Intramural Participant Guide

DEPARTMENT OF RECREATION & WELLNESS
ASHLAND UNIVERSITY
Registering for Intramural Sports
Team captains should sign up on imleagues.com. Instructions for IM Leagues can be found on our website at www.ashland.edu/rec.
- Captains may be required to attend a captains meeting prior to the start of their Intramural season. All captains will be notified via e-mail. Attendance at a pre-season captains meeting will give that team an extra 4.0 sportsmanship score for the season.
- Online registration must be submitted by 11:59 p.m. on the designated deadline date. Teams wishing to register for a league after the deadline must contact the Graduate Assistant, Programs to be considered.
- NOTE: Teams that wish to register after the deadline are not guaranteed a spot in the league.
- Individuals without a team may join the Free Agent team or ask for assistance in finding a team from the Rec Sports Staff.

Team Captain Responsibilities
Each team is entered by a designated team captain. It is his/her responsibility to:
- Enter his or her team in the proper sport before the closing date; be aware of deadlines set by the Department of Recreational Services.
- Notify team members of scheduled games, date, location, and time. In case of bad weather, captains will be notified of cancellations which they must then inform their teams of schedule changes.
- See that all team members meet eligibility requirements.
- Be familiar with intramural sports policies and procedures and relay these to team members.
- Sign the score sheet after each contest, if applicable.
- See that those individuals representing his/her team play according to the rules of the game and conduct themselves in a sportsmanlike manner.
- Act as a sole team representative in discussions with intramural sports staff and in filing protests.
- Act as team representative in receiving information from the Recreation & Wellness Office concerning playoff meetings, rule changes, tournament brackets, and schedules.
- See Graduate Assistant, Programs and Rec Sport Managers for questions/concerns.

Participation Guidelines
The following eligibility requirements apply to all divisions of play:
- All participants must be current students, faculty, or staff of Ashland University.
- Participants must provide their Ashland University ID during check-in before every competition.
  - A second form of ID may be requested at the discretion of the Intramural staff to verify identity.
- After playing a game on one team, a player may not transfer to another team.
  - If a rostered player has not yet played with a team, he or she can shift to another team.
  - You may only transfer teams once.
- All participants must check-in before being eligible to play.
  - Participation in an event without being on the roster will result in forfeiture of the game.
- Men are allowed to play on one men’s team, women are allowed to play on one women’s team and both on one CoRec team.
- Open leagues have no gender restrictions
- For all CoRec contests there must be one of each gender to begin the game with the total minimum number of players needed for that sport.
  Example: Sand Volleyball plays with 4, they must have at least 1 male and 1 female, plus a male OR female to start. They cannot play with all of the same gender.

Penalty
Players found to have played for two teams will become ineligible for the remainder of the season or tournament. The second team will forfeit all games that the ineligible player participated in. The team captain is responsible for determining the eligibility of his/her players at all times. If a captain is unsure of a player’s eligibility they can contact the Graduate Assistant, Programs for more information.

Rosters
- Leagues
  Rosters for league sports are frozen after a team’s final regular season game. To be eligible for playoffs, a player must be on the official roster on IMleagues prior to the start of playoffs.

Tournaments
For tournament play all players must be added to the score sheet or be on the IMleagues.com roster before the end of their team’s first game to be eligible to play throughout the tournament. No player may be added to a roster after the completion of the first game.

Limitations on Roster Size
Each specific League and Tournament has restrictions on rosters sizes that directly correlate to the number of T-Shirts given per team. See ‘Awards’ section for this table.
- Teams cannot continuously remove and add players off a roster to keep their team under the max.
  - Players cannot be added, removed, and added again to a team roster.
- Teams found in violation of this policy must forfeit any games in which the ineligible player participated.

Participant Restrictions
Professional Athletes
A person who has received professional playing status in a particular sport may not compete in that sport or any related sports at the Intramural level for five years after conclusion of professional play. Any person who has received pay for either playing or coaching professionally will be ineligible to participate in that sport or related sport for five years after the conclusion of their professional playing or coaching.

