2015-2016 Intramural Sports Handbook
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Intramural Sports Handbook

Letter from the Intramural Director

Dear Students,

The Intramural Program is an exciting part of student life at Rose-Hulman Institute of Technology. The Intramural Program strives to provide a healthy environment through which all students, faculty and staff may enjoy a broad variety of competitive and recreational activities, regardless of experience and ability. I sincerely hope that each and every one of you becomes actively involved in the Intramural Program.

It is the goal of the Intramural Program to develop teamwork, leadership, sportsmanship and relationships within a healthy environment. There are many events scheduled for this year and I hope to see you at each one.

Jordan Barrett
Intramural Director

What are Intramurals?

Intramurals are fun, recreational, social and competitive on-campus sports activities for Rose-Hulman students, faculty, and staff. The program is structured and offers individual and team sports for male and female participation. Individuals do not have to be highly skilled to participate in Intramurals. This is a great opportunity for participants to have fun, try a new sport, and get involved in a sport that may become an enjoyable lifetime activity. Intramural activities range from traditional sports such as flag football and basketball, to non-traditional sports such as ultimate frisbee and racquetball. Most teams play one or two times a week, and contests are scheduled during evening hours.

We encourage all Rose-Hulman students, faculty and staff to get involved in the Intramural Program. Becoming involved with the Intramural Program is an excellent way to make your college experience here at Rose-Hulman memorable. It is a great opportunity to compete with your friends and meet other students, faculty and staff. If you have any questions, please contact the Intramural Department at ext. 8961.

Purpose

The primary purpose of the Intramural Program is to provide every opportunity for students, faculty and staff to participate in athletic competitions and recreational activities of their choices. The wide selection of activities offered at Rose-Hulman provides students the opportunity to be active, get in shape, and most importantly have fun. Rose-Hulman emphasizes good sportsmanship and having fun!!!
Objectives

- To provide ample opportunity for all students, faculty and staff to participate in wholesome recreational activity.
- To provide each individual with a positive outlet from the pressure of collegiate life.
- To improve and maintain health and physical fitness through participation in satisfying recreational activities.
- To encourage sportsmanship and fair play.
- To allow for the development of sport knowledge and strategies through the participation in a competitive situation.
- To provide a positive environment that will foster group spirit, enthusiasm and loyalty.
- To provide the opportunity to belong to a group.
- To provide an opportunity to make social contacts and friendships which could not readily be developed in the classroom.
- To provide opportunities for individuals to experience new leisure activities.
- To provide opportunities for the individual to improve his or her skills in team and individual activities.

Organizational Structure of Intramurals

[Diagram showing the organizational structure of intramurals, with roles and titles listed as follows:

Ryan Brimberry (Director of Recreational Sports and Athletic Facilities)
Jordan Barrett (Intramural Director)
Mike Frassetto (Graduate Assistant for Recreational Sports and Athletic Facilities)
Intramural Staff (Officials, Score/Time Keepers)
Intramural Council
Team Captains
Team Participants]
Publicity

All information pertaining to intramural events and leagues will be publicized through the Intramural Office. Office hours are Monday through Friday 8:00am to 5:00pm. The information will be distributed through e-mail, bulletin boards, the Sport & Recreation Center, team captains, and the intramural webpage http://www.rose-hulman.edu/src. You may also e-mail Intramural Director Jordan Barrett at barrett1@rose-hulman.edu or phone at ext. 8961.

Registration

**Important note: All participants are required to be on their team roster on IMLeagues.com BEFORE they play or they won’t be able to play that night. If a participant is not on the roster at the end of the regular season, the participant will not be able to be added to the roster and will be INELIGIBLE for the playoffs.**

To play intramurals as a team or an individual, you must register online. All intramural participants will be required to create an account on IMLeagues.com. Please follow the instructions below. Note: IMLeagues offers a live support button in the top right corner of all pages.

To Create an IMLeagues Account:
1. Go to http://www.imleagues.com/Schools/Rose-Hulman/Registration
2. Enter your information, using your school e-mail (@rose-hulman.edu) and submit
3. You will be sent an activation e-mail, click the link in the e-mail to login and activate your IMLeagues account
4. You should be automatically joined to your school – If not you can search schools by clicking the “Schools” link

Signing-Up for an Intramural Sport:
1. Log in to your IMLeagues.com account
2. Click the Create/Join Team button at the top right of your User Homepage page OR click the “Rose-Hulman Institute of Technology” link to go to RHI’s homepage on IMLeagues.
3. The current sports will be displayed, click on the sport that you wish to join
4. Choose the league you’d like to play in (Greek, Res Hall, Independent)
5. After you select the league, select the level you’d like to play in (A, B or C)
6. You will be asked to do your Captain’s quiz at that point, you must get 100% before moving on.
7. Affiliate your team to a Campus Cup organization.
8. You can join the sport one of three ways:
Create a Team:
- Captains can invite members to their team by clicking the “Invite Members” link on the team page. Any invited members must accept the invitation to be joined to your team.
- If they’ve already registered on IMLeagues: search for their name and invite them.
- If they haven’t yet registered on IMLeagues: scroll down to the “Invite by Email Address” box, and input their e-mail address.

Join a Team:
- Use the Create/Join Team Button at top right of every page.
- Accept a request from the captain to join his/her team.
- Find the team and captain name on division/league page and request to join.
- Go to the captain’s player card name, view his/her team, and request to join.

Identification Card

During any and all Intramural competitions with Rose-Hulman your student, faculty, or staff identification card officially recognizes you and defines your status as a member of the student body or campus community. The Intramural Department wants to provide the best services to our participants. **If ineligible people participate in the program they are putting legitimate participants and Rose-Hulman at risk.**

Prior to each game or contest, participants must present their Rose-Hulman student, faculty or staff identification card so they may be signed in on the scorecard. Only the names of those participants present will be placed on the scorecard. Please help us ensure that only Rose-Hulman students, faculty or staff are participating in the Intramural Program. This service is not offered to any off campus person or group. Thank you for your cooperation.

Dress

Any type of sportswear appropriate for the activity is sufficient. All participants must wear athletic shoes with non-marking soles at all times in order to be eligible to play. **All metal spikes or rubber cleats with metal tips** are prohibited from use in intramural activities. **No jewelry** will be allowed except for medical alert tags. Pants or shorts with pockets will **not** be permitted during flag football games. Mesh shorts without pockets will be provided to those who need them.

Injury

Participation in the Rose-Hulman Intramural Program is completely voluntary. Each participant must be aware that all intramural activities intrinsically involve risk of
physical injury and by taking part, acknowledge and assume the risk inherent therein. Rose-Hulman is not liable for injuries suffered by participants during scheduled contests. Rose-Hulman seeks to provide a safe environment for recreational pursuits, but does not provide the same standard of care as the intercollegiate athletic program. Athletic trainers will not be present during intramural games. If any injury does occur during a scheduled event the Intramural Staff will follow the Intramural Emergency Action Plan. There will be medical kits available at all events for minor injuries: cuts, scrapes, etc. All participants are urged to obtain a physical examination before participating in any of the intramural sport activities. Each participant is responsible for knowing his or her own physical limitations. If an injury occurs, you will be asked to fill out an injury form and the supervisor on duty will determine whether you will be suspended for the evening and from further participation until you visit and are cleared by student health. You will receive a copy of the injury form.

**Intramural Awards**

Champions in each league of a major sport will have their choice of receiving t-shirt or a championship mug. Awards for minor sports and individual tournaments will be at the discretion of the Intramural Director, whether it be mugs or t-shirts. Captains will be responsible for picking up the championship t-shirts/mugs for their entire team. There will be a limit of 15 awards per team. Championship team’s photos will also be posted on the intramural sports website and our Facebook and Twitter feeds. You can find those pages at:

- **Webpage:** [http://www.rose-hulman.edu/src](http://www.rose-hulman.edu/src)
- **Twitter:** @RHIT_SRC or [http://twitter.com/RHIT_SRC](http://twitter.com/RHIT_SRC)
- **Facebook:** [https://www.facebook.com/#!/rosehulman.intramurals](https://www.facebook.com/#!/rosehulman.intramurals)

**Captain’s Quizzes**

The Intramural Department has replaced the mandatory in-person captain’s meeting with a mandatory captain’s quiz. All major sports (flag football, indoor soccer, basketball, volleyball, ultimate frisbee, and softball) must have a team captain complete the quiz with 100% accuracy. The team captain will have multiple attempts at completing the quiz until they receive a perfect score. **The quiz must be finished before the team is created.**

The purpose of the captain’s quiz is to educate team captains on information pertaining to intramural participation at their convenience. Information includes policies and procedures, conduct, sportsmanship rating, and much more. Team captains must complete the mandatory quiz by the deadline date. Failure to complete the quiz will result in the team not being created in imleagues.com
Team Captain Duties
The success of the Intramural Program depends a great deal on the leadership qualities and interests of the team captain.

1. Each team must have a captain who is responsible for the coordination between players and the Intramural Director.

2. A captain can only be a captain for one team per league. Example: Captain of a Greek A team cannot be a captain of more than one team in that league. They can be a captain of a team in another level as long as it complies with the participation restriction. Therefore, they can be a captain of a Greek B team also, but not another Greek A team.

3. Captains’ duties include:
   - Complete the captain’s quiz (if applicable) prior to the start of the season.
   - Either register or make sure that all team members are registered on IMLeagues before participating for your team.
   - Notify team members of scheduled games, including date, location and time.
   - Ensure your team is at the fields/courts 10 minutes before your game time and be ready to play at your scheduled time.
   - Be familiar with the rules, eligibility, etc. and make sure your team has that knowledge.
   - Ensure that team members play according to the game rules and conduct themselves in a sportsmanlike manner.
   - Notify the Intramural Director whenever your team cannot play.
   - Represent your team as a speaker during any protests or game concerns.
   - Inform Intramural Director of any concerns with Intramural Program.
   - Make sure each member brings their ID card to every event.

Free Agent

An Intramural Free Agent is a Rose-Hulman student, faculty or staff member who wishes to participate in an Intramural sponsored team activity and is not currently a member of a team. Teams may add players to their roster throughout the season, provided that those players have not played for another team in the same sport and division. A Free Agent List will be posted in the Intramural Office. If you would like to be put on the Free Agent List, please do so by e-mailing Jordan Barrett at barrett1@rose-hulman.edu. When e-mailing, please include name, sport you would like to join, contact number, and e-mail address.

Captains: If you are looking for a few more players for your team, please check the Free Agent List located in the Intramural Office. Also, if you would like to form a team from the names on the Free Agent List, bring the list to the Intramural Director.
**Intramural Points**

Intramural points are awarded at the end of each league season. In all Greek team sport leagues, each fraternity is limited to having 2 teams to prevent any one fraternity from sweeping all points. Point totals are kept for the entire year and the top Independent, Greek, and Residence Hall will be recognized and their names will be added to the Intramural Sport Overall Point Champion plaques displayed in the Sport & Recreation Center. A traveling trophy will also be given to the top Independent, Greek and Residence Hall. The team/affiliations name will be added to the trophy, which they will possess for an academic year. Intramural points are awarded for all intramural events. Additional IM events may be added throughout the year.

### Intramural Championship Points

<table>
<thead>
<tr>
<th>League Sports</th>
<th>1st</th>
<th>2nd</th>
<th>3rd</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flag Football, Indoor Soccer,</td>
<td>A 40</td>
<td>20</td>
<td>10</td>
</tr>
<tr>
<td>Basketball, Volleyball, Softball,</td>
<td>B 30</td>
<td>15</td>
<td>7</td>
</tr>
<tr>
<td>Ultimate Frisbee</td>
<td>C N/A</td>
<td>N/A</td>
<td>N/A</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Individual Sports</th>
<th>1st</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tennis, Badminton, Racquetball,</td>
<td>A 15</td>
</tr>
<tr>
<td>Chess, Billiards, Table Tennis,</td>
<td>B 10</td>
</tr>
<tr>
<td>Disc Golf</td>
<td>C N/A</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Team Special IM Events</th>
<th>1st</th>
</tr>
</thead>
<tbody>
<tr>
<td>Golf Scramble, Dodgeball, Floor Hockey, Bowling,</td>
<td>15</td>
</tr>
<tr>
<td>Wallyball, Sand Volleyball</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Individual Special IM Events</th>
<th>1st</th>
</tr>
</thead>
<tbody>
<tr>
<td>Punt/Pass/Kick, 3 Point and Free Throw, March</td>
<td>5</td>
</tr>
<tr>
<td>Madness, Homerun Derby, Track and Field, Swim</td>
<td></td>
</tr>
<tr>
<td>Meet, Strongest Engineer, Cross Country</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Charity Special Events</th>
<th>Every Team</th>
<th>1st</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kickball, TBD</td>
<td>5</td>
<td>15</td>
</tr>
</tbody>
</table>

Independent teams wishing to compete for the overall point championship need to declare themselves eligible when turning in their first registration form of the year. At that point the Intramural Office will recognize that team as an official independent team. After being recognized as an official independent team, teams will begin accumulating points in the same manner as Greek and Residence Hall teams. Independent teams do not have to specify a league level (A,B,C), i.e. a team may compete in Flag Football Ind. A and
Indoor Soccer Ind. C. However, the team must use the exact team name for the remainder of the year in all leagues, tournaments, and special events.

Independent teams may also accumulate points in individual sports. When a participant in an individual sport, i.e. tennis, racquetball, etc. registers for their sport they must indicate their independent team on the registration form.

**Eligibility**

1. All students, faculty and staff at Rose-Hulman are eligible to participate in Intramural activities.
2. An intercollegiate athlete who was on an athletic team roster may not participate in the “like” sport for that academic year. **Example:** A baseball player who is on the fall roster may not play Intramural softball the following spring. Intercollegiate athletes are welcome to play/participate in all other I.M. sports.
3. All current team members listed on the roster/score sheet are eligible for that activity. New members may be added to roster, provided they meet all other eligibility criteria, up to the last game of the regular season.
4. No one outside the Rose-Hulman community is eligible to participate.
5. Teams may not play ineligible players, even by mutual agreement of both captains and other players in the contest.
6. The penalty for any team playing an ineligible player shall be a forfeit of the game; in which the ineligible person played.
7. The Intramural office will be responsible for checking ID’s of all participants before team events.
8. The Intramural Director may ban an individual from participation at any time.

**Specific Eligibility**

**Greek Division**

The Greek Division will consist of all Rose-Hulman Fraternities and Sororities.

1. Greeks shall be represented only by individuals who are members of that fraternity or sorority
2. New Greek members may start Intramural play with their fraternity or sorority during the winter quarter after verified from official Greek list.
3. Greek members transferring to Rose-Hulman during the quarter break will be eligible when their names have been reported to the Intramural Sports Office providing they meet all other eligibility rules stated herein.
4. Pledges may not transfer from one team to another during the middle of an activity, regardless of their status with their fraternity or sorority.
**Independent Division**

1. Undergraduate students who do not reside in the residence halls are eligible.
2. Undergraduate students who do not wish to compete for their residence halls or Greek affiliation are eligible to compete in this division.
3. All Rose-Hulman faculty, staff, and graduate students are eligible.

**Residence Hall**

1. This division is comprised of the various residence halls located on the Rose-Hulman campus.
2. In order to compete for a residence hall, an individual must be a resident of the hall that he/she represents.

**Coed**

1. Undergraduate students who do not wish to compete for their residence halls or Greek affiliation are eligible to compete in this division.
2. All Rose-Hulman faculty, staff, and graduate students are eligible.
3. Ratio rules of males to females must be followed for each league’s rules.

**Participation**

*These guidelines concerning participation are subject to change and may not actually be consistent with each sport.*

1. Any individual can play on 2 teams with the following restrictions:

   A. The teams are not separated by more than one division, regardless of league. (Example: Res Hall A – Greek C)
   B. The teams are not in the same division in the same level. (Example: Res. Hall B, Res. Hall B)

2. Club Sport participants are limited to playing in certain leagues in Intramural “like sports”. There is also a limit to the number of Club Sport participants that are allowed to play at a given time depending on the league type and level. The allowance of Club Sport participants is as follows:

   Greek A - 4 club members on the field/court at a time
   Greek B - 2 club members on the field/court at a time
   Greek C - 0 club members per team
   Residence Hall A - 4 club members on the field/court at a time
   Residence Hall B - 2 club members on the field/court at a time
   Residence Hall C - 1 club members on the field/court at a time
Independent A- 2 club members on the field/court at a time  
Independent B- 2 club members on the field/court at a time  
Independent C- 0 club members per team

3. **Individual sport participants (tennis, racquetball, table tennis, etc.) may only participate in one division; A, B, or C. All players are also eligible to play for one doubles team. Doubles teams may also only participate in one division, no further than one division away from each player’s singles division. For example, a doubles team could consist of a player from the A division and a player from the C division, but the team must participate in the B division since the A player cannot play in the C division and the C player cannot play in the A division.

4. Individuals are ineligible to play in the Playoffs of any sport if they are not on the team roster on IMLeagues.com before the last game of the regular season.

