



Texas A&M- Texarkana Intramural Sports Policy and Procedures

Contact Information:

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Mission Statement

The mission of Texas A&M-Texarkana's Intramural Program is to provide quality programs to a diverse community of students while promoting active, healthy lifestyles and enhancing student development and fellowship, as well as providing employment opportunities.

Eligibility

All undergraduate and graduate students taking a minimum of 1 lecture class or three (3) hours at Texas A&M University-Texarkana are eligible to participate in any and all intramural sports activities and events. Faculty and staff are eligible to participate in the entire intramural program.

Exceptions:

Any person who has established oneself as a professional in any sport will be ineligible on the sport or its related counterpart. This means:

1. Any person whose livelihood is dependent in part or in full upon participation of the sport.
2. Any current or former athlete who has received compensation for playing the particular sport, including appearances, for money and is recognized by the sport governing body as a professional.
3. Former professionals may participate in related events after a minimum of five years of non-professional participation has passed.

How many teams can I play for?

Individuals are allowed to play on only one team in any given division (Men's, Women's and Co-ed). Once a player's name is recorded on a scorecard, that player is now a member of that team and **MAY NOT** play for another team in the same division.

Participants are eligible to play on as many as two total teams:

Example: A male player may only play for one men's flag football team and he **MAY** also play on one Co-Ed team. He may **NOT** play for both his fraternity's flag football team and an independent flag football team with his friends (that is the same division, whereas men's and Co-Rec flag football are different divisions).

There may be *only up to two* players on a particular team that plays on an A&M Texarkana Club team for that particular sport. Example: For an intramural soccer team, there may not be more than two players on that team that play Club Soccer for A&M Texarkana.

Note: If a player participates on more than one team illegally, the games in which he/she played may be forfeited at the discretion of the Intramural Program.

What is a Free Agent?

Individuals who sign on as a "Free Agent" are giving the Intramural Activities Coordinator the right to place them on a given team for the registered sport. If there is an issue with the placement of the player onto a particular team, he/she may contact the Intramural/ Recreational Sports office and request removal from that team no later than three days prior to the start of the season.

Team Captain Responsibility?

The team captain will be held responsible for the actions of their team and their spectators. The team captain will be used as a mediator for his/her team throughout the season and throughout all intramural contests. The team representative **MUST** attend all required meetings for their sport (Pre-season captain's meeting and play-off meeting). We ask that the captain take control of players and spectators that are acting out and assist the Intramural Sports staff as much as possible in those cases. The captain can be reprimanded along with unruly players or spectators if the situation calls for such actions to be taken.

Forfeits and Defaults

Game time is forfeit time. Teams must be signed in and be ready to play at game time. A forfeit is recorded as a loss. The first forfeit will result in a loss for the team and the second one will result in the team being dropped from the league. A team will forfeit a contest when: (A) a team is not ready to play ten minutes after the scheduled game time; (B) a team is found to be using an ineligible player; (C) a team does not have a minimum, number of players as outlined in the rules of that sport.

Due to the busy schedule of most students, there will be times when a team or an individual will not be able to make it to their scheduled game. In this instance, the team or individual may communicate to the Intramural Coordinator via email or phone that they will not be present. This must be done at least 24 hours before the scheduled game to allow enough time to contact the opposing team and to make any other personnel changes that may result.

Sportsmanship

In many aspects, good sportsmanship is just as important as the score. At Texas A&M-Texarkana, we expect good sportsmanship from all of our participants. Good sportsmanship, however, is not limited to just players. It should be directed towards officials, professional staff, supervisors, scorekeepers, fans as well as opponents and teammates.

The following guidelines will be strictly enforced. The purpose of the guidelines is to make the participants aware of what is to be expected of them and list what the repercussions of disregarding them are.