Varsity Intercollegiate Athletes
Varsity athletes are not eligible to participate in the corresponding intramural sport unless they are out of season, or no longer on the Varsity roster (i.e. A varsity soccer player cannot play outdoor soccer in the fall but may play on an indoor soccer team in the spring, provided they are not over the limit of club/varsity players on the roster). Varsity and Club athletes may only participate in “A” leagues and may not exceed the number of club/varsity players on a team’s roster.
  - Any person who is red-shirted, withdraws from or
practices with, a varsity team during the semester is still considered a "varsity athlete" for the purpose of the rule. Collegiate coaches are considered members of their team and therefore are also restricted from participation in the sport or related sport they coach, unless they are out of season and do not exceed the limit of club/varsity players on a team's roster. If there is an "A" League offered for a sport, varsity athletes are not allowed to compete in any B or C leagues; they must compete in the "A" Leagues.

Example: Last Played, practiced, or was rostered on the varsity volleyball team in fall 2021 - Eligible to play intramural volleyball in spring 2022 provided they do not exceed the limit of club/varsity players.

<table>
<thead>
<tr>
<th>Intramural Sport</th>
<th>Varsity/Club Roster Restrictions</th>
</tr>
</thead>
<tbody>
<tr>
<td>Indoor/Outdoor Soccer</td>
<td>3 club, OR 2 club and 1 varsity, OR 1 club and 2 varsity</td>
</tr>
<tr>
<td>Basketball</td>
<td>3 club, OR 2 club and 1 varsity, OR 1 club and 2 varsity</td>
</tr>
<tr>
<td>Indoor Volleyball</td>
<td>3 club/varsity volleyball players</td>
</tr>
<tr>
<td>Sand Volleyball</td>
<td>2 club/varsity volleyball players</td>
</tr>
</tbody>
</table>

**Sport Clubs**

A sport club member is anyone who is on a sport club roster and has participated (practice or game) in a sport club during a given semester. A person who withdrew from a club during the semester is still considered as a "sport club member" for the purpose of this rule. (See Graduate Assistant, Programs for withdrawal protocol)

- Club members must be one year removed from participating in the club to have all roster restrictions lifted.

Example: Rostered and ended play with the Women’s Club Soccer team in Fall 2022 - Will be considered a sport club athlete until Fall 2023.

<table>
<thead>
<tr>
<th>Intramural Sport</th>
<th>Corresponding Varsity / Club Sport</th>
</tr>
</thead>
<tbody>
<tr>
<td>Holiday Basketball, 3v3 Basketball, Basketball, 3-Point Shootout</td>
<td>Basketball</td>
</tr>
<tr>
<td>Flag Football</td>
<td>Football</td>
</tr>
<tr>
<td>Sand Volleyball, Indoor Volleyball, Spring Fest Sand Volleyball, Walleyball, Holiday Volleyball</td>
<td>Volleyball</td>
</tr>
<tr>
<td>Outdoor Soccer, Indoor Soccer</td>
<td>Soccer</td>
</tr>
<tr>
<td>E-Sports Tournament</td>
<td>E-Sports</td>
</tr>
</tbody>
</table>

**Penalty**

Teams with ineligible participant(s) shall forfeit any games in which those participants played. The Graduate Assistant, Programs may impose further penalties if warranted based on the severity of the offense.

---

**Schedules & Requests for Rescheduled Games/Matches**

League Schedules will be created the day after registration closes and leagues will begin on posted dates. Captains will be notified via e-mail when their schedule has been posted.

- The team captain has 24 hours once the schedule has been released to notify the Intramural Staff of conflicts and/or request game changes. After that time period, any request for game changes will be at the discretion of the Graduate Assistant, Programs.

**Rainouts/Snow Days**

Cancellations due to weather are only rescheduled during tournaments or playoffs.

- Rulings concerning cancellations will be made no later than 2:00p.m., the day of the event, or 2:00p.m. on Friday for weekends contests. If no notification is given, games are on as scheduled.

