Texas State University Intramural Sports Policies & Procedures Handbook

Campus Recreation Mission & Vision

Mission

Campus Recreation engages our Texas State community by providing innovative recreation and employment opportunities to cultivate lifelong well-being.

Vision

Inspiring Bobcats to be their best and create lasting memories.

Contact Information

Sport Programs Office: Student Recreation Center Room

Office Hours: Monday – Friday 8 am – 5 pm

Phone: 512.245.2940

Email: intramurals@txstate.edu (use for assistance in rescheduling games, checking results, or any other inquiries regarding Intramural Sports)

Website: Texas State University Intramurals (use for general information and updates)

DSE (Purchase memberships, sign-up teams for sport leagues, use to modify roster, check upcoming games and view results)

Social Media: @TXSTRec on Instagram

Eligibility

Statement of Purpose

Eligibility rules within intramural sports exist to provide a safe and fair playing opportunity for everyone to participate in a competitive program. The rules listed cannot provide for all possible circumstances and reserves the right for Sport Programs Staff to rule on eligibility status of participants not covered by rules.

A. Any Texas State fee-paying student or Texas State Faculty/Staff member is eligible to purchase an Intramural Sports Membership. Intramural Sports Membership is required for participation in Intramural Sports Leagues.
    a. Each participant must show valid government-issued identification, a Texas State University administered ID card or an electronic Texas State University ID card (app) each time they participate in Intramural Sports.
        i. ID card must show both a photo and the participant's full name. Both photo and name must be legible and clear enough to identify the person, otherwise participation can be denied without presenting a different form of identification.
        ii. Identification that is unacceptable includes but is not limited to social media profiles, class schedules, etc.
B. Team Captains are responsible for the eligibility of players on their team(s). The Sport Programs Office will assist team captains and players with questions in regard to eligibility and rule interpretations. The Sport Programs Office does not check each team roster for eligibility; however, eligibility protests can be submitted to the office for review.
C. Rosters are open to any eligible player who has not checked into a game for another team within the same division and league per sport. All participants can participate in a gender specific division and a CoRec division for each sport offered.

a. Example: Marcos can play on a men's competitive team (Men's A league), and a CoRec team. Marcos is not eligible to play on a fraternity team or men's recreation team in this case.
b. Individuals may not participate on more than 1 team in each division (2 different teams in Men's B division is not allowed)

D. The disciplinary action for a contestant playing on more than one team in each division will result in a one game suspension during the regular season league play. If an individual violates a second time at any point during the regular season or playoffs, the individual will not be eligible to participate for the remainder of the semester.
E. Rosters will be frozen on the last day of the regular season for the respective sport. Once a participant joins the online roster and plays in at least one game, they are locked on the roster. If a team wishes to add a player who has not played in a regular season game, the participant must be added to the online roster by the last day of the regular season.
F. Fraternity & Sorority League Eligibility Policy
    a. To preserve the integrity of fraternity and sorority competition, all participants competing in fraternity or sorority divisions must be active members of the organization they represent.
    b. Individuals who are not members of a chapter are ineligible to participate on that chapter's Intramural Sports team.
    c. It is the responsibility of team captains and chapter leadership to ensure all rostered participants are eligible and affiliated with the chapter they represent.
    d. Campus Recreation Sport Programs staff, including student employees and professional staff, do not conduct routine membership verification checks for fraternity and sorority teams. Chapters are expected to self-govern and submit accurate rosters in accordance with this policy.

e. Campus Recreation reserves the right to investigate eligibility concerns, review information provided by university departments or governing councils, and take disciplinary action when violations are discovered.
f. Team captains, officers, and chapter leadership are responsible for ensuring that all rostered participants meet eligibility requirements prior to competition. Claims of misunderstanding, lack of knowledge, or administrative error will not exempt teams from sanctions resulting from eligibility violations.

