

Intramural Sports Participant Manual



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Program Overview

Intramural Sports are a great way to hang out with friends, meet new people, and get a fun workout all at the same time. All Tulane students, as well as alumni, faculty, and staff who possess a current membership are welcome to participate.

The intramural sports program offers more than 30 different individual and team sport activities throughout the academic year with approximately 2,000 unique participants annually. The program is committed to promoting the development of leadership qualities in both student participants and employees, as well as providing opportunities for holistic wellness and engagement to the entire Tulane community. Student employment opportunities include officiating, supervising, scorekeeping, and office administration, with approximately 40 students hired each school year.

Inclusion Statement

The Tulane Department of Campus Recreation strives to create a welcoming and inclusive environment as we recognize and celebrate the diversity within our community. We understand, value, and welcome variations in age, physical abilities, cognitive talents, socioeconomic status, political viewpoints, religious/spiritual and/or philosophical beliefs, and sexual, gender, and racial/ethnic identities.

We believe a healthy, active, and engaged lifestyle is a right afforded to everyone and actively demonstrate this commitment through our programs, policies, and services. Should you have concerns about your abilities to participate in any Campus Recreation programming for any reason, please contact Korey Lane, Assistant Director of Campus Recreation for Intramural Sports, at klane3@tulane.edu.

Campus Recreation

Mission Statement

The Mission of Tulane Campus Recreation is to cultivate active lifestyles by providing recreational and wellness experiences for the Tulane Community.

Vision Statement

The Department of Campus Recreation will be a dynamic leader in promoting lifelong wellbeing that inspires, educates, and engages the Tulane Community.

Values

To foster a holistic student experience, Campus Recreation embraces the values of *inclusivity, integrity, passion, and fun.*

Office Hours and Contact Information

Korey Lane

Assistant Director of Campus Recreation, Intramural Sports

klane3@tulane.edu

Office Hours: Walk-in 11:00am – 4:00pm M-F
Additional hours by appointment.

Phone Number: (504) 314 – 2863

Room: Reily Student Recreation Center Office Suite 105

Email: imsports@tulane.edu

Website: <http://campusrecreation.tulane.edu>
<http://www.imleagues.com/tulane>

Facebook: <https://www.facebook.com/tulanecampusrecreation/>

Twitter: [@tulanecampusrec](https://twitter.com/tulanecampusrec)

Policies and Procedures

I. Eligibility

Article 1: Eligible Populations

Full-Time Undergraduate Students: All full-time undergraduate students (at least 12 credit hours) are eligible to participate in all Intramural Sports.

Part-Time Undergraduate Students: All part-time undergraduate students (less than 12 credit hours) who have paid the student recreation fee (i.e. purchased a Reily membership) are eligible to participate in all Intramural Sports.

Graduate Students: All full and part-time graduate students who have paid the student recreation fee (i.e. purchased a Reily membership) are eligible to participate in all Intramural Sports.

Full & Part-Time Faculty/Staff: All full and part-time faculty/staff are eligible to participate in all Intramural Sports, but must have a primary membership to the Reily Student Recreation Center for the entirety of the semester they will participate in.

Tulane Alumni: Alumni are eligible to participate in all Intramural Sports, but must have a primary membership to the Reily Student Recreation Center for the entirety of the semester they will participate in.

Reily Community Members: Community members are not permitted to participate on Tulane University Intramural team sports. Community members may compete in designated special activities or events such as our annual McAlister Run or Biathlon.

Article 2: Professional Athlete Rule

Professional athletes, current or former, may not participate in their respective or alike sport, activity or event. A professional athlete is defined as any person who has been paid to participate in a sport or is or has been under contract with a professional team, included on a professional team roster, practiced with a professional team, and/or compensated for trying out for a team.

Article 3: Intercollegiate Athlete Rule

Intercollegiate athletes are not eligible to participate in their respective or like intramural sport, activity or event until a period of one year has passed following completion of all activities for the Department of Athletics. Intercollegiate athletes are defined as individuals who are practicing with or competing with a team recognized by the Department of Athletics as a varsity sport. Included in this rule are red-shirt athletes, practicing proposition 48 athletes, and anyone else listed on a varsity squad list. Intercollegiate athletes may participate in intramural sports programs other than their intercollegiate sport.