**Playoff Seeding and Format**

Teams playing in league structured events will earn the following points:

- **Win** = 3 points | **Tie** = 1 point | **Loss/Forfeit** = 0 points

**Tiebreaker Order**

1. Total Points Standing  
2. Head-to-Head  
3. Sportsmanship Rating  
4. Point Differential  
5. Coin Toss

- Playoffs matchups will be finalized during each end-of-season playoff meeting. Captains or a team representative must be present.
- Teams must have a sportsmanship average of 2.5 to be eligible for playoff competition. (See sportsmanship section for more detailed info)

**Forfeits**

A forfeit is declared when a team or individual fails to appear or is not prepared to begin play at the scheduled game time. If at least one participant from a team is present at game time, a 5-minute grace period will be started.

- A double forfeit is declared when either teams or individuals fail to appear or are not prepared to begin play. In the case of a double forfeit during a tournament, the team with the most players present will win and advance.
- Any team forfeiting will receive a “C” (2.0) sportsmanship rating for that game and the winning team will earn three points toward team standings and a “B” (3.0) sportsmanship rating.
- A forfeit fee will apply in league play only. If a team forfeits once, a $10 forfeit fee is applied.
  - The second time a team forfeits, they are dropped from the league and a second $10 fine will be assessed.
  - Forfeit fees are due 2 weeks from the date of the forfeited game.
  - Failure to pay a forfeit fee will result in the captain’s student account being charged for $20.00.

*NOTE: Forfeit fees are not charged for tournaments*
and/or one day events.

- **Forfeit fees are Cash Only!** Forfeit payments can be brought to the Recreation & Wellness office or dropped off at customer service in a marked envelope with the team’s name and sport.

### Defaults

A default is when a team or individual notifies Recreation & Wellness of a schedule conflict where they cannot play a scheduled game. Forfeit fees are not charged in the case of recognized defaults.

- Teams or individuals must notify the Recreation & Wellness by 3 p.m. on the day of the scheduled game for games scheduled Monday-Friday.
- In the case of weekend games, teams must notify the department by 3 p.m. on the Friday before.
- In the case of defaults, the following scores will be entered into IMLeagues.com to determine point differential:

<table>
<thead>
<tr>
<th>Sport</th>
<th>Team 1</th>
<th>Team 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flag Football</td>
<td>10 - 0</td>
<td>0</td>
</tr>
<tr>
<td>Indoor Soccer</td>
<td>5 - 0</td>
<td>0</td>
</tr>
<tr>
<td>Outdoor Soccer</td>
<td>3 - 0</td>
<td>0</td>
</tr>
<tr>
<td>Volleyball / Sand Volleyball /Wallyball / Table Tennis</td>
<td>2 - 0</td>
<td>0</td>
</tr>
<tr>
<td>Floor Hockey</td>
<td>3 - 0</td>
<td>0</td>
</tr>
<tr>
<td>Basketball</td>
<td>13 - 0</td>
<td>0</td>
</tr>
<tr>
<td>Team Handball</td>
<td>8 - 0</td>
<td>0</td>
</tr>
<tr>
<td>Tennis</td>
<td>2 - 0</td>
<td>0</td>
</tr>
<tr>
<td>Badminton / Racquetball / Spikeball / Pickleball</td>
<td>2 - 0</td>
<td>0</td>
</tr>
<tr>
<td>Innertube Water Polo</td>
<td>15 - 0</td>
<td>0</td>
</tr>
</tbody>
</table>

- Any team that defaults will receive a "B" (3.0) sportsmanship rating for that game and the winning team will earn three points toward team standings; and a "B" (3.0) sportsmanship rating.
- A team or individual that defaults more than twice in an individual sport will be dropped from the league or tournament.

**“For the love of the sport”**

Before the start of the game if your team does not have enough eligible players, but are able to provide enough players for a scrimmage, you will be able to play the game and will only receive a default loss but will not be fined. Recreation & Wellness Staff will still ref the game and keep score. You may ask players from other teams to play with you.