Restricted Players

1. Restricted players: Individual that meets one of the listed criteria below
   g. Professional Athlete: Any athlete who has received pay for playing or who is recognized by the sport's governing body as a playing professional.
   h. Sport Club Member: Limited to 2 Sport Club Members of an associated sport that fields 5 or more players. Limited to1 Sport Club Member of an associated sport that fields 4 or less players. Any member who appears on a travel roster and Sport Club Roster Notification Form
   i. Scholarship Athlete: any individual who has been recognized as an athlete that has received a scholarship from Texas State University for a collegiate sport.
   j. Restricted players are restricted in their sport and associated sport:
      i. Football- all versions of flag football
      ii. Basketball- all versions of basketball
      iii. Volleyball- all versions of volleyball
      iv. Soccer- all versions of soccer
      v. Softball- all versions of softball

k. Competitive Intramural teams are limited to two restricted players on the roster and should be noted prior to play. Sports that only permit 4 or less players to play will result in only 1 restricted player per team roster.
l. Restricted players limitations:
    i. Professional Athletes: 2 years post professional career
    ii. Sport Club Member: remains eligible, but must follow roster restrictions
    iii. Scholarship Athletes: 1 year post semester last competed as a scholarship athlete recipient

2. A team who is found playing with a restricted player, will forfeit all matches that the restricted player checked into.

Free Agents

If an individual needs assistance with securing a team, the Sport Programs Office will aid in placing the individual on a team that is searching for players. Free agents will have the ability to request admittance on a team based on the days and time that team has elected to play on. The free agent will also have the option to provide further information on their skill level to showcase their experience in the sport and advocate their abilities. Teams will have the ability to filter and select which free agents best matches their needs for the sport.

1. First purchase an Intramural Sport Membership
2. Login into DSE portal and select the sport you would like to play
3. Search for the sport, team, play date/time to request entry on team roster or register as a free agent
4. Await approval or denial onto team roster or to be added to a roster by our Admin

The Sport Programs Office will facilitate mutual matches between free agents and teams; however, the office cannot guarantee that a match will be made or that a free agent will be accepted to a team. If a free agent is not accepted onto a team roster, the Intramural Sports membership can be used for other sport(s) offered in the semester it was

purchased in. Free agents are offered this alternative but can receive a refund if they alert the Sport Programs Office.

Coaches & Fans

A. Each verified team may have 1 coach to represent the team and will be designated by the Team Captain. Coaches do not need to appear on the roster and do not need to remain the same throughout the season or league duration. Coaches must still follow eligibility requirements but do not have to purchase an Intramural Sport Membership. The coach is allowed to interact with the officials during the game but must not impede game play.
B. Coaches and fans are expected to conduct themselves in a positive sportsmanlike manner. The team's overall sportsmanship rating is determined by the behavior of coaches and fans. Indecent behavior from a coach or fan may result in that individual being sanctioned by the rules of the sport (technical, penalty, ejection or removal)
C. Coaches and fans can be removed from the game or facility at the discretion of the Sport Programs Staff
D. Team Captains hold the responsibility of being truthful about the names and actions of coaches or fans affiliated with their team if these individuals have behaved in an unsportsmanlike manner. If a Sport Programs Staff member seeks information from the Team Captain and is provided with inaccurate information, the Team Captain will face repercussions deemed necessary by the Sport Programs Office.

Registration

1. Purchase an Intramural Sport Membership
    a. Membership must be purchased prior to registration.
    b. TXST sign on is required to purchase membership on DSE Portal
    c. Ensure that payment was received; a receipt will be sent to student email

2. Visit the DSE Portal
3. Search through current activities that are being offered
4. Request to join a team or accept a team invitation to be added to a team roster
    a. To create a new team an activity must be selected first
    b. Fill out all the information to create a team (team name, preferred game day and time, etc.)
    c. Invite potential team members to the team roster
        i. Only individuals who have successfully purchased an Intramural Sports Membership will show up when searching for teammates to send invitations to
    d. Team must meet the minimum roster requirements before their spot is confirmed in the division they select. Team must meet minimum roster requirements prior to registration deadline to be scheduled for league play
5. Check schedule tab for upcoming game schedule and opponents