Article 4: Identification Policy

To participate in any intramural sport, event or activity, all participants must show a valid Tulane Splash Card or valid government-issued photo identification card. Identification cards must include all of the following information: the individual's name, photograph, and identification number. Examples of acceptable government issued photo identification cards include a driver's license, passport, or non-driver photo identification card.

Misuse of an identification card (borrowing, lending, counterfeiting, altering, etc.) is a violation of the Tulane University Student Code of Conduct. The identification card will be confiscated and the individual attempting to use the card will be ejected and therefore ineligible to participate. If the card belongs to another student, that student must meet with a Campus Recreation professional staff member to regain possession of their identification card.

If the misuse of an identification card is discovered by the staff after the game has begun, the game will be ended and ruled a forfeit by the offending team.

Article 5: Levels of Play

In an effort to provide all participants an opportunity to play in the manner most enjoyable and beneficial for them, the intramural sports program offers two “levels” of play across its leagues and divisions (as described below).

- GreenWaveGlory – designed for teams seeking a focus on competitive play while still maintaining a fun, sportsmanlike atmosphere. GWG leagues will consist of a shorter regular season (approximately 4-5 games, though this may vary) followed by a playoff tournament open to teams meeting the published qualification standard.
- TUFun – designed for teams seeking a focus on the recreational and social aspects of sport. TUFun leagues will consist of a lengthened regular season (approximately 6-7 games, though this may vary) with no playoff tournament.

Article 6: Leagues & Divisions

Participants may play on one team per league.

Each Sport has multiple leagues, though not all leagues are offered for each sport and not all leagues are offered each semester.

- Open (no restrictions on team composition)
 - All TUFun leagues are played as open leagues.
- Mixed-Rec (sport-specific restrictions on team composition)
- Women’s (combines undergraduate and graduate students)
- Greek Life (must be active member of Fraternity/Sorority)
- Freshman (may include up to two Residential Advisors per team)

Leagues may be broken into divisions based on projected days/times of play.

EX: GWG-Open Basketball is one league. There may be teams playing in the Monday 5PM-8PM division, the Monday 8PM-11PM division and the Tuesday 8PM-11PM division. Note that although they are played in different time slots/days, they are considered one league and will all be combined for playoff scheduling.

Article 7: Gender Identity and Intramural Sports

All participants are welcome and encouraged to participate in a manner that affirms their individually expressed gender identity.

For purposes of competition in leagues with gender-specific rules, such as Mixed-Rec leagues, an individual's expressed gender identity determines how they will be viewed under those rules. Individuals may identify the gender they participate in sports as when registering on IMLeagues.

Persons with questions or concerns regarding any aspect of this policy or their ability to participate in Intramural Sports programming are encouraged to contact Korey Lane, the Assistant Director of Campus Recreation for Intramural Sports.

All Intramural Sports participants are subject to Tulane University non-discrimination policies. If complaints of discrimination or harassment arise, they will be referred to the Office of Student Conduct. If conflicts or procedural questions arise under these guidelines, a council consisting of an Intramural professional staff member, an Office for Gender and Sexual Diversity (OGSD) professional staff member and one other Student Affairs professional shall be consulted for advice and resolution.

Article 8: Illegal Participation

Teams found to have any participant in noncompliance with the above eligibility policies may have all games in which an ineligible player participated forfeited to its opponent, regardless of the outcome at time of competition. The participants in question as well as the team's captain may be suspended from that specific team, or all intramural activities, for any length of time deemed appropriate by the Assistant Director for Intramural Sports. Participation is defined as entering or attempting to enter (i.e. by checking in with Intramural staff) the field/court/area of play, for any period of time, during game play for purpose of competition. The Intramural Sports program reserves the right to investigate the eligibility of any participant at any time. It is not necessary for a team to file a formal protest for a player to be ruled ineligible.



II. Captain's Responsibilities

Article 1: Team Captain

When registering for a team sport, a captain must be designated to the Intramural Sports Staff. This person will be the main contact between the intramural program and the team.