No player, coach, or fan shall:

- A. Use foul language, threaten, or verbally abuse any other participant, Intramural employee or spectator before, during or after the games.
- B. Participate in a game for which he/she is ineligible.
- C. Argue or talk back to the game officials.
- D. Intentionally strike, push, trip or otherwise physically assault or fight with another player, spectator, official or staff member
- E. Mistreat the facility, equipment or supplies of Texas A&M-Texarkana.

A warning and ejection system will be used to enforce the sportsmanship policy. Individuals or teams will be issued a warning as explained below. Two warnings will result in an ejection of an individual or the forfeiture of a game. NOTE: **Ejections can be issued without warnings!**

- A. Basketball
 - 1. Technical Foul= warning
 - 2. Second Technical Foul= ejection
 - 3. Three Technical fouls on one team= forfeit

- B. Flag Football
 - 4. Unsportsmanlike conduct penalty= warning
 - 5. Second Unsportsmanlike penalty= ejection
 - 6. Three unsportsmanlike penalties on one team= forfeit

- C. Soccer/ Volleyball
 - 7. Yellow card= warning
 - 8. Second yellow card= ejection
 - 9. Three ejections on one team= forfeit

- D. Softball
 - 10. Verbal Admonishment= warning
 - 11. Second verbal warning or first severe act= ejection
 - 12. Three ejections on one team= forfeit

Any player, coach, or spectator who is ejected from an Intramural event is automatically suspended from all Intramural events until officially reinstated. To be reinstated, one needs to meet with the Coordinator of Recreational Sports following suspension. The Coordinator will then determine the appropriate period of suspension for any suspended participant. *The minimum suspension for any ejection is one game.* The Coordinator reserves the right to increase suspension length depending on severity of the action, postponement of meeting by participant, behavior following ejection on site, etc.

Assumption of Risk and Safety

The possibility of injury exists in all sports. Texas A&M University-Texarkana assumes no responsibility for injuries. All participants acknowledge an assumption of risk by their voluntary participation in any Intramural Sports activity. ***Prior to participation in recreational sports activities, individuals who participate must sign a waiver releasing Texas A&M-Texarkana from all liability.*** All participants are advised to have proper medical coverage prior to participating.

Jewelry

Jewelry **IS NOT ALLOWED** in any sport with the exception of medical alert bracelets. Medical alert bracelets must be taped to the body so that it is not exposed. This is a safety issue and will be enforced at every game. **NO EXCEPTIONS** will be made for decorative or religious jewelry that is intended to be permanent or not removable for any reason. ALL earrings, necklaces, rings (including wedding rings), watches, eye rings, lip rings, nose rings, studs, hoops, rods, etc. must be removed prior to any intramural participation.

Intramural Assistance

Team captains and/or their designated representative may contact the Intramural Coordinator by phone on weekdays between 8:00am and 5:00pm or through email during the semester for defaulting games, assistance with rescheduling games, checking the status of games for that day or any other inquiries regarding Intramural Sports. (See Contact Information)

Employment Opportunities

There are several employment opportunities within the Intramural Sports Program. Officials and field maintenance worker positions are available.

Officials are needed for all of the major and minor team sports offered (soccer, flag football, volleyball, basketball, and softball). There is no experience necessary to become an official. You will be taught everything you need to know. In order to become an official, you must complete the training process that includes a classroom session to learn rules and mechanics. After completing these requirements, you will be assigned league games.

Field Maintenance Workers are hired to help set up the intramural field for the specific sport. They will be required line fields and various other outdoor duties. They will be supervised by the Intramural Activities Coordinator.

Inclement Weather

In the event of inclement weather (rain, lightning, threatening conditions, etc.) participants can call the Intramural or Student Activities Coordinator for updated information pertaining to ongoing events. Any games that are postponed due to inclement weather may or may not be rescheduled at the discretion of the Intramural program.

Alcohol and Tobacco Policy

The Intramural playing areas are “no alcohol/tobacco” areas. If either is present, the individual(s) will be asked to leave the playing area. This policy includes spectators. The supervisor and/or officials have the authority and responsibility to make decisions regarding students who are not permitted to play.