Waitlist

1. Each intramural league has a waitlist for teams who have not meet with the minimum roster requirements, or for when the league has reached max capacity
2. Teams on the waitlist are not guaranteed a spot in their respective leagues
3. Teams who stay on the waitlist throughout the season will have the ability to replace a team who drops out or forfeits out of a league

Intramural Sports Membership & Process

Membership

Texas State University Sport Programs only offers one Intramural Sports Membership ($20) type which allows purchasers to participate in multiple sports and divisions (refer to

Eligibility section). Memberships are valid for one academic semester and must be purchased prior to participation.

Process

Online (Card Payment accepted)

1. Visit the Texas State Campus Recreation Customer Portal
2. Login using Texas State NetID (may require duo authentication)
3. Select Membership button
4. Select the corresponding membership based on the semester you would like to participate in Intramurals
5. Add membership to cart
6. Sign risk release and acknowledge other disclaimers
7. Check out by entering card information
8. Receive receipt sent to student email

Refunds

Refunds are only accepted if participant never played or checked into an intramural game. To request a refund, email intramurals@txstate.edu with name, NetID, proof of purchase and explanation on refund request. If verified that participant did not participate in any sports or leagues offered, the participant will be notified by the Sport Programs office and a refund will be issued between 5-7 business days. All purchases are final and the final decision on a refund is up to the Sport Programs Office.

Competition Structure

Competition Types

1. League- Regular season with a minimum of 3 scheduled games followed by playoffs. Games are scheduled for the same time and day each week.
2. Tournament- Competition can be anywhere from 1 day to a week. Games can be scheduled at any day or time over the course of the tournament. Competitions start with pool play or bracket play.
3. 1 Day Event- Event scheduled for a specific day and time (Example: Trivia)

League Types

To ensure fair and consistent participation across all Intramural Sports offerings, participant gender eligibility will be determined using information imported from official university records and integrated into the Intramural Sports registration system. Participants must compete in accordance with the gender designation reflected in their imported university data and Intramural Sports account profile.

1. Single-Sex Leagues
    a. Men's League- Limited to male participation only
    b. Women's League- Limited to female participation only
2. CoRec Leagues
    a. CoRec League- Male and Female participation required
    b. Greek CoRec League- IFC affiliated Male and Female participation
3. IFC Greek Leagues
    a. Fraternity League- IFC affiliated Male participation only
    b. Sorority League- IFC affiliated Female participation only
4. Open League- No sex requirement for league

Schedules & Reschedules

1. Each Intramural offering has a team registration deadline. Schedules will be published the day after the team registration deadline, unless a league or division

has not been filled by the team registration deadline. Teams can be proactive in planning by looking at what division they are signed up for. Your game will always be scheduled for that day and time.

2. Once a schedule is published, it is the final schedule for the season. Teams may not ask to swap opponents.
3. Rescheduling is reserved for 2 instances:
    a. Cancellation of game from Sport Programs Office due to unsafe playing surface, weather, etc.
    b. One team cannot attend their game. Sport Programs Office will work with the other team to reschedule, if possible, but the other team has to be willing and able, and there has to be availability in the schedule.
    c. No reschedule is guaranteed, unless a **playoff game** is cancelled by the Sport Programs Office. The Sport Programs Office will try their best to reschedule all cancelled games

Competition Layout

1. Each team will be assigned a designated sideline before the start of each contest.
2. All players, substitutes, coaches, and team personnel must remain on their team's assigned sideline unless actively participating in the contest or otherwise directed by Sport Programs Staff.
3. Spectators are encouraged to remain on the same sideline as the team they are supporting and must not interfere with play or interact with opposing participants.
4. Teams and spectators are prohibited from crossing to the opposing team's sideline during the contest.
5. Sport Programs Staff reserve the right to relocate or eject participants or spectators as needed to maintain a safe playing environment.
6. See Violations & Consequences section and Prohibited Behaviors & Ejections section

Defaults

1. A default is used for teams who reach out to the Sport Programs Office to let us know they can’t attend their scheduled game. Teams most alert the office by 4pm

on the day of their scheduled game, or 12pm on Friday if their game is scheduled on the weekend.