Article 2: Responsibilities

The team captain is a vital link between the individuals participating in a sport and the Intramural Sports Staff. The captain is responsible for:

- Ensuring that all team members are eligible to play in an intramural contest. This includes ensuring each player is an eligible student, faculty, or staff member, and that each member is playing on a legal number of teams.
- Inviting all teammates to join their team through the intramural sports online registration and management system at IMLeagues.
- Ensuring that all teammates are registered on IMLeagues before game time on the day of the event.
- Informing all players of the game time and location, including checking the playoff schedules the first day of posting and every day following competition.
- Requiring all team members to present valid identification prior to the start of every game.
- Representing each member of their team and being the only participant to discuss rule interpretations and calls with game officials.
- Being aware of all scheduled meetings, rules, policies, and procedures of the intramural sports program and communicating this information to all team members.
- Assisting the Intramural Staff with implementing the sportsmanship policy to all team members.
- Arriving at the game site at least 15 minutes prior to the start of every contest to be sure all teammates are checked in and that any necessary equipment is checked out.
- Communicating with the Intramural Sports Staff throughout the season about any problems or concerns that may be occurring at the site, including responding to emails sent by the Intramural Sports Staff.

- Cooperating with the Intramural Sports Staff at the game site concerning any protests, incidents, or accidents that may occur.

III. Participant Responsibilities

Article 1: Responsibilities

The Intramural Sports Staff is proud to offer a variety of activities for the Tulane University Community.

Each person participating in an intramural event assumes responsibilities as an individual participant. Participants are responsible for:

- Creating an account for the intramural online registration system, IMLeagues, at imleagues.com/tulane
- Joining their team roster on IMLeagues.com before game time on the day of the event
- Knowing their team's game time and location
- Completing the waiver prior to any participation
- Arriving at the site at least 15 minutes prior to the start of every contest to make sure that their name is properly documented and that any necessary equipment is checked out
- Bringing valid Tulane or Government issued photo identification cards to intramural sport competitions
- Being familiar with all rules, schedules, policies, and procedures including the sportsmanship, inclusion & bias incident, and eligibility policies of the Intramural Sports Program
- Cooperation before, during, and after competition with all Intramural Sports & Campus Recreation staff.
- Demonstrating sportsmanlike behavior whenever participating in Intramural Sports programming.

Article 2: Participant Safety and Injuries

The possibility of injury exists inherently in all sports. Campus Recreation assumes no responsibility for injuries. Basic first aid is available at game sites. All participants acknowledge an assumption of risk by their voluntary participation in intramural activities. All participants must complete the waiver form on IMLeagues (or in-person for special events) prior to participating in any intramural activity.

When a participant is bleeding, has an open wound, or has blood on their uniform, the player will be directed to leave the game. The player may not return to the game until the bleeding has stopped, the open wound is covered, and/or the bloody uniform is changed. The game may continue play without the injured player at the discretion of the intramural sports staff.

Knee and ankle braces unaltered from the manufacturer's original design/production, with no exposed or protruding metal or sharp surfaces, shall be permitted and do not require additional padding.

Article 3: Concussion Protocol

Concussion Policy

Any participant displaying concussion-like symptoms, as identified by the Intramural Sports Staff, shall be removed from play immediately. Participants will not be allowed to participate until a [Return to Play Form](#) has been completed and submitted to the Assistant Director of Intramural Sports. Concussion Clearance Forms will not be accepted on-site prior to games to be played. [Concussion Info Sheet](#).

Clearance/Return-to-Play Policy

Any athlete who is diagnosed with a [concussion](#) or any other physical injury that requires an appointment or treatment by a medical provider must have a licensed health care provider of your choice complete the [Return to Play form](#).

Once an athlete sustains an injury which requires medical attention, the athlete will not be allowed to participate until the [Return to Play form](#) has been completed and returned to the Assistant Director of Intramural Sports for Review.

