Intramural event, you will be asked to leave. Tobacco usage will be permitted only in private vehicles.

Format: Levels of Play will be broken into divisions. Teams play each other once. The amount of teams eligible for the playoffs will be determined by the amount of teams in the league. More Divisions within each level of play means more teams in the playoffs. A minimum of the top two teams from each division will make the playoffs.

Mandatory Player’s meeting: The player’s meeting will be on October 30th at 5:00pm for ALL leagues, in the Fitness Center room 218. If a team is not represented at this meeting, the team will not be eligible to participate in the season without the prior consent of the Intramural Coordinator.

Forfeits: In an attempt to discourage teams from not showing to scheduled contests, any team that does not show up for a game will be eliminated from the league. Teams will be assessed a $40.00 fee for a forfeit. The listed team captain will have a hold placed on their eagle online account until the fee is paid.

Default: Letting the office know ahead of time that you will not show up or not have enough players to play the game. In efforts to ensure proper defaults, a team MUST come to the office and fill out an Advanced Default Form before 2:00PM on day of contest. No defaults will be accepted over the phone. A default does not affect the team’s playoff eligibility.

Eligibility: Intramurals are intended for current students, faculty and staff only.
Teams will be allowed to add new players to their roster during the regular season. You can add a player at your game. Teams will have until their last regular season game to add to their rosters. A player must have checked into at least one game to be eligible to participate in the playoffs.

Co-Rec Modifications
- At no time may there be more men then women on the courts.
- If a ball is hit 3 times on your side of the net, a woman must touch the ball at least once.
- Males may not spike or hard dink the ball!

Valid ID Cards: To participate in an intramural sport you must present a valid Tennessee Tech University picture ID at all scheduled contests. No exceptions. NO ID = NO PLAY!

Equipment: Athletic attire is required to participate. (i.e., shorts, sweats, tennis shoes.) Unyielding or dangerous equipment is not permitted, this includes blue jeans.

Players and Substitutions: This game is played 6 on 6. Teams must rotate all players in one at a time though the server’s position.
**Duration of the Game:** Matches will consist of best out of three games. Rally scoring shall be used throughout all three games. Games are to 21 pts, winning by two. If a third game is needed it will run to 15 pts or until the time limit of the game is hit. After each game, and at 8 points, in the third game, the teams will switch sides. All games will be called at the time limit regardless of score unless there is a tie in which case next point wins.

**Sportsmanship:** Good sportsmanship is vital to the conduct of each contest in every activity. The spirit and intent of the rules are self-evident. Violations are most likely to occur when individuals and organizations misapply the rules to gain an unfair advantage. If violations occur, the staff reserves the right to take immediate corrective action. IT SHOULD ALSO BE UNDERSTOOD THAT ALL TEAMS ARE RESPONSIBLE FOR THE CONDUCT OF THEIR FANS. It will be the opinion of the official which team is responsible for which fans.

**Sportsmanship Rating System:** In an effort to recognize those teams or individuals that display superior sportsmanship, Sportsmanship grading scale has been implemented. A secondary purpose of this system is to provide accountability measures, which serve as a way to eliminate teams that fail to comply with sportsmanship standards. Respective teams will be rated during each contest. Two ratings of D or below constitute that team being eliminated from further competition in that sport. Any team that has less than a B average at the end of the regular season will be ineligible for the playoffs. A team will be dropped from playoff action if they receive a rating of C or below in a single playoff game. If a team is dropped from the playoffs due to an unacceptable sportsmanship rating, their opponent (provided they receive an acceptable rating) will automatically be advanced regardless of the game result. Sport-specific criteria for ratings will be available for each sport. Sportsmanship ratings are determined by the officials and approved by the site manager. NOTE: A team may be eliminated immediately if there is an incidence of serious discipline problems (i.e. fighting) or multiple infractions by the team in a single game. These situations will be handled by the Intramural Sports staff on a case-by-case basis.