**Levels of Participation**

League structure for Intramural Sports at Rose-Hulman is divided into three distinct leagues that offer a variety of playing levels. **It is important that you place your team in the proper league in order to enjoy your participation.** Know your team’s abilities prior to registration.

**Level A:** Designated to meet the needs of athletes who want to participate in a high level competition. Players should be proficient in the sport.

**Level B:** Designated to meet the needs of participants who are less skilled, yet competitive players. Players should be above average in ability.

**Level C:** Designated to meet the needs of participants who are at the lowest level of play. Players should be average or below in ability. This league is designed to be purely recreational. There will not be points awarded for C league tournaments, though prizes will still be awarded.

**League Formats**

The number of teams or participants will determine league formats. Every attempt will be made to have separate champions for Residence Halls and Greeks. Independent teams could possibly compete vs. both groups depending on number of teams. When scheduling for a season only A level teams will be placed interchangeably amongst the leagues. B and C level teams will always be kept within their affiliation but can be moved up or down a level according to the number of teams in the division. Specific rules for each sport are provided prior to the start of each season.
**Fair Competition**

The Intramural Department reserves the right to promote or demote teams, without consent, to another level (A, B or C) of play as necessary to increase the competitiveness of a division and/or enjoyment of the other teams in the division.

**General Policies**

The development of sportsmanlike attitudes is one of Intramural sport’s major goals. Good sportsmanship is vital to the conduct of every contest in the Intramural sports program. Therefore, you are expected to play according to the rules of the game and the program’s policies. The Intramural Director and Intramural Sport Council reserve the right to take appropriate action against individuals or teams for fighting and other unsportsmanlike conduct.

**Player Conduct**

1. Any player who uses profane language, flagrantly disobeys the rules of the contest, flagrantly disagrees with officials either by action or words shall be ejected from the game.
2. Any player ejected from a game will receive an automatic 1 game suspension and must meet with the I.M. Director before resuming play.
3. Any player who repeatedly or willfully commits flagrant violations, or who instigates or joins in a fight, shall be ejected from that contest.
4. In the event a player is ejected from multiple games on different occasions, he/she will be banned from all Intramural play for the rest of the current quarter. In addition he/she will meet with the I.M. Director to discuss further reinstatement.

**Team Conduct**

It will be the duty of each team’s captain to control the actions of all members representing that team. Any harassment of officials or members of the opposing team, by either players or spectators, shall result in the forfeit of that contest. Repeated violations (2) of this rule will cause the suspension of that team for the remainder of the Intramural season. In the event any member, or members, of a team shall move onto the playing area for purposes of forceful protest or to be involved in a fight, that team/individual shall be excluded from Intramural Sports competition for the remainder of the school year. The persons involved in these activities will be referred to the I.M. Director for appropriate action.
Fan Conduct

1. The conduct of fans representing a particular team will be the responsibility of that team. In the event that fans representing a particular team use profane language, harass officials or opposing team members, or refuse to abide by acceptable standards of behavior, the team captain will have to meet with the Intramural Director. In the event this behavior is repeated a second time, that team will be excluded from further Intramural Sports competition for the remainder of that season.
2. In the event any fan, or fans, approach the playing area for the purpose of forceful protest or to be involved in a fight, that team may be expelled from Intramural Sports competition for the remainder of the year and fans will be referred to the Intramural Director or student officers for appropriate action.
3. Unruly fans will also be dealt with on an individual basis.

Sportsmanship Policy

It is a priority that participation in Intramural Sports at Rose-Hulman be first and foremost a fun experience. To ensure a fun and safe experience, the Intramural Department has implemented a Sportsmanship Policy. This policy intends to allow for a safe, fun, and enjoyable atmosphere for all involved. There will be penalties and repercussions for those teams/individuals that do not follow this policy. The Sportsmanship Policy is as follows:

Team Sportsmanship:
The Team Sportsmanship Policy is an objective means for assessing the behavior of teams through an Intramural Sports season. At the end of each game, Intramural staff members will rate the sportsmanship of each team. The game rating will reflect the behavior of the team collectively. The policy is designed to place responsibility for sportsmanship on team members. Team captains will be held responsible for the behavior of their teams’ players and spectators.

Sportsmanship Rating Procedure:
The Sportsmanship Policy is intended to be an objective scale by which teams’ attitudes and behavior is assessed throughout the Intramural league and playoff seasons. Behavior before, during, and after an intramural sport contest is included in the rating. Teams will have to maintain an average sportsmanship rating of 3.0 or higher in order to be eligible to play in league playoffs. Any team below 3.0 will not be eligible to play in league playoffs.

Teams that forfeit a game will be given a sportsmanship rating of 2.5. Teams winning a forfeited game will not be given a sportsmanship rating. That game does not count toward their average rating. Also, the Intramural Department and Graduate Assistant
have the right to overrule any sportsmanship rating. That right is reserved to ensure that teams are not being unfairly rated.

**Sportsmanship Rating Criteria:**

4.0 – GOOD CONDUCT AND SPORTSMANSHIP: Team/spectators cooperate fully with the officials and show respect for opposing team members. The Team Captain has full control of his/her teammates/spectators.

3.0 – AVERAGE CONDUCT AND SPORTSMANSHIP: Team/spectators complain about some decisions and/or minor dissent. These complaints may be voiced verbally or non-verbally toward officials or opposing players.

2.0 – BELOW AVERAGE CONDUCT AND SPORTSMANSHIP: Team/spectators constantly complain to officials and are verbally abusive. The Team Captain exhibits some control over teammates and him/herself. Teams that have a player ejected will receive no higher than a 2.0.

1.0 – POOR CONDUCT AND SPORTSMANSHIP: Team/spectators complain excessively to officials and are verbally abusive. The Team Captain exhibits little control over teammates and him/herself. Teams that have multiple players ejected will receive no higher than a 1.0.

0.0 – UNACCEPTABLE CONDUCT AND SPORTSMANSHIP: Team/spectators are completely uncooperative. Team Captain has no control over team, fans, and/or him/herself. Any team causing a game to be forfeited due to unnecessary rough play, trash talk, or violence shall receive a 0.0.

**Playoff Sportsmanship:**

A team must have to have a minimum cumulative 3.0 Sportsmanship Policy Rating during the regular season to be eligible for the playoffs. Any team that receives a 1.0 rating or lower during a playoff game will be eliminated from the playoffs. Any team that receives a 2.0 rating or less during the playoffs will have to meet with the Intramural Director prior to their next game. Failure to do so will lead to their dismissal from the playoffs. Also, any team that receives a 2.0 rating or lower during the championship game would not be entitled to receive awards. All team ratings can be appealed by the Team Captain, but must do so by making an appointment with the Intramural Director within 24 hours of the rating.

**Forfeits**

Ensuring that your team has an opponent to play when scheduled is a continuing goal of the Rose-Hulman Intramural Sports Program. That goal takes commitment from our registered teams to show up to play when scheduled. Rose-Hulman Intramural Sports has implemented a forfeit policy as an added incentive to help ensure that your opponent will be there to play in its scheduled contests. So, please respect your fellow students’,
faculty, and staffs’ time by appearing ON TIME for your scheduled games. Below is the forfeit policy:

Two forfeits will result in the disqualification of a team from league play and you forfeit your $20.00 registration fee ($10.00 per contest)

**A team forfeits a contest when:**

A. A team is not ready to play at the scheduled start time after the five minute grace period.
B. A team leaves the playing area before the contest is completed.
C. A team is found to be using an ineligible or illegal player.
D. A team does not have the minimum number required to begin a contest regardless of whether the opponents agree to play or not.

**Grace Period/Tardiness**

The grace period rule is in place to deter and/or punish teams that show up after the scheduled game start time. All intramural events are tightly scheduled to allow for maximum participation, so keeping the games on schedule is very important. Teams are allowed a maximum of five (5) minutes late grace period. If a team is not present and ready to play after 5 minutes they will receive a forfeit. In games which one team is late, the team that is signed in and ready to play at the scheduled time will be awarded point(s) for the opposing team’s tardiness. Point distribution will vary from sport to sport and will be specified in each sport’s rules.

<table>
<thead>
<tr>
<th>Sport</th>
<th>Min. players needed</th>
<th>Max. players on the field</th>
<th>Forfeit Score</th>
<th>Forfeit Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flag Football</td>
<td>5</td>
<td>7</td>
<td>15-0</td>
<td>3 points/min.</td>
</tr>
<tr>
<td>Indoor Soccer</td>
<td>4</td>
<td>5</td>
<td>2-0</td>
<td>1 goal/2 min.</td>
</tr>
<tr>
<td>Volleyball</td>
<td>5</td>
<td>6</td>
<td>2-0</td>
<td>2 matches</td>
</tr>
<tr>
<td>Basketball</td>
<td>4</td>
<td>5</td>
<td>10-0</td>
<td>2 points/min.</td>
</tr>
<tr>
<td>Softball</td>
<td>8</td>
<td>10</td>
<td>2-0</td>
<td>1 run/2 min.</td>
</tr>
<tr>
<td>Ultimate Frisbee</td>
<td>5</td>
<td>7</td>
<td>2-0</td>
<td>1 point/2 min.</td>
</tr>
<tr>
<td>Dodgeball</td>
<td>5</td>
<td>6</td>
<td>2-0</td>
<td>2 matches</td>
</tr>
<tr>
<td>Kickball</td>
<td>6</td>
<td>8</td>
<td>2-0</td>
<td>1 run/2 min.</td>
</tr>
<tr>
<td>Wallyball</td>
<td>3</td>
<td>4</td>
<td>2-0</td>
<td>2 matches</td>
</tr>
<tr>
<td>Floor Hockey</td>
<td>4</td>
<td>5</td>
<td>2-0</td>
<td>1 goal/2 min.</td>
</tr>
</tbody>
</table>

**Postponements**

Occasionally games are postponed due to inclement weather, facility conflicts, or other campus related activities. Games are rescheduled when possible or played during built in scheduled times. Team captains are responsible for obtaining rescheduling information. All rescheduled events must be coordinated through the Intramural Director’s Office.
Rescheduling

A. Rescheduling is strongly discouraged and only allowed at the discretion of the Intramural Director and **only for academic reasons**.
B. The captain should immediately contact the opposing team’s captain and request a change when a conflict arises. This must be done at least 48 hours in advance and only after approval from the Intramural Director.
C. Each captain should make contact with the Intramural Office to check on the availability of courts or fields.
D. All rescheduling dates and times will be made final by the Intramural Director.
E. Rescheduling in tournament play is prohibited.
F. Rescheduling cannot take place the day of the scheduled event.
G. If the opposing captain cannot find a time to reschedule, the game will be played during the built in makeup day on the schedule at the discretion of the Intramural Director.

Weather

Intramural games can be cancelled due to inclement weather including: rain, snow, lightning, below freezing temperatures, etc. Outdoor intramural activities can be cancelled if the temperature is below freezing at the start time of that night’s games. Example: If the games are scheduled to start at 8:00pm and the temperature is below freezing at that time then the games will be cancelled for that night. Inclement weather decisions will be made on game day. A campus wide e-mail will be sent out when the Intramural Director makes the decision to cancel the games for that night.

The Recreational Sports and Athletic Facilities Department Lightning Policy is:

1. If lightning is visible and/or thunder is heard, remove all persons from the athletic fields and into any building normally occupied or frequently used by people, i.e., a building with plumbing and/or electrical wiring that acts to electrically ground the structure.
2. In the absence of a sturdy, frequently inhabited building, any vehicle with a hard metal roof (neither a convertible, nor a golf cart) with the windows shut provides a measure of safety.
3. The athletic fields will be closed and will re-open 30 minutes after the lightning and/or thunder is no longer present.

**OUTDOOR ACTIVITIES MUST REMAIN SUSPENDED UNTIL THIRTY MINUTES AFTER THE LAST THUNDER IS HEARD OR LIGHTNING IS SEEN.**

Protests

A. Protests are not allowed on judgment calls.
B. All protests must deal with interpretations of the rules.
C. Protests must be made by the team captain and be submitted, typed or emailed to the Intramural Director within 24 hours of the contest.
D. Contests in which a protest is upheld will be replayed.
E. The Intramural Director will rule on all questions of eligibility.

**Alcohol Policy**

The possession and/or consumption of alcohol is prohibited at Intramural events at all times, therefore, alcoholic beverages will not be allowed at any program or activity sponsored by the Intramural program. This policy applies to all Intramural participants, as well as spectators. Any participant or spectator who is found drinking or is under the influence of alcohol will not be allowed to participate in any Intramural sports activity for the remainder of that particular quarter, and will be placed on probation for one calendar year. If found during a contest, the team whose player is found will forfeit that contest automatically. A second violation of this rule will result in suspension from all Intramural activities for one calendar year.

**Tobacco Policy**

All recreation and athletic facilities are tobacco free, including e-cigarettes. The use of tobacco products, including any kind or form of tobacco, cigarettes, cigars, chew, snuff, etc. is prohibited at all Intramural activities. Any participant or spectator who is found using any tobacco. If found during a contest, the team whose player is found will forfeit that contest automatically. A second violation of this rule will result in suspension from all Intramural activities for one quarter.

**Intramural Information**

The Intramural Office is located in the Sports and Recreation Center (Office 265 D). All records and standings are kept on file in this office. Any official information concerning individuals or teams may be obtained there. The Intramural Office hours are Monday through Friday 8:00am to 5:00pm. Also, the intramural webpage is a great source for intramural information. Registration forms, schedules, standing, photos, point standings, and much more can all be found on the webpage: [http://www.rose-hulman.edu/src](http://www.rose-hulman.edu/src).

**Intramural Council**

The Intramural Sports Council is a body of students, faculty and staff who are active in the Intramural Sports Program and represent the best interests of the Rose-Hulman community. The Intramural Council, comprised of several Rose-Hulman students, faculty and staff, serves in an advisory capacity for the Intramural Sports Program. The council assists in the resolution of intramural participant protests and appeals, and also
serves as a resource to the Intramural Program regarding new activities/policies. The council consists of:

Residence Hall representatives (male/female), Greek affiliated representatives (male/female), Independent representatives (male/female), faculty and staff representatives, and representatives of the Intramural Sports staff.

The council holds scheduled meetings once a quarter. Additional meetings are held when deemed appropriate. The true function of the council shall be to serve as a recommending body to the Intramural Sports Office in regards to policies and procedures with a strong emphasis on disciplinary and protest situations. Any suggested policy changes may be presented to the council and will be considered as possible changes the following year. Rose-Hulman students interested in being a member of the council are invited to contact the Intramural Director, Jordan Barrett, at (812)877-8961 or barrett1@rose-hulman.edu.

**Athlete of the Year**

The Intramural Department will be passing out the Annual Intramural Athletes of the Year awards during the 2015-2016 school year. The awards will be presented to the Male and Female Intramural Athletes of the Year in each division; Greek, Residence Hall, and Independent. Each winner will receive a prize as well as having their name placed on a plaque in the Sports and Recreation Center. The awards will be presented at an end of the year Student Involvement Celebration, which will be held in the spring. The following criteria will be used in selecting the recipient of these awards:

**PARTICIPATION:** The recipient of the award should have actively participated in the Intramural program. The more participation, the more consideration will be given to the candidate.

**CONDUCT:** The recipient of the award must have conducted himself/herself in a sportsmanlike manner during Intramural events.

**COOPERATION:** The recipient must have cooperated with the Intramural Department (Officials, IM Supervisor’s, Graduate Assistant, etc…) throughout the year.