### Health and Safety

Health and safety of all Intramural participants are of the highest priority and therefore may take precedence over normal rules, regulations, and procedures. It may become necessary for Recreation & Wellness to close facilities, modify rules, or even to declare forfeits or cancel games. Such drastic measures would occur when the well-being of one or more players is at stake and the continuation of the game would further endanger the participants.

### Assumption of Risk

The Department of Recreation & Wellness, the University, nor the agents thereof will assume responsibility for injuries or damage to personal property resulting from participation in Intramural Sports.

- If you are injured while participating in an Intramural event, it is required that you report your injury to the Intramural staff that is on duty. The Intramural staff will complete an accident report and they will decide if further care is necessary.

**Health Insurance**

Students are strongly advised to purchase the health and accident policy offered through the university on a nine-month or twelve-month basis or have adequate individual health and accident insurance. The Department of Recreation & Wellness does not provide individual insurance coverage.

**Lightning**

If lightning is observed before or during outdoor competition, all outdoor contests will be suspended until no lightning is seen nor thunder is heard for at least 30 minutes following the last visible lightning strike or audible thunder clap, whichever is later.

**Blood Borne Pathogens**

If a player(s) is/are found to be bleeding, they must leave the game immediately. Substitutions may occur at this time or the official may take a timeout. The player may not re-enter the game until all bleeding stops and all injuries are properly cleaned and bandaged. All blood-soiled clothing must be removed before a player may re-enter the game.

**Concussions**

Any intramural participant who exhibits signs, symptoms, or behaviors consistent with a concussion will be immediately removed from play and evaluated by the Rec Sports Manager. The intramural participant may not return to play in any Intramural Sport or Sport Club activity for the remainder of the day.

- For all emergencies where EMS is called due to a participant sustaining a suspected head injury and that intramural participant is transported to the hospital by EMS, the participant may not return to participate in any Intramural Sports event without written consent from medical personnel specifying return to participation guidelines. This documentation must be given to the Graduate Assistant, Programs in order to clear the individual for return to participation.

**Alcohol and Tobacco**

Alcohol and all forms of tobacco (including vaping and e-cigarettes) are not allowed on, or in, any university recreation facilities, including all Intramural playing fields or off-site facilities. If alcohol or tobacco products are found, it will be disposed of immediately. If an individual appears to be under the influence of drugs or alcohol, they will be barred from competition or spectating for that day. In both cases, university disciplinary procedures will be followed.

**Equipment & Dress Code**

Intramural equipment may be checked out by students, faculty, and staff for intramural play with the Rec Sports Manager on duty at the field or court where the event is being held. Participants must have their Ashland University ID to check out equipment. Those using Intramural equipment will be held accountable for any damage not considered to be normal wear and tear.

- The participant that checked out the equipment will be charged if equipment is damaged or lost.
- All participants are required to wear proper athletic apparel and footwear during Intramural Sports.
• Cut-off shirts are OK unless the length of cut posses a safety risk.
• During Sand Volleyball, players may play shirtless or in sports bras. NO SWIMWEAR/BIKINIS.
• All flag football participants must wear shorts or pants without pockets.
• No jewelry may be worn. (Jewelry may NOT be taped).
• All participants must wear shirts. (cutoffs are ok as long as the cut sleeves do not pose a risk for injury).
• Tennis shoes or basketball shoes must be worn on University tennis courts, racquetball courts, and Recreation Center courts.
• Rubber cleated shoes are acceptable for flag football, and outdoor soccer. No metal spikes of any kind are permitted. (Metal screw-in tips are ok as long as they are not cut, damaged, or pose a safety hazard).
• No hard casts or walking boots.
• No cloth headwear with knots, or hats with brims, will not be permitted during contact sports.
• During flag football, jerseys and flag belts will be available on site at the field.
• Personal athletic equipment may be used for Intramurals and Special Event play as long as it conforms to Intramural and Special Event rules. Judgments on such equipment by officials and/or supervisors shall be binding until a final ruling by the Graduate Assistant, Programs can be made.

