

Art Competition Rules

All rules are subject to change at the discretion of the Intramural Sports Office, and the Intramural Sports Office has the final decision on all situations covered and not covered by the rules. When there is a conflict between the TN Tech IM Staff.

Rule 1: Player Eligibility & Registration

Player Eligibility

- ✓ Currently enrolled (at least half-time), fee-paying Tennessee Tech University students as well as faculty and staff of the University with a current, active membership to the fitness center may participate in intramural leagues, tournaments, and contests.
- ✓ Prior to each contest and event, participants must check in with a member of the IM staff.
- ✓ **Players can compete for only one (1) team in each single-gendered league** and, if applicable, **one (1) co-rec league**. Once he or she checks-in for one (1) team, that player **CANNOT** transfer to another team in that league for the duration of the season.
- ✓ **For postseason eligibility, a player must have participated in at least one (1) regular season game.**
- ✓ Current varsity athletes cannot participate in their sport or related sport. Former varsity athletes cannot participate in their sport or related sport for one calendar year (365 days) after their official affiliation with a college or university team has ended.
- ✓ Current professional athletes cannot participate in their sport or related sport. Former professional athletes cannot participate in their sport or related sport for five (5) years after their official affiliation with a professional team has ended.
- ✓ Intramural Sports Professional staff shall make the final decision on eligibility issues.

Registration

- ✓ Teams should register by the deadline by registering on FusionIM (recreation.tntech.edu).

Rule 2: Format & Team Composition

Competition Format

- ✓ The competition will take place over a couple of weeks.
- ✓ Students will have until a certain date to submit their projects.
- ✓ The winners will be decided by a group of diverse judges.

Team Composition

- ✓ This is an individual competition

Rule 3: Defaults, Forfeits, Grace Periods, & Protests

Forfeits

- ✓ A forfeit is failing to supply the Intramural Office with an art piece by the required due date.

Protests

- ✓ Eligibility protests will be considered by Intramural Sports Graduate Assistants and Professional Staff.

Rule 4: General Rules

- After registration concludes, participants will be told of the prompt and the guidelines.
- All art must be hand drawn or painted on a white background.
- Size may range from 8.5in x 11in to 16in x 20in
- Any type of art utensils can be used to complete this project
- All art will be given back to the participants.
- The winner will receive a T-shirt and a copy of the art will be hung up in the Intramural Office for the next year.

Rule 5: Judges

- The judges will be comprised of five (5) TN Tech employees and students
- They will be shown each project anonymously and will get two minutes (2:00) to look at each project
- Each judge will have to rank each project. For example, if ten (10) projects are submitted then the judge will give every project a rank with ten (10) being best and one (1) being the lowest.
- After all judges have ranked the submissions, the person with the highest accumulative rank will be declared the winner.