**ENThusiasm:** The recipient must have shown enthusiastic interest in the Intramural program.

The Intramural Council, using the above criteria and nominations submitted from each residence hall and Greek affiliated group, will select Athlete of the Year candidates. Intramural personnel will record each student’s participation in the Intramural program throughout the year. The Athletes of the Year will be selected from the top participating athletes based on conduct, cooperation, and enthusiasm.
Intramural Employment Opportunities

Each year the Intramural Department offers students an opportunity to get involved within the Intramural Program by becoming a part of the staff. Students are hired and paid to officiate and keep score for intramural sports. Employment opportunities through the work-study program are available to students who have an interest in officiating, scorekeeping, and time keeping. Contact the Intramural Director, Jordan Barrett, at 877-8961 if you are interested.
### 2015-2016 Intramural Sport Schedule

#### Fall Quarter

<table>
<thead>
<tr>
<th>Sport</th>
<th>Registration Begins</th>
<th>Entry Deadline</th>
<th>Event Date</th>
</tr>
</thead>
<tbody>
<tr>
<td>Golf Scramble</td>
<td>Thurs., September 3</td>
<td>Wed., September 9</td>
<td>Sat., September 12</td>
</tr>
<tr>
<td>Flag Football</td>
<td>Thurs., September 3</td>
<td>Wed., September 9</td>
<td>Mon., September 14</td>
</tr>
<tr>
<td>Tennis</td>
<td>Mon., September 7</td>
<td>Thur., September 17</td>
<td>Mon., September 21</td>
</tr>
<tr>
<td>Dodgeball Tournament</td>
<td>Mon., September 7</td>
<td>Thur., September 17</td>
<td>Tues., September 22</td>
</tr>
<tr>
<td>Badminton</td>
<td>Mon., September 14</td>
<td>Thur., September 24</td>
<td>Mon., September 28</td>
</tr>
<tr>
<td>Cross Country</td>
<td>Wed., September 24</td>
<td>Thur., October 1</td>
<td>Thurs., October 1</td>
</tr>
</tbody>
</table>

#### Winter Quarter

<table>
<thead>
<tr>
<th>Sport</th>
<th>Registration Begins</th>
<th>Entry Deadline</th>
<th>Event Date</th>
</tr>
</thead>
<tbody>
<tr>
<td>Basketball</td>
<td>Wed., October 21</td>
<td>Fri., November 6</td>
<td>Mon., November 30</td>
</tr>
<tr>
<td>3 vs. 3 Female Bball</td>
<td>Wed., October 21</td>
<td>Fri., November 6</td>
<td>Mon., November 30</td>
</tr>
<tr>
<td>Volleyball</td>
<td>Wed., October 21</td>
<td>Fri., November 6</td>
<td>Wed., December 2</td>
</tr>
<tr>
<td>Bowling Tournament</td>
<td>Mon., November 16</td>
<td>Wed., December 2</td>
<td>Sat., December 5</td>
</tr>
<tr>
<td>Racquetball</td>
<td>Mon., November 16</td>
<td>Wed., December 2</td>
<td>Mon., December 7</td>
</tr>
<tr>
<td>Chess</td>
<td>Mon., November 16</td>
<td>Wed., December 2</td>
<td>Mon., December 7</td>
</tr>
<tr>
<td>Billiards</td>
<td>Mon., December 7</td>
<td>Wed., December 16</td>
<td>Wed., January 6</td>
</tr>
<tr>
<td>Three Point Shootout</td>
<td>Mon., January 11</td>
<td>Tues., January 19</td>
<td>Tue., January 19</td>
</tr>
<tr>
<td>Free Throw Shootout</td>
<td>Mon., January 11</td>
<td>Tues., January 19</td>
<td>Tue., January 19</td>
</tr>
<tr>
<td>Sport</td>
<td>Registration Begins</td>
<td>Entry Deadline</td>
<td>Event Date</td>
</tr>
<tr>
<td>---------------------------</td>
<td>---------------------</td>
<td>---------------</td>
<td>------------------</td>
</tr>
<tr>
<td>Ultimate Frisbee</td>
<td>Mon., January 25</td>
<td>Fri., February 12</td>
<td>Mon., March 7</td>
</tr>
<tr>
<td>March Madness Pick ’em</td>
<td>No Registration</td>
<td>Thur., March 17</td>
<td>Thur., March 17</td>
</tr>
<tr>
<td></td>
<td>(Information sent out Sun., March 13)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Table Tennis</td>
<td>Mon., March 7</td>
<td>Wed., March 16</td>
<td>Mon., March 21</td>
</tr>
<tr>
<td>Swim Meet</td>
<td>Mon., March 7</td>
<td>Fri., March 18</td>
<td>Tue., March 22</td>
</tr>
<tr>
<td>Home Run Derby</td>
<td>Mon., March 21</td>
<td>Fri., April 1</td>
<td>Fri., April 1</td>
</tr>
<tr>
<td>Golf Scramble</td>
<td>Wed., March 30</td>
<td>Wed., May 4</td>
<td>Sat., May 7</td>
</tr>
<tr>
<td>Track and Field</td>
<td>Wed., March 30</td>
<td>Fri., April 29</td>
<td>Fri., April 29</td>
</tr>
<tr>
<td>Strongest Engineer</td>
<td>TBD</td>
<td>TBD</td>
<td>TBD</td>
</tr>
<tr>
<td>Sand Volleyball</td>
<td>TBD</td>
<td>TBD</td>
<td>TBD</td>
</tr>
<tr>
<td>Kickball</td>
<td>Mon., April 25</td>
<td>Tue., May 10</td>
<td>Fri., May 13</td>
</tr>
</tbody>
</table>
Game Rules

Intramural Flag Football Rules

Eligibility: All eligibility rules apply as outlined in the Intramural Handbook. You may add or delete players from your roster until the last game of the season. At this point your roster will be final. No new players can be added during the playoffs.

Game Location: All games are played on the campus Intramural fields just north of the red maintenance barn.

Teams: Seven players make up a starting lineup. A minimum of five players must start the game. Games will begin if both teams have at least 5 players.

Time: Time is kept on the field by game officials. A time keeper will be assigned to each game. The game consists of two halves of 20 minutes with a 5-minute break at halftime. The clock stops after every play during the last 30 seconds of the game only. Each team is given 3 timeouts per game. Thirty seconds is allowed between each play.

Mercy Rule: If at any point after half-time a team is ahead by 35 points or more, that game will be declared over and that team will be the winner.

Starting Times: Games must begin on time. Players should arrive 10 minutes early before their scheduled game. There will be a 5 minute grace period for a team to get the required number of players present. For each minute past game time the team that is ready to play, with the required number of players, will earn 3 points each minute the opposing team is late/not ready to play. At the end of 5 minutes the score will be 15-0. If the opposing team has not shown up with the required number of players by the end of the 5 minute grace period they will be given a forfeit.

Illegal Equipment: 1) Headwear containing any hard, unyielding, stiff material, including billed hats, or items containing knots. 2) Jewelry. 3) Pads or braces worn above the waist. 4) All metal spikes or rubber cleats with metal tips are prohibited from use in intramural activities. 5) Shirts or jerseys that do not remain tucked in. Any hood on a coat, sweatshirt or shirt that does not remain tucked in. 6) Pants or shorts with any belt(s), belt loop(s), pocket(s), or exposed drawstring(s). 7) Leg and knee braces made of hard, unyielding material, unless covered on both sides and all edges overlapped. 8) Any slippery or sticky foreign substance on any equipment or exposed part of the body. 9) Exposed metal on clothes or person. 10) Towels attached at player’s waist.

Scoring: Six points are given for touchdowns. The team who scores has the option of going for a 1, 2 or 3 point conversions. 1 point conversions are from the 5 yard line, 2 point conversions are from the 10 yard line and 3 point conversions are from the 20 yard line.
Overtime: Ball is placed at the 10-yard line with 4 downs for both teams using the same end of the field until the tie is broken.

Field of Play: The field is 60 yards long with two 10 yard end zones. It will be divided into two 10 yards zones and two 20 yard zones. A team must advance from one zone to the next in 4 downs or less for a first down.

Starting the Game: There will be a captain’s meeting at the beginning of each game with the referees. This will involve a coin toss and a discussion on rules, boundaries and sportsmanship. The team that wins the coin toss at the beginning of the game will have first choice of offense/defense or direction for the first half. The other team has first choice for the second half. There will not be any kickoffs during any point of the game.

The Game: The offensive team takes possession of the ball at its 5 yard line at the beginning of the game and after the opposing team scores. The offense has 4 plays to cross the first down marker to retain possession. If the offense chooses not to punt on 4th down and fails to either get a first down or score, the ball changes possession and the new offensive team takes over at the line of scrimmage.

Substitutions: Substitutions may enter whenever the ball is dead.

Dead Ball: The ball is dead whenever it touches the ground (fumbles, dropped punts & laterals).

End of Play: The play is over when the player carrying the ball has a flag stripped from his/her belt and the whistle is blown. Tackling is prohibited. Flags must be worn outside of players clothing.

Incidental Loss of Flag: If the ball carrier’s flag belt comes off without being pulled, a one hand touch between the knees and the shoulders will mark them down.

Contact: In an attempt to remove the flag a defensive player may contact the body and shoulders of an opponent with their hands, but not their face or any part of the neck or head. A defensive player may not hold, push, or knock the ball carrier down in an attempt to remove the flag.

Screen Blocking: Screen blocking is legally shielding the opponent without contacting any part of the opponent’s body. This is the only type of blocking allowed.

Charging: A player, offensive or defensive, shall not charge into nor contact an opponent in his/her path. The player also may not attempt to run between two opponents unless the space is such to provide reasonable chance for him/her to go through without contact.
Passing: All offensive players are eligible receivers. Defensive pass interference is a 10 yard penalty and an automatic first down. Offensive pass interference is also a 10 yard penalty, but with loss of down.

Roughing the Passer: The defense may not contact the passer in an attempt to disrupt the pass when he/she is throwing the ball. This includes the follow-through. The defense may always attempt to deflag a passer, however contact during attempted pass blocks is typically considered roughing. The defense is advised to “Go in Low” in an attempt to deflag the passer rather than “Going in High” in an attempt to block the pass. Prior to the throwing motion and after the pass is released (and normal follow-through is completed), any contact on this player is considered illegal contact rather than roughing the passer.

Punts: Teams must indicate when punting. Rushing the punter is prohibited. No fake punts are allowed. A team can kick or throw the ball when punting to the opposing team. After the offensive team punts, the receiving team is allowed to pick up the ball and advance it, even if the ball hits the ground on the punt.

Touchbacks: If the ball enters the End Zone on a punt, the ball will be placed on the 10 yard line.

Flag Guarding: Runners shall not flag guard by using their hands, arms, or the ball to deny the opportunity for an opponent to pull or remove the flag belt. Flag guarding includes but is not limited to: Swinging the hand or arm to prevent an opponent from deflagging, placing the ball in position over the flag to prevent an opponent from deflagging, or using a “stiff arm” to ward off an opponent attempting to deflag.

Interception: If a defensive player intercepts the pass, it is a live ball and the defense can advance it.

Fumbles: When a fumble occurs the ball is dead at the spot where it touches the ground and belongs to the offensive team unless turned over on downs.

Safety: When the Defensive team causes a safety, they will be awarded 2 points and possession of the ball starting at the 10 yard line.

Simultaneous Catch: If an offensive and defensive player both catches the ball simultaneously the ball becomes dead at the spot of the catch and possession will go to the offensive player.

Motion: Only one offensive player may be in motion, but not in motion toward the opponent’s goal line at the snap. Other offensive players must be stationary in their positions without movement of their feet, body, head or arms.

Legal Snap: There must be at least one yard separation between the center and the person receiving the snap (no direct snaps).
Inadvertent Whistle: The play will be called dead and the down will be replayed.

Penalties

<table>
<thead>
<tr>
<th>5-Yard Penalties</th>
<th>10-Yard Penalties</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Dead Ball</strong></td>
<td>Punt Catch Interference</td>
</tr>
<tr>
<td>Delay of game</td>
<td>Offensive pass interference (loss of down)</td>
</tr>
<tr>
<td>Encroachment</td>
<td>Defensive pass interference (1st down)</td>
</tr>
<tr>
<td>Illegal snap</td>
<td>Illegal screen blocking</td>
</tr>
<tr>
<td>False Start</td>
<td>Flag guarding/stiff arm</td>
</tr>
<tr>
<td>False Start</td>
<td>Illegal substitution</td>
</tr>
<tr>
<td><strong>Live Ball</strong></td>
<td>Roughing the passer</td>
</tr>
<tr>
<td>Equipment worn illegally</td>
<td>Tripping/clipping</td>
</tr>
<tr>
<td>Illegal motion</td>
<td>Spiking, kicking, throwing ball during a dead ball (possible ejection)</td>
</tr>
<tr>
<td>Illegal shift</td>
<td>Illegally secured flag belt:</td>
</tr>
<tr>
<td>Illegal forward pass</td>
<td>Offense: loss of down</td>
</tr>
<tr>
<td>Intentional grounding</td>
<td>Defense: 1st down</td>
</tr>
<tr>
<td></td>
<td>Unsportsmanlike conduct (players, coaches, spectators, etc.)</td>
</tr>
</tbody>
</table>

Officials: Intramural officials assigned to each game will be in charge of officiating the game, and keeping the score and time.

Flag Football Co-Ed Additional Rules

Same rules as flag football except:

Ratio: At no time is a team allowed to have less than three females on the field of play.

Quarterback: Teams must alternate male/female at the quarterback position every other down, with the exception of following a turnover. If a male is the quarterback on a scoring play then a female must be the quarterback for the point after attempt. Failure to comply is a 5 yard penalty. Failure to comply on a point after attempt is a failed attempt.

Female Touches: A female must be used as the intended receiver of a pass or to run the ball once every 4 downs without a 1st down, change of possession, or a score in-between. After a scoring play any person on the field is eligible to be the intended receiver for the point after attempt. Failure to comply is immediate change of possession at the last line of scrimmage unless the fourth play resulted in a turnover in which the original defensive team returned the ball past the original line of scrimmage. If a female is to run the ball or
is the recipient of a pass behind the line of scrimmage she must make it to the line of scrimmage in order for the play to count towards female inclusion.

**Line of Scrimmage:** If a male runs the ball across the line of scrimmage or receives a forward pass behind the line of scrimmage, the offensive team will be penalized (5 yards). The only exception is when the defensive team has crossed the line of scrimmage to chase a male quarterback (defined as the person to whom the ball is snapped). However, on a pitch-back or hand-off from a quarterback to a male player behind the line of scrimmage, that male must throw the ball and cannot advance past the line of scrimmage, even if a rush is coming in.
Indoor Soccer Rules

**Eligibility:** All eligibility rules apply as outlined in the Intramural Handbook. You may add or delete players from your roster until the last game of the season. At this point your roster will be final.

**Field of Play:** A field will be made up of one basketball court. The goalkeeper’s penalty area will be the 3 point arc. The goalkeeper cannot use his/her hands behind the goal. A ball is out of play if it leaves the playing area as determined by the curtains surrounding the field. The ball is put back in play with an indirect free kick. A ball hitting above the second line of the curtain is out of play and is put back in play with an indirect free kick. Goal kicks are taken anywhere inside the penalty area. Corner kicks are taken from the 3-point line nearest the corner of the field.

**Length of Game:** A game will consist of two 22-minute halves. The clock only stops in case of an injury or lost ball. Halftime is five minutes.

**Mercy Rule:** If any team is winning by 10 goals or more at half-time or any point after, that team will be declared the winner for that match.

**Overtime:** A five-minute overtime (sudden death) period is played in the event of a tie. A tie is recorded if a goal is not scored in overtime. Overtime procedures are modified for the postseason tournaments.

**Players:** A team consists of 4 players and a goalkeeper. A team must start a game with four players or a forfeit is recorded.

**Goalkeeper:** The goalkeeper must wear a jersey that differentiates him/her from all other players on the field. The goalkeeper may use his/her hands within the boundaries of the penalty area only. Goalkeepers may receive the ball with his/her hands when passed by a teammate. The goalkeeper must distribute the ball in five seconds. He/she cannot throw the ball over midfield in the air. The ball must hit on his/her side of the field first.

**Starting the Game:** Games must begin on time. Players should arrive 10 minutes early before their scheduled game. There will be a 5 minute grace period for a team to get the required number of players present. A team that is ready to play, with the required number of players, will earn 1 goal for every 2 minutes the opposing team is late/not ready to play. At the end of 5 minutes the score will be 2-0.

**Substitutions:** Substitutions may be made for injuries, when a goal is scored, and when the goalkeeper has possession of the ball. Only the goalkeeper’s team may substitute at this time. Notify the referee in the event of a goalkeeper change.
Goals: A goal is scored when the entire ball goes over the goal line. A ball that gets hung up behind the goal, but in the net, is a dead ball which results in a goal kick to the defending team.

Fouls and Misconduct: It is the duty of each player to call their own fouls. There will be a scorekeeper/referee on each court to handle disputes that may occur concerning a foul/misconduct or a goal. An indirect free kick will be awarded for the following violations: obstruction, dangerous play, ball out of play, delay of game (by the goalkeeper), unsportsmanlike conduct, and illegal substitution. A direct kick will be awarded for the following violations: tripping an opponent, slide tackle, attempt to strike an opponent, hand ball, pushing, and any conduct deemed violent by the referee. Any of these violations committed in the penalty area is a penalty kick. A penalty kick will be taken from the free throw line. **Slide tackles are strictly prohibited.** First violation results in a warning; second violation results in a penalty kick (regardless of where it is committed); third violation results in expulsion. **Goalkeepers may not slide feet first into a player when making a save.** The referee has the authority to remove any player from the game at any time. Players who are red carded serve an automatic one game suspension.

Free Kick: May be offered to the offended team, and could be either direct or indirect. For all free kicks, the defensive players must be at least 3 yards from the ball.

Indirect Kick: The kicker may not score directly, that is, the ball must touch another person before going into the goal. An indirect kick shall be awarded on all sidelines out-of-bounds, unsportsmanlike conduct, dangerous play, delaying play, etc.

Direct Kick: A goal may be scored directly by the kicker. Situations which warrant a direct kick are: tripping, charging, handling the ball, pushing, jumping in, etc.

Corner Kick: Shall be awarded when a defensive player causes the ball to go out-of-bounds across his/her own goal line. The opposing team puts the ball in play by a kick from the 3-point line nearest the corner of the field where the ball went out-of-bounds. A corner kick is direct.