Campus Accommodations

We are aware that suffering a concussion or other injury can temporarily affect academic performance. The Office of Student Affairs Student Resources and Support Services is available to all students who may need accommodations following a concussion or severe injury. They will work to connect the participant with other resources, advise participants on how to manage their



condition in relation to school, and offer whatever support they can provide. The phone number is: (504) 314 - 2160

IV. Registration Information

Article 1: General Information

Team registration for full-term sports generally takes place during the first two weeks of classes during the semester. Registration for one-day/weekend tournaments generally takes place roughly two weeks prior to the event. Register by visiting IMLeagues.com/Tulane.

Article 2: How to Register for Intramural Sports

All participants are required to create an account with IMLeagues. If you have any difficulties, you may contact the Intramural Sports Office during office hours.

1. Log in to IM Leagues using your Tulane email address and password: <https://www.imleagues.com/tulane> and click "Login" in the top-right. *
2. Complete your demographic information if prompted. *
3. Find a league you're interested in playing in and Register/Sign Up by creating a team or joining an existing one.
4. If you created a team in Step 3, you will be prompted to pay the \$50.00 IM **deposit** using your credit card. (Deposit refunds begin to process after the last day of classes for the semester.)
5. Click Team Options and Invite Members to invite your friends to join your new team.

* Steps 1 & 2 can be completed at any time, not just during team registration.

To Join a Team

- a) Accept an invitation from a captain via email.
- b) Find the team and captain name on division/league page and request to join.



Free Agency (Individual Registration)

Players can list themselves as a free agent in as many divisions within a league as they want. Free agents will be visible to all members of the site and can request to join teams or post information about themselves, so teams can request to add them to their team. The Intramural Sports program cannot guarantee that a free agent will be asked to join a team.

Article 3: Team Names

At the time of registration, the captain shall designate the name for the team they are registering. Subsequent name change requests may be filed within IMLeagues by the captain and are subject to approval.

Campus Recreation, in an effort to provide an environment that is welcoming to all participants, reserves the right to deny or unilaterally change the name of any team when said name is determined to be profane, contain discriminatory language (including but not limited to references to race, religion, national origin, gender and gender expression, sexuality, or ability/disability), or contain defamatory language about any particular person(s). Names involving deceptive elements (such as naming a team "Forfeit" or "Bye") will also be changed under this policy.

V. Rosters

Article 1: Creating a Team Roster

All team rosters must be created in the intramural sports online registration system, IMLeagues.com. The captain must invite eligible individuals to join through the website, as well as approve/deny join requests from those seeking to be added to the team. All roster additions must be completed before game time on the day of the event. If a participant is not on the roster at the game site, they will not be able to participate.

If an individual's name, ID number, or photograph are indecipherable or faded out on their identification card, that individual must supply an alternate ID. If they are unable to do so, they will not be eligible to participate.



Article 2: Playoff Rosters

All rosters are locked after the final regular season game. Additions to rosters may be made during the playoffs only in exceptional circumstances as determined by the Assistant Director for Intramural Sports.

VI. Inclement Weather Situations

Intramural activities are subject to cancellation due to poor weather and/or field conditions. Intramural Sports makes cancellation decisions on a game by game basis, and teams should always plan on showing up to the field of play unless specifically informed otherwise. The main intramural sports field is a turf field, and therefore most games will proceed as scheduled unless there is lightning in the immediate area.

Intramural sports will not call participants to inform them that games are canceled due to weather. However, we will attempt to email and text captains via IMLeagues at the time of cancellation. Captains should ensure their contact information in IMLeagues is kept current, and monitor their phones/email when inclement weather is possible.

VII. Defaults, Forfeits and Deposits

Article 1: Default

Any team knowing in advance that they will be unable to play a regularly scheduled contest is provided the opportunity to default the contest. This will result in a team receiving a loss while maintaining an "A" sportsmanship for the contest. Defaults do not adversely impact a team's deposit. To receive a default, the captain must complete the default request webform, linked from the Tulane IMLeagues homepage, at least 24 hours in advance (by 5pm Friday for all weekend contests). The opposing team will then be contacted by the Intramural Sports Staff to let them know they do not need to arrive for their scheduled contest. Teams may only default up to two games in a season.