2. The team who defaults will be given a 3.0 sportsmanship rating and the forfeit game score.
3. Teams who accumulate 2 defaults/forfeits throughout the season will be ineligible for playoffs and are subject to be removed from the league.

Forfeits

1. A forfeit is used for teams who do not attend their games.
2. The team who forfeits will be given a 2.0 sportsmanship rating and the forfeit game score.
3. Teams will be given a 10-minute grace period if they do not have the minimum number of players needed at game time. Teams must have at least one player checked in for their game by the scheduled game time to qualify for the grace period.
4. Teams who accumulate 2 defaults/forfeits throughout the season will be ineligible for the playoffs and are subject to be removed from the league.

Playoff Structure

1. Playoffs will start the following week of the regular season ending in each league sport.
2. All playoffs are single elimination, unless otherwise noted by the Sport Programs Office.
3. The top half of teams in each division qualify for the playoffs of each league sport.
    a. Teams who received 2 or more defaults/forfeits are ineligible for playoffs
    b. Teams that finish the season with a sportsmanship rating of under 3.0 are ineligible for playoffs.
4. Tiebreakers for the playoffs are determined by the following (in order):
    a. Winning percentage
    b. Wins

    c. Sportsmanship
    d. Point differential
5. Winners of each playoff will receive a champ shirt and be featured on our “Wall of Fame”

Sportsmanship Rating

Sport Programs use a sportsmanship rating scale to measure the sportsmanship of both teams during an intramural event. The sportsmanship rating a team receives is up to the discretion of the intramural officials and supervisor in charge of the event. Each unsportsmanlike penalty, technical foul, or yellow cards results in –1 sportsmanship. Ejections result in –2 sportsmanship. A team who goes down to a 1 sportsmanship at any time during the game, automatically loses the game, and the game is abandoned.

1. The Sportsmanship Rating Scale is on 1-4 scale
    a. 4 - Every team starts the game with a 4. The team demonstrates excellent sportsmanship throughout the game. At most only 1 minor incident of negative sportsmanship.
    b. 3- A couple of minor incidents of negative sportsmanship. The team is mostly cooperative with officials and the opposing team. The team corrects their negative sporting behavior after being addressed by officials. No major incidents of unsportsmanlike behavior.
    c. 2- Team displays major incidents of unsportsmanlike behavior towards staff or the other team. The team is somewhat uncooperative or not responsive to officials and staff.
    d. 1- Team constantly displays major incidents of unsportsmanlike behavior towards staff or the other team. The team is uncooperative or not responsive towards officials and staff. The team’s behavior makes the game too difficult to manage.

Mercy Rule

The mercy rule is when there is a specific point differential in a game between two teams. When that point differential is achieved, the referees will end the contest. All games must adhere to the mercy rule, even if both teams want to continue playing. Each officiated sport has specific mercy rules based on a scoring difference.

1. Flag Football:
    a. Single-Sex Leagues- 19 points at 2 minutes
    b. CoRec Leagues- 23 points at 2 minutes
2. Basketball:
    a. 40 points at 10 minutes
    b. 20 points at 2 minutes
3. Indoor Soccer:
    a. 5 goals at 5 minutes
4. Outdoor Soccer:
    a. 5 goals at 5 minutes

Results

1. Results for each intramural contest are recorded by the Sport Programs student supervisor on shift. Once they record the score, they will then be inputted into DSE for all teams to view.
    a. For officiated sports, supervisors will automatically input scores
    b. For non-officiated sports, teams need to report the score of the game to the supervisor on site.
2. Teams are responsible for checking their scores to make sure they are inputted correctly.
    a. If a score is inputted incorrectly, please alert the Sport Programs Office immediately.