Penalty Kick: Any direct free kick violation committed by the defending team in the defending team’s penalty area results in a penalty kick. The kick will be taken from the free throw line. Goalkeepers must remain on the line prior to the kick, but may move side to side. If the kick is missed the ball remains alive.

Shoes: Gym shoes worn outside must be changed before playing. All participants must have a change of shoes to play. All shoes must be non-marking athletic shoes.

**Indoor Soccer Co-Ed Additional Rules**

Ratio: A team must have at least two females on the court at all times. If a team starts a game with only four players, then two of the four must still be females.
Tennis Rules

All results need to be e-mailed to the Intramural Director or Graduate Assistant.

Eligibility: All eligibility rules apply as outlined in the Intramural Handbook.

Serving: Choice of side and right to be server or receiver shall be decided by a coin toss. The player winning the toss may choose to serve or receive, or the side of the court.

Scoring: A match is won when a player or team wins 2 sets. A set is won when the player wins 6 games and is leading by at least 2 games. A game is won by the first player or team to get 4 points.

Scoring System: Love - 0 points
15 – 1 point
30 – 2 points
40 – 3 points
Game – 4 points

Length of Game: A one hour time limit is in effect for all matches unless both players agree to remove the time limit before the match. The time limit will be removed during all playoff matches.

Game Rules: Server shall project ball by hand in the air in any direction and before it hits the ground strike it with his/her racquet; the delivery shall be completed at the moment of impact of the racquet and the ball. The server may not serve until the receiver is ready. At the end of the first game the receiver shall become the server and the server, the receiver. Players will switch sides after each odd numbered game, i.e. 1, 3, 5. Players are to respect all opponents’ calls of in or out. If in doubt whether a ball is in or out, a player should always give the opponent the favorable call.
Badminton

All results need to be e-mailed to the Intramural Director or Graduate Assistant.

Eligibility: All eligibility rules apply as outlined in the Intramural Handbook.

Location: 2 badminton courts are located in the Sports and Recreation Center Fieldhouse located on Court 4 (Indoor Tennis Court). Court space should be reserved through Seth Woodason (x8069)

Equipment: Badminton racquets and shuttlecocks are available for checkout from the SRC front desk. Participants are allowed to use their own equipment.

Scoring: The best two out of three games will determine the winner of the match. All games shall be played to 21 points, excepting that a player/team must win by two points. A hard cap of 30 points will be used for all games. Similar to rally scoring in volleyball, a point shall be scored on every serve.

Start of Game: To start a game, players will either toss a coin or play paper, rock, and scissors. The winner chooses either to serve or receive, or which end of the court to start on. The losing side will choose the remaining option.

Changing Ends: At the end of each game, and after the first side scores 11 points in the third game, players will change ends of the courts.

Service: The server may not serve until their opponent is ready. The server and receiver will stand within diagonally opposite service courts without touching the boundary lines. The server cannot step into the serve. Both feet must remain stationary throughout the motion. The racquet must remain lower than the wrist and the shuttle must be contacted lower than the waist for a proper serve. A fault, if made by the serving side, puts the server out; if made by the receiving side, scores a point for the server. Only one trial at serve is permitted; if the serve hits the top of the net and proceeds into the proper service court it must be played as good.

Singles: Players will serve from and receive in their respective right-left hand service courts when the server has scored either no points or an even (odd) number of points in that game. The player that wins a game always serves first in the next game.

Doubles: The service court of the server depends on the serving side’s score, odd or even, just as in the singles game. The players change service courts only when a point is scored while their side is serving. In all other cases, the players continue to stay in the same service court. This shall guarantee that the serve alternates between the players. Examples: If player A1 begins serving and scores a point, A1 and his/her partner, A2, will switch service courts. A1 will continue to serve. A1 and A2 will continue to alternate service courts, with A1 always serving, until they lose a point. When A1 & A2
regain the right to serve, it will be A2’s turn to serve. A2 will serve from his/her current service court, rotating again if A1 and A2 score a point.

**Faults:**

During the service:
- Incorrect service
- Server misses the shuttle
- The shuttle is caught in or on the net

During play, the shuttle:
- Lands outside the boundaries of the court
- Passes through or under the net
- Fails to pass over the net
- Touches the ceiling or side walls
- Touches the person or dress of a player

When the shuttle is in play, a player:
- Touches the net or it’s supports
- Makes initial contact with the shuttle on the opponent’s side of the net (a follow-through is allowed as long as no contact with the net occurs)

**Courts:** Singles – 44ft x 17ft; Doubles – 44ft x 22ft

**Net:** The net is set at 5ft. 1in. on the sides and 5 ft. on the center of the court.
Intramural Golf Scramble

When: Saturday, September 12th and the spring scramble is May 7th both at 3:00 PM

Where: Mark’s Par Three Golf Course, 2401 N. Chamberlain St., just east of campus in Seelyville.

Who: Open to all Rose-Hulman students (not Rose-Hulman golf team members), faculty and staff. This will be a 4 person scramble; each team must pay a fee of $24 to the Intramural Department as we take care of the entry fee to the course. Teams are limited to the first 18 registered.

Why: Intramural points awarded for the winning Residence Hall and Greek teams (15 points) towards the Intramural All Sports Champion. Awards will also be given to the winners.

Additional Details: Entry deadline is September 9th and event is on September 12th. The spring scramble registration deadline is May 4th and the event date is May 7th.

Intramural Cross Country Meet

When: Thursday, October 1st at 4:30pm

Where: The start location is located on the William Welch Outdoor Track. The course will go through campus.

Who: Open to all Rose-Hulman students (not Rose-Hulman cross country runners), faculty and staff.

Why: Intramural points awarded for the winning Residence Hall and Independent Greek teams (15 points) and individual Residence Hall and Greek winner (5 points) towards the I.M. all sports champion. Awards will also be given to the winners.

Additional Details: No need to pre-register, though you can on imleagues.com if you want to be prepared. Just show up at the SRC at 4pm on October 1st. We will start the run on the track at 4:30pm.
Charity Kickball Tournament Rules

Eligibility: All eligibility rules apply as outlined in the Intramural Handbook. Since this is a charity tournament, each player must bring either a canned food item or a cash donation, which will go to a local food pantry.

Game Location: All games are played on the campus Intramural fields just north of the red maintenance barn and the football practice fields.

Game Length: All games will be 5 innings and have a 50-minute time limit. If time expires, play out the entire inning if the home team is behind.

Teams: A team consists of 8 players. A game can begin with 6 players present.

Start Time: Games must begin on time. Players should arrive 10 minutes early before their scheduled game. There will be a 5 minute grace period for a team to get the required number of players present. A team that is ready to play, with the required number of players, will earn 1 run for every two minutes the opposing team is late/not ready to play. At the end of 5 minutes the score will be 2-0.

Scorekeeper: Scorekeepers will be provided by the Intramural Sports Department.

Home Team: Every game the home team is determined by a flip of the coin that will take place by the two team captains. The visiting team bats/kicks first.

Umpires: Umpires will be provided by the Intramural Sports Department. Umpires will call pitches legal or illegal. Umpires will also have the responsibility of calling base runners safe or out.

Rules of Play

Kicking
1. Team kicking will furnish a pitcher. Only 3 pitches are permitted to kick a fair ball or the batter is out.
2. If a kicked ball hits the pitcher - kicker is out, ball is dead, runners return to their original bases.
3. A foul on the 3rd pitch - kicker is out.
4. Kicking (can kick up to 10 players) order must remain consistent.

Defensive Positioning
Whether playing with 6, 7, or 8, there are no restrictions on infield/outfield positions. The game may not be delayed for excessive switches.
Pitching Rule
1. **Pitchers will be members of the batting team**, and catchers will be members of the fielding team. Pitchers don't have to be listed as one of the batters in the lineup, so there can be a designated pitcher who never bats.
2. A pitcher beginning the game gets five (5) warm-up pitches. A pitcher beginning innings 2-5 gets one (1) warm-up pitch. Mid-inning replacement pitchers get **no** warm-ups. Pitchers may only be changed for new batters.
3. Legal pitches must be rolled from the pitching mound to the plate without stopping, and the kicker must not make contact with the ball prior to the pitch touching the plate.
4. **No strike outs or walks. Kicker must kick the ball fair in three pitches or the Kicker will be out.**
5. Pitcher shall wait until fielding team is ready before delivering the pitch.
6. If a pitcher purposely interferes with a kicked ball the kicking team will be given an out.

No Pitch
1. No pitch shall be declared when the pitcher pitches during a suspension of play, or when the pitcher attempts a quick return of the ball before the defense is ready. Ball is dead and all play is suspended.

Illegal Pitches
1. An illegal pitch counts as one of the 3 allowed!
   a. An illegal pitch becomes a dead ball immediately. No runner or runners can advance. Illegal pitch constitutes non-compliance pitching rule above.

When Kicker is Out
1. If the official kicking order is not followed.
2. If the kicker attempts to hinder the catcher from fielding or throwing the ball.
3. **If the kicker bunts the ball.**
4. If the kicker makes contact with the ball before the ball reaches the plate.
5. Kicks the ball and it hits the “offensive” pitcher, or if the pitcher interferes with the defense while trying to make a play.
6. Kicker is struck by the ball thrown by a defensive player. A **player struck in the head will not be out!**

When Base Runners are Out
1. If the runner interferes with the play being made at a base.
2. If the runner fails to avoid a fielder attempting to field a kicked ball.
3. If the runner leaves the base before the kicker contacts the ball. No base stealing allowed. **No leading off.**
4. If the runner is hit by a kicked ball when they are off the base, in fair territory, they are out, the ball is dead, and the kicker is awarded 1st base. If they are hit while on the bag, they are safe (if unintentional), a dead ball is declared and the batter is awarded first base.
5. If the runner passes a preceding base runner before such runner has been legally put out, the passer is out and the ball is still in play.
6. If the runner deliberately slides or dives into any base with intent to cause injury to the fielder, they are automatically declared out and ejected from the game.

7. **If it is a close play the runner must slide and avoid contact.**

8. Runner is struck by the ball thrown by a defensive player. **A player struck in the head will not be out!**

Other base running--Sliding is allowed for all bases and must be feet first.

**Overthrow**

One base shall be awarded for an overthrow that goes out of play. This shall be determined from when the player (thrower) releases the ball. It shall be one base from point of release. If overthrown into an "in-play" area, runners advance at their own risk.

**Coaches, players, and spectators must remain a minimum of 10 feet from baseline.**

Officials will only discuss with team captains. Captain must be a player on the active roster and of good standing with the officials. The supervisor can appoint a NEW captain if there have been previous problems with a captain/player.

**Cleats:** All metal spikes, or rubber cleats with metal tips, are prohibited from use in intramural activities.

**Equipment:** The Intramural Department will provide all equipment needed for the event.

**Mercy Rule:** There will be a 10 run and 15 run mercy rule in place. The mercy rule is as follows:

- The 15-run mercy rule will apply after 3 innings or 2 ½ if the home team is ahead 15 runs.
- The 10-run mercy rule will apply after 4 innings or 3 ½ if the home team is ahead 10 runs.
Dodgeball Tournament Rules

The Team

- There will be 6 players playing per team during the match. Others will be available as substitutes.

- Teams must have a minimum of 5 players to start the match.

- Teams may substitute players after each game.

The Field of Play

- The games will be played in either the SRC Hulbert Arena or Fieldhouse.

- The playing field will be a rectangle at least 50 feet long and at least 30 feet wide, divided into two equal sections by a center line. Attack lines will be 10 feet from and parallel to the center line.

The Equipment

- 6 official dodgeballs will be placed on the center line at the beginning of each game.

The Game

The object of the game is to eliminate all opposing players by getting them “out.” This may be done by:

- Hitting an opposing player with a LIVE thrown ball below the shoulders.
- Catching a LIVE ball thrown by your opponent before it touches the ground.

Definition: LIVE: A ball that has been thrown and has not touched anything, including the floor, another ball, another player, official or other item outside of the playing field (wall, ceiling, etc.)

- A player may block a thrown ball with a ball being held, provided the held ball is not dropped as a result of the contact with the thrown ball. If the held ball is dropped the defender is out. (A ball deflecting off a held ball and striking the holder is no longer a live ball).

- Headshots resulting from a high thrown ball result in the thrower being called out.

- A player hit in the head while ducking or dodging is out.

- Players who have been called out may retrieve stray balls for their teammates.
• Any ball that touches the ceiling or wall is a dead ball.

**Boundaries**

During play, all players must remain within the boundary lines. If a player steps out of bounds, they will be declared “out.”

**The Opening Rush**

Game begins by placing the dodgeballs along the center line-three on one side of the center hash and three on the other. Players then take a position behind their end line. Following a signal by the official, teams may approach the centerline to retrieve the balls. This signal officially starts the contest. Teams may only retrieve the three balls to their right of the center hash. Once a ball is retrieved it must be taken behind the attack-line before it can be legally thrown.

**Timing and Winning a Game**

• A match will consist of the best 2 out of 3 games. A 5-minute time limit has been established for each game.

• The match will have a maximum time limit of 20 minutes.

• The first team to legally eliminate all opposing players will be declared the winner.

• If neither team has been eliminated at the end of the 5 minutes, the team with the greater number of players remaining will be declared the winner.

• In the case of an equal number of players remaining after regulation, a 3-minute sudden death overtime period will be played with the same number of players that ended the game in a tie.

**10 Second Violation**

In order to reduce stalling, a violation will be called if a team in the lead controls all six balls on their side of the court for more than 10 seconds.

1\(^{st}\) Violation- Players will be warned.

2\(^{nd}\) Violation- All of violating team’s dodgeballs will go to the opposite team.

3\(^{rd}\) Violation- Violating team will lose one player.
Intramural Punt, Pass & Kick Competition

Scoring/Competing

1. Each participant will be allowed three punts, three passes, and three placekicks as part of his/her competition.
2. Scores are based on both distance and accuracy. Example: If a participant passes the ball 100 feet, but the ball lands 30 feet to the right of the measuring tape, the final score would be \(100 - 30 = 70\). Scores will be based on exact feet and inches. No participant will receive a negative score; instead their score will be “0.”
3. A participant’s final score is his/her cumulative total for the three individual events. Example: If a participant scores 120 for punting, 180 for passing, and 70 for the kicking, the participant’s final score is 370.
4. If a participant goes over the designated line prior to or before releasing or making contact with the ball, he/she will be penalized five feet.
5. There is no violation if the kicking tee is kicked with the football during the kicking event.
6. Scores will be determined from where a participant’s punt/pass/kick first makes contact with the ground. Bounces or rolls do not add to the score.
7. If a participant tries to punt, pass, or kick and misses the ball completely, it does not count as an attempt and another attempt is allowed.

Regulations

1. No bare feet allowed. Football shoes, cleats, turf shoes and gym shoes will be allowed. Failure to wear shoes will result in the disqualification of the participant.
2. All equipment, other than shoes, needed for the competition will be provided by the Intramural Department. Participants may not utilize their own equipment (tees or footballs).
3. Male participants will use an official collegiate size football and females will use an intermediate size football.

Tie Breakers

1. If a tie exists for first, second, or third place, each participant involved in the tie will compete in a playoff to determine the final standings. The playoff will consist of the participants competing head to head in a repeat of the three events.

Miscellaneous

1. The Punt, Pass, and Kick Competition will be held rain or shine. The Intramural Department will cancel if threatening or dangerous weather conditions occur.
2. If the event is cancelled, the Intramural Department will reschedule the event when weather conditions are permitting.
Floor Hockey Rules

Team Composition

1. All teams will consist of 5 players on the floor at one time, including the goalie.
2. A team must have 4 players to start the game. A team must finish a game with at least 3 players. If the number of players on the floor falls below 3, no matter the reason, the game becomes a forfeit.
3. If a team does not show up within 5 minutes of the start of the game, they will forfeit.
4. Free substitution is permitted without stoppage of play. However, when the puck is alive a player can only enter the court when the other player is completely off the court.

Equipment

1. Equipment will be provided by the intramural department.
2. Goalies may wear a baseball glove on one hand.
3. Players may not wear hats with brims or jewelry.
4. Closed-toe athletic shoes must be worn by all players.
5. A player whose stick is broken may not participate in the game until the broken portions are taken out of play and a new stick is obtained.

Game Length and Time

1. The game will consist of two 12-minute running time halves.
2. One 1-minute timeout will be given to each team per game. The running clock will stop during timeouts. The team who calls timeout must be in possession of the puck, or there must be a stoppage of play.
3. Games tied at the end of regulation will enter a three-minute “golden goal” overtime period. This means the first team to score a goal wins and the game is ended. If the game is still tied at the end of the three-minute overtime, a penalty shootout will occur.
4. Penalty shootout- Each team gets 3 shots by 3 different players, and the team with the most goals at the end of the shootout is the winner. For example, Team A shoots, then team B, until the sixth shooter is reached. If the game is still tied, alternate penalty shots one at a time, by a different player each time until one team makes a goal and the goal is unanswered. When this occurs, the game is over. Players will begin penalty shots at half court and proceed toward the goal. The penalty shot must be taken before the player reaches the goalie crease. A player may not go backward once they have started their forward progress.