Article 2: Forfeit

A forfeited game will be marked as a forfeit in the team standings and the team will receive an “F” sportsmanship rating for the contest. Three situations will result in a forfeit:

- Not Enough Players – Team does not have the required number of players to participate within 5 minutes of the scheduled game time.
- Eligibility – One or more of the players participating is ineligible and therefore may not participate. Ineligibility may be due to the player misusing an ID, being listed on multiple rosters within the same league, suspension for sportsmanship-related issues, etc.
- Sportsmanship – Game is ended by staff for sportsmanship-related issues.

There will be a 5-minute grace period from the scheduled game time for all games. A late team will automatically be dropped to a “B” sportsmanship rating. Failure to arrive and check in by 5 minutes past game time will result in the Intramural Sports Supervisor declaring the game forfeited. If both teams fail to appear, a double forfeit will be declared; the game will not be rescheduled. Each sport requires a specific number of participants to begin a game, and it is the captain’s responsibility to ensure their team arrives at the game site on time with the minimum number of players required to play.

Article 3: Deposits

One forfeit or “F” sportsmanship grade will result in the loss of half of the team’s deposit. Two forfeits or “F” sportsmanship grades will result in the loss of the entire deposit and removal from the league. Deposit refunds begin processing following the conclusion of play for the semester.

VIII. Sportsmanship

Article 1: Captains

The team captain is responsible for the actions of their team and spectators. Additionally, the captain will ensure that their team is familiar with the rules of play and intramural sports policies and procedures contained in this handbook. Sportsmanship is a vital component for success in every intramural sports

contest. Participants and spectators are expected to display good sportsmanship toward opponents and the competitive sports staff at all times.

Article 2: Unsportsmanlike Conduct

Participants and spectators shall not commit acts of unsportsmanlike conduct. This includes, but is not limited to, arguments with staff, flagrant fouling, fighting, etc. before, during, or after a contest. No player or team shall:

- Use foul or derogatory language, threaten or verbally abuse any other participant or IM staff employee before, during, or after the game.
- Argue or talk back to the IM staff. Only the captain should address an official, and only if done so in a courteous manner.
- Intentionally strike, push, trip, or flagrantly foul another participant, spectator, or IM staff employee.
- Mistreat, damage, or destroy the facilities, equipment, or supplies of Tulane University and/or Department of Campus Recreation.
- Participate in a game in which they are ineligible to play.
- Attempt to sign in using another person's identification card.
- Commit any other act that violates the Student Code of Conduct.

Article 3: Individual Sportsmanship Sanctions

The intramural sports program reserves the right to apply any sanction deemed appropriate for each incident that occurs. Any participant ejected from a game is automatically suspended from all teams/sports, and must meet with the Assistant Director for Intramural Sports prior to reinstatement. Severe cases involving students may result in referral to the Office of Student Conduct.

Any participant or spectator who violates our policies may be subject to having their Recreational Sports membership and Reily Center access suspended or rescinded.

If a participant receives multiple conduct warnings across a number of games or sports, a suspension may be imposed and a reinstatement meeting required.

Article 4: Team Sportsmanship Rating System

The Intramural Sports program has developed the Sportsmanship rating system with the purpose of making each individual participant responsible for their actions while participating in any intramural sport, activity, or event. Teams are

assessed by the supervisor and officials on-site to determine a rating for the game. The rating system is similar to a GPA system and is based on the following criteria:

“A” – Excellent Conduct and Sportsmanship: Players cooperate fully with the officials and opposing team members. If necessary, the captain converses calmly with officials about rule interpretations and calls. (4.0)

“B” – Diminished Conduct and Sportsmanship: Team demonstrates a degree of disrespect toward the officials and/or shows minor dissension toward their decisions, which may or may not merit a conduct warning. A limited degree of excess physicality may be demonstrated. (Note: this is the *maximum* rating for a team unable to play at the scheduled game time) (3.0)

“C” – Poor Conduct and Sportsmanship: Team constantly comments disrespectfully to the officials and/or the opposing team from the field/court and/or sidelines. The team captain exhibits little or no control over teammates or themselves. A significant amount of excess physicality is demonstrated, and continues despite warnings from on-site staff. (2.0)

“D” – Intolerable Conduct and Sportsmanship: Team constantly comments to the officials and/or the opposing team from the field/court and/or sidelines. The team captain exhibits little or no control over teammates or themselves. A severe amount of excess physicality is demonstrated, and continues despite warnings from on-site staff (1.0)

“F” – Unacceptable Conduct and Sportsmanship: Team is completely uncooperative. Captain has no control over teammates and/or themselves. (0.0)

Teams in GWG leagues must maintain a “3.0” or “B” sportsmanship average during the regular season to be eligible for the playoffs.