**Sportsmanship Guideline:**

A. **Excellent Conduct and Sportsmanship.** Players cooperate fully with the opposing team and the officiating crew. Players exhibit control, there is not an excessive number of fouls or rough play. There are no verbal warnings from the officials. ONLY the captain speaks with officials and does so in a calm manner regarding any interpretations and calls.

B. **Good Conduct and Sportsmanship.** Captains complain verbally without doing so in a calm manner to officiating crew. Sportsmanship and understanding of the rules is acceptable, but could be better

C. **Decent Conduct and Sportsmanship.** Teams show verbal dissent towards opposing team and/or the officiating crew. Team receives an unsportsmanlike conduct penalty.

D. **Poor Conduct and Sportsmanship.** Teams constantly comment to the officiating crew and/or opposing team from the playfield and/or sidelines. The team captain shows little or no control over teammates or himself/herself.

F. **Unacceptable Conduct and Sportsmanship.** Team is completely uncooperative. Captain has no control over team. Any team causing a game to be stopped or forfeited due to unsportsmanlike conduct or receives three unsportsmanlike conduct penalty shall receive a grade of an F. Teams that receive an F sportsmanship grade are placed on probation until they are able to bring their average to a B. If a team is on probation and receives a grade of C they will be removed from the league.

**Amendments:** At the discretion of the Officiating Crew & Supervisors, grades levels may be returned to the team’s sportsmanship rating score for exemplary team conduct for containing one individual team member in a single incident of unsportsmanlike behavior. Sportsmanship ratings become official upon conclusion of the game.

**Disciplinary Action Guidelines for Unsportsmanlike Behavior:** Student employees are providing a valuable service and under NO circumstances should student employees be either verbally or physically abused and/or threatened. The Intramural Sports Staff will take appropriate disciplinary action should any of these situations occur.

*In order to preserve the spirit of fair play, it is essential that participants adhere to the rules as well as to the spirit of the game. Good sportsmanship is a requirement of all participants. The Office of Recreational Sports reserves the right to eject and suspend any individual, team or fan that interrupts the flow of a game in any manner. Ejections may occur before, during, or after any contest. Any ejected player(s) must leave the playing area immediately. If the player refuses to leave within 3 minutes, the game will be forfeited. The team captains are expected to assist the intramural staff when needed.*

*No team or individual shall be permitted to make a travesty of a contest. Those teams/players that demonstrate actions considered to make a mockery of the game will be either suspended or eliminated from further participation (purposely
shooting at the wrong basket, running football plays during basketball, etc.). The severity of this penalty shall be
determined on a case-by-case basis by the Sport Manager.

*Any player or fan that has to be removed or ejected from a game or playing area is automatically ineligible from further
competition and will be suspended (see below). Notification of disciplinary action will be sent to the individual, team
captain and in severe instances to Dean of Students office.

*Anyone ejected for unsportsmanlike conduct toward other participants, spectators or teammates will be suspended from
participation for a minimum of the next game. Anyone ejected for unsportsmanlike conduct toward an official will receive a
minimum 2 game suspension.

*Anyone in violation of the Tennessee Tech University Student Conduct Code will result in notification to the Dean of
Students office and will be suspended a minimum of 2 games. Reinstatement into the intramural program will be
contingent upon meeting with the Assistant Dean of Students.

*Any individual found guilty of striking, intimidating or in any way attempting to influence an official, will be referred to
the Dean of Students office, suspended for 365 days, banned from all recreation facilities and may have official charges
filed against them with the Police Department.

*Anyone involved in a fight or found guilty of cheating (check in under an assumed name, participation while under
suspension, violation of eligibility rules) will be suspended from intramural sports for up to 365 days. The team will forfeit
all games a guilty player participated in.

*All instances of suspensions will be handled on a case-by-case basis.

*In cases occurring late in the sport season or the academic year, a suspension may carry over to the next sport or next
intramural year.

*After reinstatement by the Office of Recreational Sports, anyone involved in a second major offense during the course of
the intramural year will be banned from participation for 365 days.