Game Play and Rules

1. A faceoff is used to begin each half; after each goal; when both teams commit a penalty/violation; or when the puck goes out of play and it is unknown which
team the puck went off of. All face offs occur at center court and are facilitated by the Intramural staff member on the court. During the face off there shall be no movement until the puck has been dropped. All players must be on their defensive side of the floor during face offs. The half court line separates the sides of the court.

2. An indirect free hit starts play after a team timeout; when a player is making no attempt to advance the puck or stalling; after a penalty/violation; or after the puck goes out of play-off of one team. The puck must be hit from behind the top of the crease line.

3. Floor hockey is self-officiated by players. Teams must abide by rules provided by the Intramural Office to ensure safety and consistency within the league. Intramural supervisors are on-site to supervise game play, handle emergencies, and address concerns of participants.

4. An official time-out may be called for an injured player or for other circumstances deemed appropriate by the officials.

5. A hand may be used to catch or touch an airborne puck. The puck must be dropped immediately within the radius of the catching player’s stick.

6. Players may stop the puck with their feet, but may not use their feet to guide the ball to a teammate. Players may not kick the puck into the goal.

7. When a goalie catches or stops the ball, they must be given room to release it to one of their players by hand or stick. When clearing the puck, the goalie may not throw it above waist height, or throw it past the centerline. However, goalies may shoot it with their stick.

Scoring

1. A goal is scored when the puck passes completely across the plane of the goal line. Goals may be scored from anywhere.

2. Goals will not count if a stick blade is above the waist level, kicked in, the puck is batted by the hand, or an offensive player is in the crease.

3. Crease Rule: At no time is a player of the offensive team permitted to enter the goalie’s crease with any portion of the body or stick. If a goal is scored while the player is illegally in the crease, it shall be disallowed. A face-off occurring at center court will resume play. The crease will be an arc that begins 1-foot outside of each goal post and peaks 6-feet from the center of the goal line. **If a defensive player pushes an offensive player into the crease, the crease rule is not broken. Additionally a violation, subject to the rules below, will be called on the defensively player.**

Violations Subject to Ejection

It is the duty of each player to call their own fouls. There will be a scorekeeper/referee on each court to handle disputes that may occur concerning a foul/misconduct or a goal. An indirect free hit will be awarded for the following violations: obstruction, dangerous play
(high sticking), ball out of play, delay of game (by the goal keeper), illegal use of the hands or feet, and unsportsmanlike conduct. A penalty shot will be awarded for the following violations: tripping an opponent, slashing, hooking, checking, and any conduct deemed violent by the referee. Players will begin penalty shots at half court and proceed toward the goal. The penalty shot must be taken before the player reaches the goalie crease. A player may not go backward once they have started their forward progress.

**Checking is strictly prohibited.** First violation results in a warning, second violation results in a penalty shot, and third violation results in an expulsion of the player. The referee has the authority to remove any player from the game at any time. **Repeated violations of the list above result in immediate removal from the game and/or game suspensions for player.**

Deliberate intention to hurt someone and/or fighting result in automatic ejection and permanent suspension of player.
Basketball Rules

Eligibility: All eligibility rules apply as outlined in the Intramural Handbook. You may add or delete players from your roster until the last game of the season. At this point your roster will be final. No new players can be added during the playoffs.

Game Location: Games are played in both the Sports and Recreation Center Field House and Hulbert Arena. Check the schedule for game time and location.

Equipment: The Intramural Department will provide a ball. You may use this ball or one that is approved by both teams. This ball must be a regulation-sized ball. I.M. department will also provide jerseys that teams must wear if teams don’t have their own jerseys. Shirts and Skins are not permitted.

Fouls: For general fouls the ball will be taken out of bounds until the 7th team foul occurs, which places the team in the bonus. After the 10th foul the team will be placed in double bonus. Players fouled in the act of shooting will be awarded 2 shots. Players are out of the game on their 5th foul.

Length: The game shall consist of two 20-minute halves. The clock shall run continuously (except for team timeouts) during the first 38 minutes. During the last 2 minutes of the game, regulation timing rules * are in effect-provided the difference in the team score is less than 20 points. A point spread of 20 or more will allow the clock to continue running.

Mercy Rule: At half-time or any point afterwards if the point spread is 30 or more, the game will be declared over and that team will be declared the winner.

Overtime: A two-minute overtime period is played in the event of a tie. A tie is recorded if the tie is not broken during the two-minute overtime period. Each team is given 1 timeout; other timeouts do not carry into overtime. Overtime procedures are modified for the postseason tournaments.

Officiating: All games will be self-officiated. Keeping the scoreboard and clock will be the responsibility of the Intramural staff.

Start of Game: Games must begin on time. Players should arrive 10 minutes early before their scheduled game. There will be a 5 minute grace period for a team to get the required number of players present. You may start a game with 4 players. The team that is ready to play, with the required number of players, will earn 2 points for each minute the opposing team is late/not ready to play. At the end of 5 minutes the score will be 10-0.

Time-outs: Each team has 2 time-outs per half. They do not carry over.
**Substitutions:** A substitute must wait to enter at the scorer’s table and enter on a dead ball only. All players must wait to be recognized by the official before entering the game.

**Shoes:** Gym shoes worn outside must be changed before playing. All participants must have a change of shoes to play. All shoes must be non-marking athletic shoes.

* - regulation timing: The clock stops on fouls, ball out of bounds and timeouts. It starts when in bounded and touched.

**Basketball Co-Ed Additional Rules**

**Ratio:** Teams must always have at least two females on the court. During one of the two halves of basketball, teams must have three females on the court. Teams are allowed to have three females on the court during the alternate half.

**Points:** Any goal scored by a female will count as three points.

**Free Throws:** If a female is fouled while shooting, then that female will receive one extra free throw, i.e. a female fouled while shooting a three pointer will be allowed to hit up to four free throws.

**Female Only 3 on 3 Basketball**

**Eligibility:** All eligibility rules apply as outlined in the Intramural Handbook. You may add or delete players from your roster until the last game of the season. At this point your roster will be final. No new players can be added during the playoffs.

**Game Location:** Games are played in both the Sports and Recreation Center Field House and Hulbert Arena. Check the schedule for game time and location.

**Equipment:** The Intramural Department will provide a ball. You may use this ball or one that is approved by both teams. This ball must be a regulation-sized women’s basketball (28.5). I.M. department will also provide jerseys that teams must wear. Shirts and Skins are not permitted.

**The Game:** 3 on 3 Basketball is a half-court game. All games are self-officiated.

**Teams:** Teams consist of three players, with unlimited substitutes allowed. Two players must be present to avoid a forfeit.

**Fouls:** All games are self-officiated. Fouls and violations will be called on the honor system by the player who was fouled. All fouls will result in the ball being checked at the top of the key. If the player scores and is fouled, the basket will count (one or two points) and one dead-ball free throw will be attempted, followed by a change of possession. There is NO fouling out.
**Seventh Team Foul:** On the seventh team foul (and every foul thereafter), the opposing team will shoot one free throw and retain possession of the ball.

**Length:** The first team to score 25 points (win by two, cap at 30), or the team leading at the end of the 50-minute time limit will win the game. The clock will run continuously for the entire game, except for time-outs. In case of a tie at the end of the 50-minutes, the winner will be decided by the next basket made.

**Scoring:** Scoring will be by 1’s and 2’s. 2-point baskets are scored from behind the NCAA women’s 3-point line. All baskets scored inside of the 3-point line will be worth 1-point.

**“Check Line”/Change of Possession:** The “check line” shall be the 3-point arc around the court. A player MUST pass the ball in play from the check line “top of the arc” after a dead ball situation (i.e. out of bounds, after a made basket, etc…). On defensive rebounds, turnovers, or steals, the ball MUST be taken behind any point of the 3-point arc and the team in possession of the ball may maintain control and attempt to score.

- All defensive rebounds must be cleared behind the 3-point arc, even on shots not hitting the rim.
- A shot taken and converted without proper clearance shall not count, and the offensive team shall retain possession.

**Start of Game:** Games must begin on time. Players should arrive 10 minutes early before their scheduled game. There will be a 5 minute grace period for a team to get the required number of players present. The team that is ready to play, with the required number of players, will earn 1 point for each minute the opposing team is late/not ready to play. At the end of 5 minutes the score will be 5-0.

**Time-Outs:** Each team is allowed two time-outs. Each time out shall last no longer than one minute. The 50-minute period of length of game shall stop during a time-out.

**Stalling:** Deliberate stalling at the end of the game will result in a change of possession.

**Substitutions:** A substitute must wait to enter at the scorer’s table and enter on a dead ball only. All players must wait to be recognized by the Court Monitor before entering the game.

**Held Ball:** On a held ball situation (jump ball), the ball is awarded to the defensive team.

**After Basket:** The defensive team, after a converted offensive goal, shall be awarded the ball at the top of the key (this is NOT make it, take it).
**Court Monitor:** There will be at least one Court Monitor for every game. The monitor is present to oversee the game and make decisions on any point not specifically covered in the rules. The monitor will also make decisions on any disputes.

**Shoes:** Gym shoes worn outside must be changed before playing. All participants must have a change of shoes to play. All shoes must be non-marking athletic shoes.
Volleyball Rules

Eligibility: All eligibility rules apply as outlined in the Intramural Handbook. You may add or delete players from your roster until the last game of the season. At this point your roster will be final.

Game Location: All games are played in the Sports and Recreation Center Field House.

Players: Six players make up each team during play with a 5 player minimum.

Starting the Game: The intramural staff member will conduct a captains’ meeting at the start of each match. This will involve a game of rock, paper, scissors and a discussion on rules, boundaries and sportsmanship. The team that wins the coin toss at the beginning of the game will have first choice of serving or receiving.

Starting Time: Games must begin on time. Players should arrive 10 minutes early before their scheduled game. There will be a 5 minute grace period for a team to get the required number of players present. The team that is ready to play, with the required number of players, will earn 1 point for every two minutes the opposing team is late/not ready to play. At the end of 5 minutes the score will be 2-0.

Club Sports: Club Sport participants are limited to playing in certain leagues in intramural “like sports”. There is also a limit to the number of Club Sport participants that are allowed to play on one team depending on the league type and level. The allowance of Club Sport participants is as follows:

- Greek A- 4 club members on the court at a time
- Greek B- 2 club members on the court at a time
- Greek C- 0 club members on the court at a time
- Residence Hall A- 4 club members on the court at a time
- Residence Hall B- 2 club members on the court at a time
- Residence Hall C- 1 club members on the court at a time
- Independent A- 2 club members on the court at a time
- Independent B- 2 club members on the court at a time
- Independent C- 0 club members on the court at a time

Net: The net is set at 7’ for all games.

Match length: Matches will consist of the best 2 out of 3 games. A game is won when one team scores 25 points and has a minimum of a two point advantage or the game has reached the 55 minute time limit. If a third set is necessary, it is played to 15 points (20 point hard cap) with a minimum lead of two points.

Scoring: Rally scoring is used which means a point is awarded on each serve and the team who scores serves.
The Service: The service is the act of putting the ball into play by the player in the right back position. The player hits the ball with the hand (open or closed) or any other part of the arm in an attempt to direct the ball into the opponent’s playing area. The server must be behind the end line at the time of the serve.

Service Faults: It is a service fault when one of the following occurs:
   a. The ball passes under the net
   b. The ball touches a player from the serving team
   c. The ball lands outside the opponents area

Duration of Serve: A player continues to serve until the serving team commits a fault.

Serving out of Order: If a team serves out of order the team loses the service and any points gained during that sequence.

Change of Service: The team receiving the ball for service shall rotate one position clockwise before serving.

Maximum of Three Contacts: Each team is allowed a maximum of three successive contacts in order to return the ball to an opponent’s area. (exception: see blocking)

Contacted Ball: A player who contacts the ball, or is contacted by the ball, shall be considered as having played the ball. The ball may touch any part of the body. A player may not contact the ball on consecutive hits unless contact by blocking. (see blocking)

Foot: A player’s foot must be planted on the ground to be a legally contacted ball. A player may NOT lift their foot off of the ground to kick the ball in the air.

Held Ball (lift): When the ball comes to rest momentarily in the hands or arms of a player it is considered as having been held. Scooping, lifting, pushing, or allowing the ball to roll on the body shall be considered holding. Setting the ball below the forehead will also be called a lift.

Simultaneous Contact: If two players touch simultaneously it is a double fault and the point is played over.

Blocking: This is the action close to the net, which intercepts the ball from coming from the opponent’s side by making contact with the ball before or as it comes over the net. An attempt to block does not constitute a block unless contact with the ball is made. Blocking may be done by the players in the front line only at the time of service. Multiple contacts during the block are only considered as one. Any player participating in a block has the right to make the next contact, with such contact counting as the first of 3 allotted hits. The team which affected a block shall have the right to 3 additional contacts after the block. Blocking a serve is prohibited.
Shoes: Gym shoes worn outside must be changed before playing. All participants must have a change of shoes to play. All shoes must be non-marking athletic shoes.

Officials: Matches are self-officiated. Intramural staff will rule on disputes, and only team captains are allowed to speak to the Intramural staff member at that time.

Volleyball Co-Ed Additional Rules

Ratio: Teams must always have three females on the court. If a game is started with the five player minimum, three of the five must be female.

Rotation: The rotation of players must alternate between males and females.

Touches: Any possession in which the ball is played more than once by a team, a female must be involved in the play. Order is not specific, so the first two touches by a team may both be male as long as the third touch is by a female.
Racquetball Tournament Rules

E-mail all match results to the Intramural Director.

Scoring: Points are scored only by the player in service. A game is won by the first player to reach 15 points, winning by one point in the first round and by two points in rounds two and three. The winner of the match is the first player to win 2 of 3 games, except in round three where it is the best 3 of 5.

Serving:
1. In singles or doubles, the server can stand in any part of the service zone. The server must bounce the ball before he/she may hit the ball. A legal serve must hit the front wall and return over the short line before hitting the floor. The legal serve can either be a straight rebound from the front wall or a combination with one side wall, hitting the floor past the short line. Any other serve is illegal. There are 3 types of illegal serves: a) “short” or “long” which allow for a 2nd serve. b) a serve that does not hit the front wall first, hits the server on its backward flight, or hits the ceiling, is a loss of serve. c) and a serve that hits 3 walls allows for a 2nd serve.
2. In doubles the serving order is as follows: A1, B1, B2, A2, A1, B1, B2, A2, A1, etc. The service order established at the beginning of the game must be followed throughout the entire game. The server’s partner must stand in the safety zone, (the server’s box with their back to the side wall, both feet on the ground) until the serve passes the short line.

Receiving:
1. Receiving players must remain five feet behind the short line until a served ball lands or passes over the short line.
2. Long serve: the receiver has the option of playing a ball that would be called long; if it is not played then a second serve is allowed. (A short serve cannot be played.)
3. A receiving player may hit the ball on either the volley (must be 5 feet behind the short line) or the bounce, and may return it to the front wall with any combination of walls as long as the ball hits the front wall before touching the floor.

Game Play: First serve goes to the player winning the coin toss. The loser will serve first in game two. In doubles, after the first server has lost their serve, both opposing members serve and the rotation begins. Once the ball is put into play, a rally continues until a player does not make a legal return. In doubles, if one player swings and misses the ball, his/her partner may attempt to return the ball. Each team is allowed a clear view and room to execute all returns during a volley. If the view and room to make a shot are compromised, an interference or hinder is called and the point is replayed.
**Hinders are as follows:**

1. A serve which is served to close to the server’s body, it obstructs the view of the ball by the receiver.
2. A serve that hits your partner while he/she is in the server’s box.
3. A ball that strikes an opponent before hitting the front wall
4. A player is not given clear view or position for a return shot. Physical contact which obstructs effort of player to return ball.
5. If the ball is touched with a hand, arm or any part of the body during the return, then it is considered a loss of serve or point.

*A safety hinder is called when a player has fear of hitting their opponent with their racquet or the ball*

**Equipment:** Racquets, racquetballs and goggles will be available at the SRC front desk. Participants may use their own equipment as long as it is within racquetball regulations. **It is required that all participants wear safety goggles!!!**
Intramural Chess Tournament

Matches should be played according to 1999 F.I.D.E rules unless modified herein. Any questions concerning rules or rules interpretations may be directed to Jordan Barrett @ ext. 8961.

Reporting Scores:
Participants are responsible for setting up their own time and place to play. Please report who won each match to Jordan Barrett at ext. 8961 or e-mail at barrett1@rose-hulman.edu.

The Rules:
There are thirty-two Chessmen-sixteen of each color- used in the game. Since white always makes the first move, it is important to choose for first move. Players move alternately. The same player cannot make two consecutive moves.