Teams in TUFun leagues with an average sportsmanship rating below “3.0” or “B”, or with any single-game rating below “2.0” or “C”, may be required to meet with the Assistant Director to assess their continued participation in the league.

Any team receiving an “F” rating may be required to have its team captain meet with the Assistant Director for Intramural Sports to determine their team’s eligibility to play in future contests.

Each individual participating on a team should choose their team members carefully, as all team members will suffer the consequences of any disciplinary action taken by the intramural sports program against a team or individual for violation of the rules. The team captain is responsible for actions by an individual member of the team and for spectators directly related to that team. This includes conduct of all players and spectators before, during, and after a game.

Article 5: Administrative and Sportsmanship Violations

Violations of sport rules that result in the imposition of a yellow/red card, technical foul, flag for UC, etc., are classified as either administrative or sportsmanship in nature.

Examples of administrative violations include illegal playing equipment/jewelry, having too many players in play, minor violation of facility rules (such as dunking in the Reily Center), or non-contact rules infractions (such as a non-contact slide in soccer). A team's first such administrative violation does not require a reduction in sportsmanship rating, though one may be imposed if the violation is accompanied by unsporting conduct in the judgment of the on-site intramural staff. A team will be reduced one full sportsmanship grade for each subsequent administrative violation.

Example: Jack Smith, a basketball player for team A, is issued a technical foul for participating while wearing jewelry. They apologize and remove the jewelry before returning to the court. Team A's sportsmanship rating for the game is not reduced.

Example 2: Later in that same game, Pat Green (another player on Team A) is issued a technical foul for dunking. Team A's sportsmanship rating is reduced one level (i.e. from 4.0/A to 3.0/B)

Any other violations, including those involving any physical contact with other participants, Campus Recreation staff, or spectators, are considered sportsmanship violations. A team will be reduced at least one full sportsmanship grade for each sportsmanship violation, depending on severity.

Example: Jane Schreier, a volleyball player for Team B, is called for a lift violation. She yells at the referee, "You don't know what you're doing! How on earth was that a lift?!"



Jane is issued a technical foul, and Team B's sportsmanship rating is reduced one level (i.e. from 4.0/A to 3.0/B)

Example 2: Mark Ryan, a soccer player for Team C, slide tackles an opposing player from behind, and in doing so intentionally drives his cleats into the back of the opponent's knee. Mark is shown a red card and ejected, and Team C's sportsmanship rating is reduced two levels (i.e. from 4.0/A to 2.0/C)

Example 3: After a contested catch in a flag football game, the two opposing players argue and proceed to throw punches at each other. Both players are ejected, and each team's sportsmanship rating is reduced to 0.0/F. The game is ended and declared a double forfeit.

Article 6: Bias and Inclusion Incident Policy and Action Plan

Inclusion Statement: The Tulane University Office of Student Affairs and Department of Campus Recreation celebrate a culture of open-mindedness, compassion, and inclusiveness among individuals and groups. We strive to create a community comprised of members from diverse cultures, backgrounds, and life experiences both on and off the field of competitive play.

Bias Incident Policy: If an incident of reported or observed bias occurs, the contest will be ended by the Intramural Sports Supervisor with no determination made by the supervisor of outcome, fault, or consequences for the bias incident. Intramural Sports staff will gather information from the contest on site and report the incident to the Assistant Director of Intramural Sports. Any determination of the outcome of the contest will be made following the completion of the report and subsequent follow up process. Responses to bias incidents will be made on an individual case basis.