*The decision of an official or intramural staff member to eject a player for any unsportsmanlike conduct (be it verbal or
physical) will be firmly upheld by the Office of Recreational Sports. Protests of this type will not be accepted. There are
absolutely no exceptions.

*Failure to Comply: All participants and guests are expected to comply with the directives or reasonable requests of
university officials acting in the performance of their duties. Failure to comply will result in suspension from intramural
sports and use of recreational facilities.

*The following statement is from the Tennessee Tech University Student Conduct Code

Disorderly conduct: Individuals or group behavior which unnecessarily disturbs individuals or groups is prohibited. Such
conduct includes, but is not limited to, unwelcome physical contact, hazing, and boisterous or threatening conduct which is
unreasonable for the area, time, or manner in which it occurs.

Alcohol/Illegal Drugs: No individual will be allowed to participate in any activity if it is suspected that he/she is under the
influence of drugs or alcohol. Spectators and players are prohibited from bringing to and/or consuming alcohol at an
activity site. Individuals violating this rule shall be removed immediately.

Any participant removed from an intramural game due to a violation of the alcohol and drug policy shall be suspended from
that team’s next scheduled contest much like the penalty for an ejected player.

Any team that has a participant removed for a violation of the alcohol and drug policy, does not cooperate fully with
Intramural Sports employees in resolving alcohol and drug violations by spectators associated with their team, or is found
possessing or consuming alcohol at an activity site shall automatically receive an unsatisfactory sportsmanship rating for
that contest and will be placed on probation or suspension for the remainder of the season. The severity of the penalty shall
be determined by the Sport Manager on a case-by-case basis.

There is no smoking in or around the intramural playing field. Individuals in violation of this will be asked to put out their
cigarette or cigar or be asked to leave.

**Game Rules**

- Game time is forfeit time
- A maximum of 6 players are allowed on the court. A minimum of 4 is needed to start the game.
- Each team is allowed a maximum of three successive contacts of the ball in order to return the ball to the
  opponent’s court.
- If the serve touches the net, **IT IS LIVE** and must be played. The ball will be deemed out of play if it hits a post,
  net support, or the net outside the court boundary.
- Players may not step completely over the centerline with their foot/feet. It is legal to step on the line.
- Players may contact the ball with any part of the body above the knee.
- Players are allowed to serve anywhere behind the back line. The server will have 5 seconds to serve, or the team
  will lose the serve. The team not serving first in the game shall serve first in the second game.
- You cannot block a serve.
- All passes must be clearly hit, not thrown, lifted, or have a change of direction allowed by a double hit.
• Legal hit: A contact of the ball to be legal must be made with any part of the body above the knee. The ball may be played below the waste. A legal hit must be a “clean” hit. The ball may not be carried on the follow through.

• Illegal hit: An illegal hit is 1. Slapping the ball, 2. Bumping the ball with two separated hands (hands must be together) unless the ball came from a hard driven serve or spike, 3. Carrying the ball, 4. Palming the ball, 5. Directing the ball. When the ball visibly comes to rest momentarily in the hands or arms of a player, it is considered as having been held. The ball must be hit in such a manner that it rebounds cleanly after contact with a player. Scooping, lifting, pushing, or allowing the ball to roll on the body shall be considered a form of holding. A ball clearly hit with one or both hands from a position below the ball is considered a good play.

• A player is not allowed to attack the ball on the opposite side of the net. If the ball is hit above the spiker’s side of the net and the follow-through causes the spiker’s hand and arm to cross the net without touching an opponent or the net, it is not a fault.

• Any player participating in a block shall have the right to make the next contact. (A block does not constitute a hit)

• A double fault occurs when players of the opposing teams simultaneously commit faults. The point will be replayed.

• After one warning, if a team (in the judgment of the official) unnecessarily delays the match, it will result in 1 point being added to the opposing team’s score.

These rules are subject to change at any time by the Department of Intramural Sports. The intramural staff and its members have the right to govern all rules and policies not specified in this package.