The relative strength (value) of each piece is:
Pawn 1
Bishop 3
Knight 3
Rook 5
Queen 9

In chess, captures are never made by moving over an opponent’s piece. Captures are always made by displacing the captured piece from the square it occupies. Two men can never occupy the same square at the same time.

Pawn: The Pawn can only move in a forward direction. From its starting position the pawn may be moved one or two squares. After that, it may be moved only one square at a time. Since the pawn cannot pawn. A pawn may only capture an enemy piece that is on the square in front of it diagonally. If your pawn is able to reach the end row on the board, you may replace it with any piece (except a king),

Rook: The rook can move either horizontally or vertically (but not both on the same move).

Queen: The queen is the strongest piece in the game. It may move in eight directions, commanding all the squares in any of these various directions. It cannot jump over another piece.

Bishop: The bishop can only move diagonally and in one direction at a move. Each bishop is on a different color and commands only that color.

Knight: The knight is the only chessman that can move (jump) over its own or opponent’s pieces. The knight moves two spaces in a row and one over.
**King:** The king may move in any direction - to either color. However, unlike the queen, the king moves only one square at a time. Since the object of the game is to capture the king, the king is not allowed to be moved to a square where he would be liable to be captured by an opposing piece.

**Castling:** The only move in the game that allows two pieces to move at once is castling. The two pieces that partake in this are the king and rook. However, there are a few rules that govern this move.

A player may castle if:

A. All the squares between the king and rook are unoccupied.
B. Neither the rook or king has been moved previously.
C. None of the opponent’s places command the squares between the king and the rook.

A player may not castle if they are in check.

**Checkmate:** To win the game of chess, a player must capture the opponent’s king. This is known as “Checkmating” the king. Checkmate occurs when the king is in check and cannot get out of it. Whenever the king is attacked, he is in check and must be so warned by the opponent. To get out of check the player may either: capture the attacking piece, move the king out of danger, or put another piece between the attacking chessman and his king.

**Drawn Game:** A game is drawn when:
A. One player cannot “Checkmate” the other.
B. There is a “stalemate.” This happens when a king is not in check, but when his only move (with the king) puts him into check. This differs from a “checkmate,” where the king is already in check before moving.

A second game will be played if a draw occurs. The point total of the two games will be used to determine the winner if the second game ends in a draw as well.

**Moves:**
A. In the case of a transfer, a move is considered complete when a player’s hand has released the piece.
B. In the case of a capture, a move is considered complete when the captured piece is removed from the board and the opposing players piece is released from his/her hand.
8-Ball Billiards Rules

1. **OBJECT OF THE GAME:** Eight ball is a call shot game played with a cue ball and fifteen object balls, numbered 1 through 15. One player must pocket balls of the group numbered 1 through 7 (solid colors), while the other player has 9 thru 15 (stripes). **The player pocketing his/her group first and then legally pocketing the 8-ball wins the game.** A match is won by winning the best 2 of 3 games.

2. **CALL SHOT:** In Call Shot, obvious balls and pockets do not have to be indicated. It is the opponent’s right to ask which ball and pocket if he/she is unsure of the shot. Bank shots and combination shots are not considered obvious, and care should be taken in calling both the object ball and the intended pocket. When calling the shot, it is not necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc. Any balls pocketed on a foul remain pocketed, regardless of whether they belong to the shooter or the opponent.

   The opening break is not a “called shot”. Any player performing a break in 8-Ball may continue to shoot his/her next shot as long as he/she has legally pocketed any object ball on the break.

3. **RACKING THE BALLS:** The balls should be racked in a triangle at the foot of the table with the 8-ball in the center of the triangle, the first ball of the rack on the foot spot, a stripe ball in one corner of the rack and a solid ball in the other corner.

4. **ALTERNATING BREAK:** Winner of the coin toss before the game begins has the option to break. During individual competition, players will alternate breaking on each subsequent game.

5. **LEGAL BREAK SHOT:** (Defined) to execute a legal break, the breaker (with the cue ball behind the head string) must either (1) pocket a ball, or (2) drive at least four numbered balls to the rail. If he/she fails to make a legal break, it is a foul, and the incoming player has the option of (1) accepting the table in position and shooting, or (2) having the balls re-racked and having the option of shooting the opening break himself/herself or allowing the offending player to re-break. It is not necessary to hit the apex ball (the ball that is on the foot spot) to initiate a legal break in 8-Ball.

6. **SCRATCH ON A LEGAL BREAK:** If a player scratches on a legal break shot, (1) all balls pocketed remain pocketed (exception, 8-ball; see rule 7), (2) it is a foul, (3) the table is open. **PLEASE NOTE:** Incoming player has cue ball in hand behind the head string and may not shoot an object ball that is behind the head string, unless he/she first shoots the cue ball past the head string and causes the cue ball to come back behind the head string and hit the object ball.
7. **8-BALL POCKETED ON THE BREAK:** If the 8-ball is pocketed on the break, the breaker may ask for a re-rack or have the 8-ball spotted and continue shooting. If the breaker scratches while pocketing the 8-ball on the break, the incoming player has the option of a re-rack or having the 8-ball spotted and begins shooting with the ball in hand behind the head string.

8. **OPEN TABLE:** (Defined) the table is “open” when the choice of groups (stripes and solids) has not yet been determined. When the table is open, it is legal to hit a solid first to make a stripe or vice-versa. Note: the table is always open immediately after the break shot. When the table is open it is legal to hit any solid or stripe or the 8-ball first in the process of pocketing the called stripe or solid. On an open table, all illegally pocketed balls remain pocketed.

9. **CHOICE OF GROUP:** The choice of stripes and solids is not determined on the break even if balls are made from only one or both groups. THE TABLE IS ALWAYS OPEN IMMEDIATELY AFTER THE BREAK SHOT. The choice of group is determined only when a player legally pockets a called object ball after the break shot.

10. **LEGAL SHOT:** (Defined) on all shots (except on the break and when the table is open), the shooter must hit one of his group of balls first and (1) pocket an object ball or (2) cause the cue ball or any object ball to contact a rail.

    PLEASE NOTE: It is permissible for the shooter to bank the cue ball off a rail before contacting the object ball; however, after contact with the ball, an object ball must be pocketed, OR the cue ball or any object ball must contact a rail.

11. **“SAFETY” SHOT:** For tactical reasons a player may choose to pocket an obvious object ball and also discontinue their turn at the table by declaring “safety” in advance. A safety shot is defined as a legal shot. If the shooting player intends to play safe by pocketing an obvious object ball, then prior to the shot, he/she must declare a “safety” to their opponent. If this is NOT done, and one of the shooter’s object balls is pocketed, the shooter will be required to shoot again. Any ball pocketed on a safety shot remains pocketed.

12. **SCORING:** A player is entitled to continue shooting until he/she fails to legally pocket a ball of their group. After a player has legally pocketed their entire group of balls, he/she shoots to pocket the 8-ball.

13. **FOUL PENALTY:** Opposing player gets cue ball in hand. This means that the player can place the cue ball anywhere on the table (does not have to be behind the head string except on the opening break). This rule prevents a player from making intentional fouls, which would put his/her opponent at a disadvantage. With “cue ball in hand,” the player may use his/her hand or any part of the cue (including the tip) to position the ball.
14. **COMBINATION SHOTS:** Combination shots are allowed; however, the 8-ball cannot be used.

15. **ILLEGALLY POCKETED BALLS:** An object ball is considered to be illegally pocketed when (1) that object ball is pocketed on the same shot a foul is committed, or (2) the called ball did not go in the designated pocket, or (3) a safety is called prior to the shot. Illegally pocketed balls remain pocketed.

16. **OBJECT BALL JUMPED OFF THE TABLE:** If any object ball is jumped off the table it is a loss of turn unless it is the 8-ball, which is a loss of game. Any jumped object balls spotted in numerical order according to General Rules for spotting balls.

17. **PLAYING THE 8-BALL:** When shooting at the 8-ball, a scratch or foul is not loss of game if the 8-ball is not pocketed or jumped off the table. Incoming player has cue ball in hand. NOTE: A combination shot can never be used to legally pocket the 8-ball.

18. **LOSS OF GAME:** A player loses the game if he commits any of the following infractions:

   a. Foul when pocketing the 8-ball (exception: see 8-Ball Pocketed On The Break).
   b. Pockets the 8-ball on the same stroke as the last of his/her group of balls.
   c. Jumps the 8-ball off the table at any time.
   d. Pockets the 8-ball in a pocket other than the one designated.
   e. Pockets the 8-ball when it is not the legal object ball.

   NOTE: All infractions must be called before another shot is taken, or else it will be deemed that no infraction occurred.
Table Tennis Rules

Singles Rules:

General Rules:
1. The choice of playing position at the table and order of service are determined by a coin toss or by playing a p-i-n-g point, which is a volley between opponents. If the winner of the toss or point prefers to have first choice of playing positions, the opponent then has the choice of whether to serve first or receive first, and vice versa.

2. The change of service takes place after 5 points have been scored. A point is normally awarded when the play of a service is concluded. The receiver then becomes the server and the server becomes the receiver and so on. This continues after each 5 points until the end of the game or the score is 20 – 20. Whenever the score becomes 20 – 20, the receiver becomes the server and the server the receiver and so after each point until the end of the game.

3. At the start of a new game, the player who served first in the previous game becomes receiver and the receiver becomes server and so on, alternating after each game.

4. A game is won by the player that first scores 21 points with a 2-point margin.

5. A match consists of the best 3 of 5 games.

Service:
1. A good service is delivered by projecting the ball from the free hand, which must start from above the playing surface.

2. The ball must be struck so that it touches the server’s court first and then, passing directly over or around the net, touches the receiver’s court.

3. A good return of a served ball must be struck by the receiver on the first bounce so that it passes directly over or around the net and touches directly on top of the opponent’s court.

Points:
A point is awarded to the opponent in the following circumstances:

1. Failure to make a good service, unless a let is declared.

2. Failure to make a good return of a good service or a good return made by the opponent, unless a let is declared.
3. If the player, the racquet, or anything that the player wears or carries touches the net or its supports while the ball is in play.

4. If the player, the racquet, or anything that the player wears moves the playing surface while the ball is in play or touches the net or its supports.

5. If the player’s free hand touches the playing surface while the ball is in play.

6. If, after being struck by the opponent, the ball comes in contact with the player or anything the player wears or carries before it has passed over the end lines or sidelines, not yet having touched the playing surface on the player’s side of the table.

7. If at any time the player volleys the ball (that is before the ball hits the table top) except as provided in rule number 1 under “Let” (below).

**Let:**
A let ball, which is then replayed, is called in the following cases:

1. If the served ball, in passing over the net, touches it or its supports, provided that the service would otherwise have been good or volleyed by the receiver.

2. If a service is delivered when the receiver is not ready, provided always that the receiver may not be deemed unready if an attempt to strike the ball is made.

3. If either player is prevented by an accident not under his/her control from serving a good service or making a good return.

4. If either player gives up a point, as provided in rules numbered 3 to 7 under “Points”, owing to an accident not within his/her control.

**Scoring:**
A point is scored by the side that makes the last successful return prior to the end of a rally. An unsuccessful return occurs whenever the ball is missed, is hit off the table, sent into the net, or hit onto the player’s own half of the court on the return. Failure to make a good serve also scores a point for the opponent unless it is a let.

**In Play:**
The ball is in play from the moment it is projected from the hand in service until one of the following has occurred:

1. It has touched one court twice consecutively.
2. It has, except in service, touched each court alternately without having been
   struck by the racquet immediately.

3. It has been struck by either player more than once consecutively.

4. It has touched either player or anything that the player wears or carries.

5. It has touched an object other than the net and supports.

Doubles Rules:

Good Service:
Service is delivered as previously described, except that it must first touch the right
half of the server’s court or the centerline on the server’s side on the net and then,
passing directly over or around the net, touch the right half of the receiver’s court
or the centerline on the receiver’s side of the net.

Choice Of Order Of Play:
1. The team winning the coin toss or p-i-n-g point has the option of choosing (a) the
   choice of the ends, (b) the right to receive or serve first, or (c) the right to require
   the losing team to make the first choice. After choice 1 and 2 have been made,
   the other team makes the remaining choice.

2. The pair having the right to serve the first 5 services in any game decides which
   partner shall serve, and the opposing pair decides similarly who will first be the
   receiver.

Order Of Service:
1. The first 5 services must be delivered by the serving partner (1) of the pair who
   have the right to do so and must be received by the receiving partner (3) of the
   opposing pair.

2. The second 5 services must be delivered by the receiver of the first 5 services (3)
   and received by the partner of the server (2) of the first 5 services.

3. The third 5 services must be delivered by the partner of the first five services (2)
   and received by the partner of the receiver (4) of the first 5 services.

4. The fourth 5 services must be delivered by the partner of the receiver (4) of the
   first 5 services and received by the server (1) of the first 5 services.

5. The fifth 5 services must be delivered in the same manner as the first 5 of the
   game.
Charity Snow-Ball Softball Tournament Rules

Same rules as softball except:
1. All games will be only 5 innings in length rather than 7 innings.
2. Cones will be used for bases instead of regular softball bases if snow is on the ground.
3. Since this is a charity tournament, each player must bring either a canned food item or a cash donation, which will go to a local food pantry.

Intramural 3 Point Shootout

When: Tuesday, January 19th at 9pm

Where: Hulbert Arena in the SRC

Who: Open to all Rose-Hulman students (not Rose-Hulman basketball players), faculty and staff.

Why: I.M. points awarded for the winning individual Residence Hall, Independent, and Greek participants (5 points) towards the I.M. all sports champion. Awards will also be given to the winners.

Additional Details: No need to pre-register. Please arrive at Hulbert Arena in the SRC by 8:40pm to sign up. There will be a limit of 50 participants for this event so please arrive early to insure your spot in the shootout.

3-Point Shootout Rules

- 5 spots, with 5 shots at each spot (25 total). Each ball is worth 1 point, except for the last ball on each rack, which is the money ball and is worth 2 points.
- Each player has a one minute time limit to shoot all balls from all 5 spots.
- Number of participants will be limited to 50.
Intramural Free-Throw Competition

When: Tuesday, January 19th at 9pm

Where: Hulbert Arena in the SRC

Who: Open to all Rose-Hulman students (not Rose-Hulman basketball players), faculty and staff.

Why: I.M. points awarded for the winning individual Residence Hall, Independent, and Greek participants (5 points) towards the I.M. all sports champion. Awards will also be given to the winners.

Additional Details: No need to pre-register. Please arrive at Hulbert Arena in the SRC by 8:40pm to sign up. There will be a limit of 50 participants for this event so please arrive early to insure your spot in the competition.

Free-Throw Competition Rules

- Each participant will attempt 25 free-throws. The participant that hits the most free throws out of 25 attempts will be declared the winner. Overall, there will be 3 Champions; 1 Greek, 1 Residence Hall, and 1 Independent.

- In the event of a tie, participants will attempt 15 free-throws. Participants will continue this process until the tie is broken.

- Number of participants will be limited to 50.
Wallyball Rules

**Eligibility:** All eligibility rules apply as outlined in the Intramural Handbook. You may add or delete players from your roster until the last game of the season. At this point your roster will be final.

**Game Location:** All games are played in the Sports and Recreation Center Racquetball Courts.

**Players:** Four players make up each team during play with a three player minimum. Each team is allowed a maximum of one varsity volleyball player.

**Starting the Game:** The intramural staff member will conduct a captains’ meeting at the start of each match. This will involve a discussion on rules, boundaries and sportsmanship. Games will start with a volley for serve to determine serving/receiving courts. The team that wins the volley at the beginning of the game will have first choice of serving or receiving.

**Starting Time:** Games must begin on time. Players should arrive 10 minutes early before their scheduled game. There will be a 5 minute grace period for a team to get the required number of players present. The team that is ready to play, with the required number of players, will earn 1 point for every two minutes the opposing team is late/not ready to play. At the end of 5 minutes the score will be 2-0.

**Match length:** Matches will consist of the best 2 out of 3 games, with a maximum match length of 30 minutes. A game is won when one team scores 20 points and has a minimum of a two point advantage. If a third set is necessary, it is played to 10 points with a minimum lead of two points. If the time limit is reach prior to a team winning 2 games, the team leading will win.

**Scoring:** Rally scoring is used which means a point is awarded on each serve and the team who scores serves.

**The Service:** The service is the act of putting the ball into play by the player in the right back position. The player hits the ball with the hand (open or closed) or any other part of the arm in an attempt to direct the ball into the opponent’s playing area. The server must be behind the end line at the time of the serve.

**Service Faults:** It is a service fault when one of the following occurs:
   
   d. The ball passes under the net
   e. The ball touches a player from the serving team
   f. The ball hits two or more walls
   g. The ball hits the ceiling or back wall on the opponent’s side

**Duration of Serve:** A player continues to serve until the serving team commits a fault.
Serving out of Order: If a team serves out of order the team loses the service and any points gained during that sequence.

Change of Service: The team receiving the ball for service shall rotate one position clockwise before serving.