All Students participating in an Intramural Sport contest are subject to this policy of bias response and to the Student Code of Conduct.

Prohibited conduct includes but is not limited to:

- Endangering health or safety.
- Endangering behavior: Taking or threatening action that endangers the safety, physical or mental health, or life of any person, or creates a reasonable fear of such action.



Article 7: Defaults & Forfeits

- Any team losing by default will receive an “A” sportsmanship rating
- Any team losing by forfeit will receive an “F” sportsmanship rating
- Any team winning by default or “no show” forfeit will receive an “A” sportsmanship rating
- Any team winning by “eligibility” or “sportsmanship” forfeit will receive the grade deemed appropriate by game officials at the time of the forfeit

VIII. Alcohol, Drug, and Tobacco Policy

Article 1: Alcohol and/or Drug Use

In accordance with Tulane University Policy, alcohol consumption and drug use prior to or during an intramural sports contest is not only unsafe, but also a violation of university rules, and, if you are underage, it is illegal. The intramural sports staff strictly enforces a zero-tolerance policy regarding alcohol and drugs during all intramural sport contests. Consequences for the violation of this rule may include, but are not limited to, being suspended from participating in intramural sports activities, ejection from Campus Recreation facilities, judicial referral and, in egregious situations, arrest.

Article 2: Tobacco

Use of all tobacco products (including but not limited to cigarettes, chewing tobacco, cigars, e-cigarettes, vapes, etc.) is strictly prohibited on all of Tulane University’s property. The Intramural Sports Staff strictly enforces a zero-tolerance policy regarding the use of tobacco/smoking products to allow all participants a pleasant experience during contests and events.

IX. Protests

Article 1: Rules Protests

Questions pertaining to interpretation of rules on the part of game officials must be addressed to the Intramural Sports Supervisor at the time the interpretation occurs and prior to the next live ball or play. The procedure shall be:

- 1) If a team feels the official has made a misinterpretation of a rule, that captain shall calmly and immediately request a “time out” and inform the official that he or she wishes to have a ruling on the interpretation by the intramural sports supervisor in charge.
- 2) No protest which involves the judgement of the official(s) shall be upheld. The judgement of the official(s) is final. This also includes intramural sports staff when necessary.

Example: The rules state one foot in-bounds while in possession of the ball constitutes a legal catch in flag football.

Case 1: An official rules a pass incomplete because “the player did not have two feet in- bounds.” This is a rule misinterpretation, and the team captain may protest.

Case 2: An official rules a pass incomplete because “the player’s first foot landed on the sideline out-of-bounds.” This is a judgment call, and the team captain may not protest.

- 3) If corrections are necessary, the intramural sports supervisor shall rule immediately and the team shall not be charged with a time out; however, if the official’s interpretation was correct, the team will be charged with a timeout.
- 4) If the participant still does not agree with the decision at the game site, the contest will continue from this point “under protest”. The protesting captain will be given a protest form to complete, and within 24 hours of the conclusion of the contest must notify the Assistant Director in writing of the protest, including the cause for protest. The Assistant Director will subsequently rule on the validity of the protest. The ruling and determinations of the Assistant Director are final.

Article 2: Eligibility Protests

Protests involving player eligibility may be called to the attention of the Intramural Sports Supervisor prior to the completion of the contest while the protested individual is present or within 24 hours of the contest completion. The contest will continue from this point “under protest”.



Intramural Sports reserves the right to investigate the eligibility of any participant at any time. It is not necessary for a team to file a formal protest in order for a player to be ruled ineligible.

X. GWG Postseason Eligibility and Scheduling

Article 1: Postseason Eligibility – Team Sportsmanship

First and foremost, teams must maintain a “3.0” or “B” sportsmanship average during the regular season to be eligible for the playoffs. Team’s averages will be formulated in the same way a student’s GPA is calculated.

The grades for each regular season contest will be added together and divided by the total number of contests scheduled to equal the team’s sportsmanship average. Due to the academic calendar and student availability for play, some teams may be scheduled to play more games than other teams. It is the captain’s responsibility to know how many games are scheduled to be played for their team and their responsibility to know how their sportsmanship score may affect their postseason eligibility.