Protests

1. Only two types of protests are allowed during intramural sport events.
    a. Eligibility- A player who is playing in the game who is not on the roster or is breaking any of the restricted player guidelines. (i.e. A player on the TXST football team is playing in a flag football intramural league)
    b. Rule Interpretation- A rule is implemented incorrectly (i.e. 12 points is given for a touchdown in flag football)
2. Judgement calls are not allowed to be protested. (i.e. if a foul in basketball was correctly called)

Rules of Conduct & Suspensions

Equipment, Uniforms & Prohibited Items

1. Jewelry- Each sport has different rules for what type of jewelry if any is allowed to be worn. Please refer to each sport rulebook for specific jewelry rules.
2. No cast or splints are allowed to be worn during intramural programming.
3. Religious or Medical wear- For anyone who needs to wear religious or medical wear, please get approval from the Sport Programs office, prior to your event.
4. Headwear- Headbands or hair control equipment that does not contain metal, hard plastic or knots are permitted. Hard-bill hats are not allowed to be worn during intramural programming.
5. Footwear
    a. Indoor- Non-marking athletic shoes must be worn by all players.
    b. Outdoor- Athletic shoes must be always worn. Cleats are encouraged but not required. Metal cleats are not allowed.
6. Sport program supervisors have the ability to prohibit any equipment they deem unsafe.

Violations & Consequences

1. Verbal warning issued to the individual(s) or team.
2. Removal of individuals from the competition area.
3. Unsportsmanlike conduct penalties assessed to the team.
4. Forfeiture of the contest if noncompliance continues or escalates.
5. Ejection of participants or spectators whose behavior violates the Intramural Sports Code of Conduct.
6. Additional disciplinary action, including but not limited to meeting with Campus Recreation Professional Staff or suspension of Intramural Sports participation.
7. Fraternity & Sorority Eligibility Violations:
    a. Immediate removal of the ineligible participant from the team roster.
    b. Assignment of a 0/4 Sportsmanship Rating for the contest(s) in question.
    c. Forfeiture of contest(s) in which the ineligible participant competed, when applicable.
    d. Suspension of the team from the remainder of the current league season, including playoff eligibility.
    e. Loss of eligibility to participate in other Intramural Sports league offerings during the suspension period.
    f. Additional disciplinary action as deemed appropriate by Campus Recreation and by the Department of Student Involvement and Engagement

Prohibited Behavior & Ejections

1. A player who is ejected from an intramural program must meet with the supervisor at the event to give them a statement and their personal information
    a. After completing this, the ejected player will be asked to leave the gamesite
2. Once a player has been ejected, the Sport Programs Office will reach out to the player to have a meeting about the ejection. The ejected player is not allowed to participate in intramural programming until the meeting occurs.
3. The intended meeting outcomes are:
    a. Give the ejected player a chance to explain their actions
    b. Come to a resolution/understanding of the actions that occurred and ensure they do not occur again

4. After the meeting, the player will receive a suspension outcome from the Sport Programs office. Suspension lengths can vary from immediately being eligible to participate to being permanently suspended, based on the outcomes of the meeting and the ejected player's actions.
5. Prohibited behavior includes but is not limited to:
    a. Bringing alcohol, tobacco or drugs to an intramural event
    b. Verbally abusive to staff or participants
    c. Physically violent
    d. Fighting
    e. Continued unnecessary roughness
    f. Continued unsportsmanlike behavior

Awards

1. Every single league type offered for each sport will have a "champion," who wins the league
2. Each leagues' champion team will win a champion shirt for each player who checked into at least one game and is listed on the roster and have their team photo featured on our Wall of Fame.