Faults: Any of the following faults committed during play by a player or team shall count as a point for the opposing team:
   a. The ball touches the ceiling on the opponent’s side
   b. The ball hits two or more walls consecutively on the opponent’s side
   c. The ball hits two or more walls on a team’s side and is not touched again before crossing the net
   d. The ball hits the back wall on the fly or volley on the opponent’s side
   e. The ball is hit twice by the same player consecutively
   f. The net is touched by a player while the ball is in play
   g. The ball hits the floor of the court
   h. A player holds, carriers, scoops, or lifts the ball

Maximum of Three Contacts: Each team is allowed a maximum of three successive contacts in order to return the ball to an opponent’s area. (exception: see blocking)

Contacted Ball: A player who contacts the ball, or is contacted by the ball, shall be considered as having played the ball. The ball may touch any part of the body. A player may not contact the ball on consecutive hits unless contact by blocking. (see blocking)

Foot: A player’s foot must be planted on the ground to be a legally contacted ball. A player may NOT lift their foot off of the ground to kick the ball in the air.

Held Ball (lift): When the ball comes to rest momentarily in the hands or arms of a player it is considered as having been held. Scooping, lifting, pushing, or allowing the ball to roll on the body shall be considered holding. Setting the ball below the forehead will also be called a lift.

Simultaneous Contact: If two opposing players touch simultaneously it is a double fault and the point is played over.

Blocking: This is the action close to the net, which intercepts the ball from coming from the opponent’s side by making contact with the ball before or as it comes over the net. An attempt to block does not constitute a block unless contact with the ball is made. Blocking may be done by the players in the front line only at the time of service. Multiple contacts during the block are only considered as one. Any player participating in a block has the right to make the next contact, with such contact counting as the first of 3 allotted hits. The team which affected a block shall have the right to 3 additional contacts after the block. Blocking a serve is prohibited.
Shoes: Gym shoes worn outside must be changed before playing. All participants must have a change of shoes to play. All shoes must be non-marking athletic shoes.

Officials: Matches are self-officiated. Intramural staff will rule on disputes, and only team captains are allowed to speak to the Intramural staff member at that time.
Ultimate Frisbee Rules

Eligibility: All eligibility rules apply as outlined in the Intramural Handbook. You may add or delete players from your roster until the last game of the season. At this point your roster will be final.

The Field: A rectangular shape with end zones at each end. A regulation field is 80 yards by 40 yards, with end zones 20 yards deep. The field may be shortened due to available space.

Initiate Play: Each point begins with both teams lining up on the front of their respective end zone line. The defense throws (“pulls”) the disc to the offense. A regulation game has 7 players per team. A game can begin with 5 players present.

Scoring: Each time the offense completes a pass in the defense’s endzone, the offense scores a point. Play is initiated after each score.

Movement of the Disc: The disc may be advanced in any direction by completing a pass to a teammate. Players may not run with the disc. The person with the disc (“thrower”) has ten seconds to throw the disc. The defender guarding the thrower (“marker”) counts out the stall count while giving them enough space to make the throw.

Substitutions: Players not in the game may substitute into the game after a score and during an injury timeout.

Non-Contact: No physical contact is allowed between players. Picks and screens are also prohibited. A foul occurs when contact is made.

Self-Refereeing: Players are responsible for their own foul and line calls. Players resolve their own disputes.

Start of Game

1. Games must begin on time. Players should arrive 10 minutes early before their scheduled game. There will be a 5 minute grace period for a team to get the required number of players present. The team that is ready to play, with the required number of players, will earn 1 point for every two minutes the opposing team is late/not ready to play. At the end of 5 minutes the score will be 2-0.
2. To start the game, a coin toss will be conducted. The winner will have the choice of; receiving the initial throw-off, or selecting which goal they wish to defend initially.
3. The team losing the flip is given the remaining choice.
4. The second half begins with an automatic reversal of the first choice of options.
Throw-off

1. Play starts at the beginning of each period of play and after each goal with a throw-off.
2. Each time a goal is scored, the teams switch the direction of their attack and the team, which scored throws-off.
3. Positioning prior to throw-off: (1) The players on the throwing team are free to move anywhere in their defending end-zone, but may not cross the goal line until the disc is released. (2) The players on the receiving team must stand with one foot on their defending goal line without changing position relative to one another.
4. The throw-off may be made only after the thrower and a player on the receiving team raise a hand signifying that team's readiness to play.
5. The throw-off consists of one player on the throwing team throwing the disc toward the opposite goal line to begin play.
6. As soon as the disc is released, all players may move in any direction.
7. No player on the throwing team may touch the throw-off in the air before a member of the receiving team touches it.
8. If a member of the receiving team catches the throw-off on the playing field proper, that player must put the disc into play from that spot. If the throw-off is dropped by the receiving team, it is a turnover, and throwing team gains possession of disc at that spot.
9. If the receiving team allows the disc to fall untouched to the ground, and the disc initially lands in bounds, the receiving team gains possession of the disc where it stops.
10. If the throw-off lands out-of-bounds the receiving team makes a choice of: (1) Putting the disc into play at the point where it crossed the line, or (2) Requesting a re-throw.

Change of possession:

1. Occurs when a pass is not completed (dropped, hits the ground, falls out of bounds, blocked, intercepted).
2. When play stops the player who was in possession retains possession.
3. All players must come to a stop as quickly as possible when play is halted, and remain in their respective locations until play is restarted.
4. The marker restarts play by handing the disc to the thrower.

Out-of-bounds

1. The perimeter lines themselves are out-of-bounds.
2. A disc is out-of-bounds when it first contacts an out-of-bounds area or contacts anything which is out-of-bounds.
3. For a receiver to be considered in-bounds after gaining possession of the disc, the first point of contact with the ground must be completely in-bounds. If any portion of the first point of contact is out-of-bounds, the player is considered to be out-of-bounds.
4. Should the momentum of a player carry him/her out-of-bounds after making a catch and landing in-bounds, the player is considered in-bounds. The player carries the disc to the point where he/she went out-of-bounds and puts the disc into play at that point.
5. To restart play after the disc has gone out-of-bounds, a member of the team gaining possession of the disc must carry the disc to the point on the playing field where the disc went out-of-bounds, and put the disc into play at that point.
6. The thrower may pivot in and out-of-bounds, providing that some part of the pivot foot contacts the playing field.

**The Thrower**

1. The thrower must establish a pivot foot and may not change that pivot foot until the throw is released.
2. The thrower has the right to pivot in any direction. However, once the marker has established a legal defensive position, the thrower may not pivot into him/her.
3. If the disc is dropped by the thrower without defensive interference, it is considered an incomplete pass.
4. The thrower may throw the disc in any way he/she wishes.

**The Marker**

1. Only one player may guard the thrower at any one time; that player is the marker.
2. The marker may not straddle the pivot foot of the thrower.
3. There must be at least one disc's diameter between the upper bodies of the thrower and the marker at all times.
4. The marker cannot position his/her arms in such a manner as to restrict the thrower from pivoting.

**Stalling**

1. Once a marker has established a set-guarding stance on the thrower, he/she may initiate the count.
2. The count consists of the marker calling "Counting" and counting at one-second intervals from 1 to 10, loudly enough for the thrower to hear.
3. If the thrower has not released the disc at the first utterance of the word ten (10) a turnover results.
4. If the defense decides to switch markers, he/she must start again from one.

**The Receiver**

1. Bobbling to gain control of the disc is permitted.
2. After catching a pass, the receiver is only allowed the fewest number of steps required to come to a stop and establish a pivot foot.
3. If the receiver is running as he/she catches the disc, the receiver may throw a pass before the third ground contact after catching the disc without coming to a complete stop.

**Fouls**

1. Fouls are the result of physical contact between opposing players.
2. The offended player calls the foul.
3. If the thrower is fouled in the act of throwing and the pass is completed, the foul is automatically declined and play continues without interruption. If pass is not completed, it constitutes a re-throw.
4. If the marker is fouled in the act of throwing and the pass is not completed, play continues without interruption. If the pass is caught, it constitutes a re-throw.
5. Violations consist of traveling with the disc, attempting to strip the disc, or double-teaming an opponent.

**Positioning**

1. When the disc is in the air, players must play the disc, not the opponent.
2. The principle of verticality: All players have the right to the space immediately above them.
3. A player who has jumped is entitled to land at the same spot without hindrance by opponents.

**Picks**

1. No player may establish a position, or move in such a manner, so as to obstruct the movement of any player on the opposing team: to do so is a pick.
2. A pick is considered a violation.

**Spirit of the Game:** Ultimate Frisbee stresses sportsmanship and fair play. Competitive play is encouraged, but never at the expense of respect between players, adherence to the rules, and the basic joy of play.

**Length of Game:** The games will be played to 15 points and a team must win by two, unless the 50-minute time limit is reached. At that point, the team up by 1 or more points wins the game. There will be a 5 minute half time when a team reaches 8 points, or the clock reaches 25 minutes, whichever comes first. The game may not exceed the 50-minute time limit (this includes the 5-minute halftime).

**Overtime:** At the end of 50 minutes, if the game is tied there will be a 5-minute, sudden-death overtime. If no team scores during the 5-minute overtime period, the game ends in a tie.

**Club Sports:** Club Sport participants are limited to playing in certain leagues in intramural “like sports”. There is also a limit to the number of Club Sport participants
that are allowed to play on one team depending on the league type and level. The allowance of Club Sport participants is as follows:

- **Greek A** - 4 club members on the field at a time
- **Greek B** - 2 club members on the field at a time
- **Greek C** - 0 club members on the field at a time
- **Residence Hall A** - 4 club members on the field at a time
- **Residence Hall B** - 2 club members on the field at a time
- **Residence Hall C** - 1 club members on the field at a time
- **Independent A** - 2 club members on the field at a time
- **Independent B** - 2 club members on the field at a time
- **Independent C** - 0 club members on the field at a time

**Ultimate Frisbee Co-Ed Additional Rules**

**Ratio:** Teams must have no less than half of their fielded team as females.

**Female Receiver:** A female must be the intended target of a pass at least once every three throws. Three consecutive throws without including a female will result in immediate turnover of the disc from the spot of the last legal catch.
3 Pitch Softball Rules

Eligibility: All eligibility rules apply as outlined in the Intramural Handbook. You may add or delete players from your roster until the last game of the season. At this point your roster will be final.

Game Location: All games are played on the campus Intramural fields just north of the red maintenance barn.

Game Length: All games will be 7 innings and have a 50-minute time limit. They must start on time and no innings start 50 minutes past the hour. If time expires, play out the entire inning if the home team is behind. If the game start time is 7:00, no innings start after 7:50.

Teams: A team consists of 10 players. A game can begin with 8 players present.

Start Time: Games must begin on time. Players should arrive 10 minutes early before their scheduled game. There will be a 5 minute grace period for a team to get the required number of players present. The team that is ready to play with the appropriate number of players will earn 1 run for every two minutes the opposing team is late/not ready to play. At the end of 5 minutes the score will be 2-0.

Scorekeeper: Scorekeepers will be provided by the Intramural Sports Department.

Home Team: Every game the home team is determined by a flip of the coin until the playoffs when the higher seed determines it. Finals are determined by a coin flip.

Umpires: Umpires will be provided by the Intramural Sports Department. Umpires will call pitches legal or illegal. Umpires will also have the responsibility of calling base runners safe or out.

Rules of Play

Batting
1. Team at bat will furnish a pitcher. Only 3 pitches are permitted to hit a fair ball or batter is out.
2. If a batted ball hits the pitcher - batter is out, ball is dead, runners return to their original bases.
3. A foul on the 3rd pitch- batter is out.
4. Batting (can bat up to 12 batters) order must remain consistent.

Defensive Positioning
Whether playing with 8, 9, or 10, there are no restrictions on infield/outfield positions. The game may not be delayed for excessive switches. Since the pitcher is a member of the batting team, an extra defensive player is available and can be placed anywhere on the field.
Pitching Rule
1. **Pitchers will be members of the batting team**, and catchers will be members of the fielding team. Pitchers don't have to be listed as one of the batters in the lineup, so there can be a designated pitcher who never bats.
2. A pitcher beginning the game gets five (5) warm-up pitches. A pitcher beginning innings 2-7 gets one (1) warm-up pitch. Mid-inning replacement pitchers get no warm-ups. Pitchers may only be changed for new batters.
3. Legal pitches must have an arc of at least 6 feet and be no higher than 12 feet. (if the pitch is called “illegal” by the umpire the batter cannot hit the pitch and it counts as one of the 3.
4. **No strike outs or walks. Batter must hit the ball fair in three pitches or the batter will be out.**
5. Pitcher shall wait until fielding team is ready before delivering the pitch.
6. If a pitcher purposely interferes with a batted ball the batting team will be given an out.

No Pitch
1. No pitch shall be declared when the pitcher pitches during a suspension of play, or when the pitcher attempts a quick return of the ball before the defense is ready. Ball is dead and all play is suspended.
2. A batter cannot hit a ball that bounces off the ground/plate etc.

Illegal Pitches
1. An illegal pitch counts as one of the 3 allowed!
   a. An illegal pitch becomes a dead ball immediately. No runner or runners can advance. Illegal pitch constitutes non-compliance with the pitching rule above.

Foul Hit Ball
1. Foul tip balls caught by the catcher will only count as an out if the batted ball was higher than the batter's head and within the field of play (or on the third pitch).

When Batter is Out
1. If the official batting order is not followed.
2. If the batter attempts to hinder the catcher from fielding or throwing the ball.
3. Infield fly rule: if there are runners on 1st and 2nd base or the bases are loaded and there are zero, or one out; the batter hits a fly ball that can be easily fielded by an infielder regardless if the fielder catches the ball or lets it drop, the batter is out and the runners can advance at their own risk once the ball has been touched.
4. **If the batter bunts the ball.**
5. If the batter hits the ball fair or foul while entire foot is outside the box or touches the plate.
6. Throwing the bat 1st time, warning; 2nd time, out and ejected from the game.
7. Hits the ball and it hits the “offensive” pitcher, or if the pitcher interferes with the defense while trying to make a play.
When Base Runners are Out
1. If the runner interferes with the play being made at a base.
2. If the runner fails to avoid a fielder attempting to field a batted ball.
3. If the runner leaves the base before the batter contacts the ball. No base stealing allowed. No leading off.
4. If the runner is hit by a batted ball when they are off the base, in fair territory, they are out, the ball is dead, and the batter is awarded 1st base. If they are hit while on the bag, they are safe (if unintentional), a dead ball is declared and the batter is awarded first base.
5. If the runner passes a preceding base runner before such runner has been legally put out, the passer is out and the ball is still in play.
6. If the runner deliberately slides or dives into any base with intent to cause injury to the fielder, they are automatically declared out and ejected from the game.
7. If it is a close play the runner must slide and avoid contact.

Other base running--Sliding is allowed for all bases and must be feet first.

Overthrow
One base shall be awarded for an overthrow that goes out of play. This shall be determined from when the player (thrower) releases the ball. It shall be one base from point of release. If overthrown into an "in-play" area, runners advance at their own risk.

Coaches, players, and spectators must remain a minimum of 10 feet from base path and no one is permitted behind the backstop.

Officials will only discuss with team captains. Captain must be a player on the active roster and of good standing with the officials. The supervisor can appoint a NEW captain if there have been previous problems with a captain/player.

Official A.S.A. slow-pitch softball rules will prevail in all cases not covered previously, as long as they fall within the spirit of Intramurals.

Cleats: All metal spikes, or rubber cleats with metal tips, are prohibited from use in intramural activities.

Equipment: Only official softball bats are allowed. All bats must have the ASA (Amateur Softball Association of America) sticker or stamp on it to be legal. No other bats will be allowed to be used. No baseball bats. The Intramural department will provide two softball bats per team. The umpire should inspect the bat before each use for a ASA sticker or stamp. Bats must also be free of dents. If the umpire does not notice an illegal bat until after the at bat, the result is an out, and the bat will be held out by the umpire for the remainder of the game. If a team uses an illegal bat a second time in one game they will forfeit the game. Constant abuse of this rule results in expulsion from the league.

Mercy Rule: There will be a 10 run and 15 run mercy rule in place. The mercy rule is as follows:
- The 10-run mercy rule will apply after 5 innings or 4 ½ if the home team is ahead 10 runs.
- The 15-run mercy rule will apply after 4 innings or 3 ½ if the home team is ahead 15 runs.

3-Pitch Softball Co-Ed Additional Rules

**Ratio:** Teams must field at least half of their team as female. If a team starts a game with nine players, five must be female.

**Batting Order:** The batting order must alternate between male and female. If a team starts a game with nine players, a female must lead off so that the only time there is no alternation is the ninth hitter (female) and the leadoff hitter.
Wiffleball Home Run Derby Rules

Location: The Intramural Wiffleball Home Run Derby will be held indoors in the SRC Hulbert Arena.

Participation: Both male and female participation is strongly encouraged. Rose-Hulman baseball and softball players are NOT permitted to participate in this event.