Article 2: Qualification Tiebreakers

The following tiebreakers will be used when determining playoff qualification and/or seeding.

1. Win-loss record
2. Games Forfeited (Zero/fewer forfeits prevail)
3. Head-to-head result (Winner prevails)
4. Sportsmanship Rating Average (Higher rating prevails)
5. Point differential/games played (Higher average prevails)
6. Points conceded/games played (Lower average prevails)
7. Drawing of lots/Randomized selection

For ties involving three or more teams, the above steps are followed with the caveat that steps 3, 5, & 6 are first applied solely to games amongst the tied teams (if applicable), then to their entire schedules if necessary.

The Intramural Sports program reserves the right to adjust these tiebreakers as is deemed necessary.

Article 2: Postseason Scheduling

Due to the high volume of games that must be played in a short amount of time, captains should check their online bracket after every completed contest to see when the next contest is scheduled. Full bracket schedules are published ahead of time to allow teams to plan for each possible playoff game they may be scheduled for. League divisions are combined for the playoffs.

EX: GWG-Open Basketball is one league. There might be teams playing in the Monday 5PM-8PM division, the Monday 8PM-11PM division, the Wednesday 5PM-8PM division and the Tuesday 8PM-11PM division. Although they are played in different time slots/days, they are considered one league and will all be combined for the playoff seeding.

That means all teams will likely play playoff games on days that they do not select for the regular season. We attempt to schedule playoff games late at night after classes would conclude or on the weekends. It is the captain's responsibility to check their postseason schedule. If there is a scheduling conflict, contact the Assistant Director of Intramural Sports as soon as possible when the initial bracket is published. **NOTE: This does not guarantee you a change in game time.**

Article 3: Maintaining Sportsmanship During Postseason

Teams must achieve at minimum a "B" sportsmanship rating in all postseason contests to continue moving on through the bracket. If a team would win a postseason contest but does not receive an "A" or "B" sportsmanship rating, they automatically forfeit their game and their opponent advances, assuming they received a rating of "A" or "B." If neither team achieves an "A" or "B" sportsmanship rating, neither team will advance. Teams are reminded that one sportsmanship violation automatically drops them down to a "B" sportsmanship rating and an ejection will automatically drop them down to a "C" sportsmanship rating.

XI. Awards for Participants

Article 1: Championship T-Shirts

Intramural sports champion T-shirts will be given as awards for the champions of each GWG league as well as all one-day/weekend tournaments throughout the year. The T-shirts will be handed out on-site immediately following the championship contest.

The number of T-shirts awarded is based on each individual sport and the number of participants who are on the roster of the winning team. If a team needs more than the allotted number of shirts, those individuals may contact the Assistant Director of Intramural Sports. T-shirts are only guaranteed to those players who participate in the championship game.

Article 2: The Gilbert Lowerre Outstanding Intramural Athlete Award

The Gilbert Lafayette Whiting Lowerre III Award for most Outstanding Intramural Athlete identifies a skilled and passionate intramural athlete who, through his or her extensive participation in Intramural Sports, exhibits outstanding athletic achievement, exceptional enthusiasm, and excellent sportsmanship. "Gil" Lowerre was a prior Tulane undergraduate who steadfastly pursued Intramural excellence both as an Intramural Sports participant, and as an Intramural Sports Supervisor. Gil will always be remembered for his remarkable athletic talent, as well as his comprehensive command of Intramural rules. His legacy of achievement in Intramural Sports will live on, as commemorated by this award.

Article 3: The Andrew M. Villar Outstanding Intramural Team Award

The Andrew M. Villar Award recognizes an Intramural team that has exhibited extraordinary resilience, determination, and enthusiasm while participating in Intramural Sports. This award is named in memory of Andrew M. Villar, a former Tulane Student and an active Intramural Sports participant. Andrew passed away April 30, 2009 prior to graduating from Tulane University. Affectionately known by his friends and family as Drew, he played with the love of whatever game he was playing, with a smile on his face, and with true joy for the success of his teammates. Drew will always be remembered as a spirited athlete who displayed the characteristics celebrated by this award.