Equipment: The Intramural Department will supply a wiffleball bat and wiffleballs for the participants to use. All participants MUST use the equipment provided by the Intramural Department.

Meeting: A brief meeting will be held a few minutes before each round to review the rules of that round.

Pitcher: A batter may choose any pitcher to deliver their pitches. A batter may not change pitchers after a choice has been made. A batter will be allowed a total of 10 outs. Any ball that is not a home run is considered an out. Each pitcher will be allowed 3 warm up pitches. The pitcher will pitch from the designated pitcher’s mound.

Pitching: A pitch does not have to be a legal pitch according to the Intramural Softball rules of legal pitching. It may bounce, reach a height of less than 6 feet, or attain a height of more than 12 feet and still be legal. A pitcher may not throw fast pitches.

Hitting: A batter will have 3 practice pitches before their try. The batter will stand in the designated batter’s box and must have at least one foot in the box when the ball is contacted or the try will not count. Each participant will receive pitches until they obtain 10 outs. Foul balls, swinging strikes and balls that do not clear the “fence” will count towards the 10 outs.

Home Run: A home run will be declared when a participant hits a ball over the designated “fence” in fair territory.

Advancement: The top 5 point leaders from the first round will advance to the second round where the point total will clear. The top 3 point leaders from the second round will advance to the finals where the point total will be cleared again. The winner of the finals round will be declared the Intramural Wiffleball Home Run Derby Champion.

Tie-Breaker: In the event of a tie, the participants with the tied score will hit in the same order they hit earlier in that round. Each participant will hit as many home runs as they can before reaching their 3rd out. The participant that hits the most home runs before obtaining their 3rd out will advance to the next round. If a tie still occurs after the tie-breaker round, the participants will repeat this round, hitting in the same order.

Obstacles: The ceiling, rafters and lights are in play and are to be considered as part of the derby and field. These obstacles can work for a participant or against a participant at
any time. Batted balls may ricochet or bounce off these obstacles for home runs. Batted balls may also bounce off of these obstacles to eliminate potential home runs.

**Awards:** An Intramural Championship t-shirt will be awarded to the winner of each division. Also, the winning male and female Residence Hall, Independent, and Greek affiliated members will earn 5 points towards their affiliated group for the Intramural Sports Overall Point Championship.
March Madness Pick’em Rules

Rules

You must complete your bracket online through the link that the Intramural Director provides. It will be provided through sharepoint, email, social media and any avenue that can be used by the intramural department.

Information will be sent out as soon as it is available!

Once a submission is made, IT IS FINAL!!! Be sure to check that everything is correct before you submit your bracket. Once we receive the bracket it cannot be changed. If you have any questions or concerns about these rules please contact the Intramural Office at ext. 8961 or barrett.l@rose-hulman.edu.

Updated scores and results will be posted on the IM webpage after the tournament (Men & Women) begins.

Scoring

The scoring will be done automatically through the website the bracket challenge is done through.

Awards

The male and female that accumulate the most points in the Men’s tournament along with the male and female who accumulate the most points in the Women’s tournament will receive an Intramural Championship mug. The winning male and female Residence Hall and Greek affiliated members will also earn 5 points towards their affiliated group for the Intramural Sport Overall Point Championship.

Additional Information

Please place your name and affiliation (if applicable) on the bracket that is submitted to the Intramural Department. **If we receive a bracket that does not have a name on it we will throw it away.** It is very important to make sure that your name is on the bracket so that we can keep track of points.
Intramural Swim Meet

The meet will be held on Tuesday, March 22\textsuperscript{nd} at the Sports and Recreational Center Pool. The meet will be cancelled if there is lighting in the area on the day of the event. Registration begins Monday, March 7\textsuperscript{th} and the registration deadline is Friday, March 18\textsuperscript{th}. The event will start at 6:00 PM.

**ORDER OF EVENTS:**
- 200Yds. Freestyle
- 50Yds. Butterfly
- 100Yds. Individual Medley (butterfly, backstroke, breaststroke, freestyle)
- 50Yds. Freestyle
- 50Yds. Backstroke
- 200Yds. Medley Relay (backstroke, breaststroke, butterfly, freestyle)
- 50Yds. Breaststroke
- 200Yds. Freestyle Relay

Warm-ups will begin at 5:30 PM.

- Members of the 2015-2016 varsity swim team are ineligible to participate (divers may swim as long as they did not compete in any swimming events).
- **Equipment and Uniform**
  - A swimmer may not wear or use any device to aid speed or buoyancy.
  - No objectionable attire may be worn.
- **Safety and Prevention**
  - A swimmer who is bleeding or has an open wound, or has any blood on them shall be considered an injured swimmer, and must immediately leave the meet for appropriate treatment.
  - No jewelry may be worn.
- **Starts**
  - **Forward start**
    - At least one foot at front edge of pool deck (starting platforms will not be used).
    - At the command, “Take your mark,” swimmers will become motionless.
    - Once all motion has seized the starting “beep” will be activated.
  - **Backstroke Start**
    - Swimmers face the starting end with both hands grasping any part of the pool end wall with both feet in contact with the wall.
    - At the command, “Take your mark,” swimmers will become motionless.
    - Once all motion has seized the starting “beep” will be activated.
- **Finish**
  - Touch of appropriate wall.
- **Disqualifications**
  o False starts
  o A competitor may not wear or use any device to aid speed or buoyancy.
  o Any unsportsmanlike behavior (remarks, gestures, acts) interfering with another swimmer.
  o Failure to stay in assigned lane.
  o Contacting bottom of pool to gain advantage.
  o Entering water without ref’s permission.

**Scoring system for individual events:**

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- 15 points will be awarded to the champions of the Greek, Independent, and Residence Hall teams. The above scoring system is to determine the overall winner for each Greek, Independent, and Residence Hall league. Once the overall winners for Greek, Independent, and Residence Hall are determined, the appropriate teams will then be awarded the 15 points to count toward the 2015-2016 overall point champions.

- 2 individual points will be awarded per event for 1st place finishes. These points will count toward the 2015-2016 overall point champions.
Rose-Hulman Strongest Engineer Competition

The divisions will be divided by sexes and weight classes. There will be a Greek, Residence Hall, and Independent Champion for each division. The weights of each division will be determined by registration forms submitted by dividing the competitors into thirds. The Intramural Director reserves the right to adjust the weight classes if necessary.

Divisions:

**Male Division**
- Atlas (215 lbs. or more)
- Orion (171 lbs. to 214 lbs.)
- Hercules (170 lbs. or less)

**Female Division**
- Athena (150 lbs. or more)
- Artemis (121 lbs. to 149 lbs.)
- Styx (120 lbs. or less)

Scoring:

The top 10 finishers in each event will earn points for the event. The overall winner will be the athlete with the most points collected after all five events.

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Events and Rules:

Each athlete will have up to 3 attempts at each event (except for the tug of war). All athletes will take their first attempt, the order will then rotate through again for the second attempt, and finally the third attempt. If an athlete is satisfied with their score, they may choose to not make an additional attempt. But, if they do not make a second
attempt, they are not allowed to try again for the third. The athlete’s highest score of the 3 will be the one that is counted for record.

**Gator Pull:**
The contestant, wearing a harness attached to the gator, will pull the gator with an IM staff member sitting in the driver seat facing the direction of the finish line throughout the pull. The winner is the contestant who completes the course in the fastest time.

**Tire Flip:**
Contestants will flip a tractor tire as many times as possible in one minute. The contestant flipping the tire the most is the winner.

**Farmer’s Walk:**
Contestants will carry a weight in each hand over a marked course in as quick a time as possible.

**1 vs. 1 Tug of War:**
One vs one tug of war competition is a single elimination tournament. The winner from each match will advance until a champion has been determined.

**Atlas Stones:**
Contestants will place 5 heavy “stones” increasing in weight on a high platform. **Stones must be set on the platform; any stone that is thrown will not count and will have to be redone.**
Intramural Track & Field Meet

The meet will be held at the William Welch Outdoor Track & Field Complex, which is located in Cook Stadium. In the event of inclement weather, the meet will be delayed or rescheduled depending on conditions. There is no need to pre-register, participants will register the day of the event at the outdoor track from 5:00 – 5:45pm for field events and from 5:00 – 6:30pm for running events.

5:30pm  Warm-ups Begin

6:00pm  Field Events Begin
- Softball Toss
- Long Jump
- High Jump

6:45pm  Track Events Begin (Women/ Men)
Order of events are:
- 4 X 100 Meter Relay
- 800 Meter
- 100 Meter
- 4 X 200 Meter Relay
- 1600 Meter
- 4 X 400 Meter Relay

8:00pm  Estimated Conclusion

Scoring system for each event

<table>
<thead>
<tr>
<th>Place</th>
<th>Points</th>
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<tbody>
<tr>
<td>1st</td>
<td>10</td>
</tr>
<tr>
<td>2nd</td>
<td>8</td>
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<tr>
<td>5th</td>
<td>2</td>
</tr>
<tr>
<td>6th</td>
<td>1</td>
</tr>
</tbody>
</table>

- 15 points will be awarded to the champions of the Greek, Independent, and Residence Hall teams. The above scoring system (1st through 6th place) is to determine the overall winner for each Greek, Independent, and Residence Hall. Once the overall winners for Greek, Independent, and Residence Hall are determined, the appropriate teams will then be awarded the 15 points to count toward the 2015-2016 overall point champions.

- 2 individual points will be awarded per event for 1st place finishes. These points will count toward the 2015-2016 overall point champions.
Charity Sand Volleyball Tournament Rules

Eligibility: All eligibility rules apply as outlined in the Intramural Handbook. Since this is a charity tournament, each player must bring either a canned food item or a cash donation, which will go to a local food pantry.

Game Location: Games will be played on the sand volleyball courts located by the pavilion just north of the Apartment Residence Halls.

Game Length: Each set will consist of 3 games played to 15 points. There is a win by 2 rule with a cap of 21. Rally scoring will be used, meaning there will be a point scored on each volley. If a third set is necessary, it is played to 11 points (15 point hard cap) with a minimum lead of two points. There is a 30 minute time limit for each match. If a team has not won 2 games when the time limit is reached, the team leading will win.

Teams: A team consists of 6 players. The game can begin with only 4 players present.

Start Time: Games must begin on time. Players should arrive 10 minutes early before their scheduled game. There will be a 5 minute grace period for a team to get the required number of players present. The team that is ready to play, with the required number of players, will earn 1 point for every two minutes the opposing team is late/not ready to play. At the end of 5 minutes the score will be 2-0.

Scorekeeper: Scorekeepers will be provided by the Intramural Sports Department.

Home Team: Every game the home team is determined by a flip of the coin that will take place by the two team captains prior to the end of the previous game.

Referees: Referees will be provided by the Intramural Sports Department.

Rules of Play

Serving Regulations
1. A coin toss will be done between the two opposing captains. The winner has the choice of: serving the first game or choosing which court to start on. At the beginning of the second game the roles are reversed. The coin toss will be done at the beginning of the third game with the winner getting the same options as above.

2. The serve is the act of putting the ball into play by the right back-row player who hits the ball with one hand or arm from the service zone (anywhere beyond the back line and within the two sidelines).

3. Serves may be underhand, overhand or participants may attempt to jump serve.

4. The players of the serving team must not screen the opponents from seeing the contact for service or the path of the ball. This would include a player waving arms, jumping
up and down, or moving sideways at the time of the serve. The serving team is also prohibited from making a collective screen when the server is hidden behind two or more teammates and the ball is served over them.

5. Blocking the serve is illegal.

6. Only one serve is allowed (There are no “re-serves,” meaning that a player may not drop a bad toss without serving and then toss it again to serve.) Faults on the serve may occur when:
   a) ball touches net or teammate
   b) ball is passed under the net
   c) ball goes out of bounds.

7. The ball is out-of-bounds when it touches any surface, object, or ground outside the sand court. A ball may be played from out-of-bounds from your territory only. It’s illegal to touch the opponent’s court in the act of playing a ball.

8. On change of serve, all players shall rotate clockwise (to the right in front line and left in second line). The player in the front line right position (right forward) becomes the next server. Positions of players may be changed only after a completed game. If you do not start the game with the serve, you rotate before the first time you serve.

**Legal and Illegal Hits**

1. The ball must be cleanly hit. The following constitutes a legal hit:
   a. Contacting the ball with the heels of the hands, fists, or arms.
   b. A closed fist punching at the ball.

2. The following constitutes illegal hits:
   c. Ball visibly comes to rest
   d. Held ball
   e. Successive contacts
   f. Using fingers for underhand hit
   g. Attacking the serve

**Faults**

1. The following types of faults can occur during an attempt to play the ball:
   a. Player touching net.
   b. Hand or hands over top into opponents’ side of net in hitting ball.
   c. A player takes support from a teammate or any object in order to reach the ball.
   d. A team contacts the ball four times before returning it to the opponents.
   e. Catching or throwing the ball. The ball must be tapped. No open hand tips/dinks.
   f. Serve out of turn. (Loss of points scored by ineligible server.)
   g. A player spikes the ball above the opponents’ court and/or ball touches player below waist.
h. A player contacts the ball twice in succession or the ball contacts various parts of the player’s body successively.

i. A player receives personal warning.

**Blocks**

1. A ball touched by a player, playing close to the net, and attempting to block a shot by an opponent shall not be counted as one of the three taps permitted by his team. He/she may block the shot and play the ball before a teammate touches the ball. If two players block the ball simultaneously, this will count as one hit.

2. A joust (ball coming to a rest above the net on a block attempt) will result in a replay of the point.

**Foot:** A player’s foot must be planted on the ground to be a legally contacted ball. A player may NOT lift their foot off of the ground to kick the ball in the air.

**Attack-Hits**

1. All actions directing the ball toward the opponent, except a serve or block, are attack-hits.
2. An attack-hit is completed the moment the ball completely crosses the vertical plane of the net or is touched by a blocker.
3. Restrictions to a back-row player:
   - A back-row player may complete an attack-hit at any height from behind the front zone.
   - A back-row player may also carry out an attack-hit from the front zone if at the moment of the contact any part of the ball is below the top of the net.

**Timeouts and Substitutions**

1. Substitutions may be made anytime the ball is dead. There is no limit on subs.

2. Each team is allowed only 1 one-minute time out per game. Time-outs may be requested any time the ball is dead.

Coaches, players, and spectators must remain a minimum of 10 feet from the out of bounds line.

Officials will only discuss with team captains. Captain must be a player on the active roster and of good standing with the officials. The supervisor can appoint a new captain if there have been previous problems with a captain/player.

**Equipment:** The Intramural department will provide all equipment needed for the event.

**Club Sports:** Club Sport participants are limited to playing in certain leagues in intramural “like sports”. There is also a limit to the number of Club Sport participants
that are allowed to play on one team depending on the league type and level. The allowance of Club Sport participants is as follows:

- Greek A: 4 club members on the court at a time
- Greek B: 2 club members on the court at a time
- Greek C: 0 club members on the court at a time
- Residence Hall A: 4 club members on the court at a time
- Residence Hall B: 2 club members on the court at a time
- Residence Hall C: 1 club members on the court at a time
- Independent A: 2 club members on the court at a time
- Independent B: 2 club members on the court at a time
- Independent C: 0 club members on the court at a time
Disc Golf Tournament

Eligibility: All eligibility rules apply as outlined in the Intramural Handbook.

Tournament Location: The tournament will be held at Deming Park, which is located just a few miles west of the Rose-Hulman campus. The 18-hole golf course winds through 30-acres of matured trees.

General: Disc golf is played like ball golf using a flying disc. One point is counted each time the disc is thrown and when a penalty is incurred. The object is to acquire the lowest score.

Tee Throws: Tee throws must be completed within the designated concrete tee area. Do not throw until the players in front of you are out of range.

Lie: The spot where the previous throw has landed, mark with a mini disc or turn over the thrown disc, directly towards the hole.

Throwing Order: After teeing off, the player whose disc is the farthest from the hole always throws first. The player with the least amount of throws on the previous hole is the first to tee off on the next hole.

Fairway Throws: Fairway throws must be made with the foot closest to the hole on the line. The other foot may be no closer to the hole than the lie. A run-up and a normal follow-through, after release, are allowed.

Putts: Throws within 10 meters of the hole are considered putts. A putt must be made with the foot closest to the hole on the lie, and the other foot can be no closer to the hole. No follow-through beyond the lie is allowed, as the player must display balance until the disc comes to rest.

Completion of the Hole: A disc that comes to rest in the disc pole hole basket or chain constitutes as a successful completion of that hole.

Un-Playabe Lie: Any disc that comes to rest above the ground is considered an un-playable lie, such as landing in a tree. The disc must be thrown from the lie on the ground, directly underneath the un-playable lie. A disc that lands in water will be played from the point the disc entered the water as an out of bounds throw.

Out-of-Bounds: A throw that lands out of bounds, must be played 3 feet in bounds from where the disc went out-of-bounds. Landing on or across roads, parking lots, water, and tree lines are always out-of-bounds.

Course Courtesy: Please pick up trash and help new players play by the rules.