Penalty
Players who abuse equipment, are illegally equipped, or are not dressed appropriately, will not be allowed to compete. This may result in suspension or further disciplinary actions.

Ejections / Suspensions
Players, fans, or teams ejected for unsportsmanlike conduct will receive a minimum one-game automatic suspension from the following contest. The player, fan, or team who is ejected must meet with the Director of Recreation & Wellness within seven business days before they are allowed to participate in any further programs or services offered by the Department of Recreation & Wellness. It is the responsibility of the player or team to meet with the Director at the Director’s convenience. The Director may also choose to impose additional penalties at that time.

FAILURE TO MEET WITH THE DIRECTOR IN A TIMELY MANNER WILL RESULT IN THE INCIDENT BEING ESCALATED TO THE STUDENT CONDUCT BOARD FOR POTENTIAL HEARING AND FURTHER SANCTIONS.
• Intramural officials, supervisors, and administrators may warn, penalize, or eject players or teams for poor sportsmanship. Such actions shall be binding for the duration of that contest.
• Any player or fan who is ejected must immediately leave the facility/field for the remainder of the contest.
• Any participant or spectator who repeatedly exhibits poor attitude and lack of sportsmanship will lose their right to participate or spectate during any intramural programming.
• Teams are responsible for their fans at all times and may be penalized based on actions of their fans.
• Any person involved in a fight will be penalized the minimum of one semester from all Recreational Services events. That person will also meet with the Director of Recreation & Wellness to discuss if any other action will be taken.
• A second fight will result in indefinite suspension from all intramural events and activities.

Protests
A protest will be disallowed if it fails to conform to any of the following specifications:
• Protests can be made on eligibility of players and rule interpretations only, never on judgment calls.
• Only team captains may file a protest.
• Rule and procedure protests must be filed at the time of the incident, and before play resumes. This means prior to the next pitch, snap, serve, or other action. Protests will not be accepted after any subsequent action.
• The Rec Sport Manager will first handle the protest. If the supervisor cannot handle the protest, a written protest must be filed.
• For a rule protest, the situation must be immediately documented in writing as by the on-site supervisor so that the game can be resumed from the exact point if the protest is held. This includes ball possession, time remaining, direction of play, the count, runners on base, etc. – As much detail as possible.
• Both captains and officials must then sign the protest.
• All protests will be given to the Graduate Assistant, Programs for a ruling.
• Eligibility protests must be filed in Recreation & Wellness office no later than 24 hours beyond the completion of the game in question, or before the next scheduled game if it is less than 24 hours.
• A team that recognizes an ineligible player should call him or her to the official’s attention before play begins.
• If the protesting team wins, the protest is negated. If the protesting team loses, the protesting captain shall inform the Rec Sports Manager on duty if he or she wishes to pursue the protest. The manager will then present the protest to the Graduate Assistant, Programs.

NOTE: Failure to consult with the field supervisor after the game could result in a denial of the protest.

Appeals
An appeal process may only be utilized by teams or individuals when protesting or receiving disciplinary suspensions.
• Teams or individuals that wish to initiate an appeal must notify the Graduate Assistant, Programs they then will present their appeal to the Director of Recreation & Wellness.

Sportsmanship
Sportsmanship in every game is an essential component of the Intramural philosophy. Sportsmanship includes actions toward opponents, intramural staff, and spectators. Students participating on a team should choose their teammates carefully to avoid a team penalization.
• Team captains are responsible for the conduct of team members and should maintain control of any associated personnel, including fans, at all times.

Sportsmanship Ratings
Sportsmanship ratings are given to teams/individuals after each contest by Rec Sports Managers & Officials. These ratings reflect behavior before, during, and after each contest and may also reflect any/all e-mail communication with the Intramural staff. Inappropriate e-mails and/or behavior towards any Rec Center Staff member
• In order for a team to be invited for post-season play, a
team or individual must have at least a "B" (2.5) average rating during regular season play.

Sportsmanship ratings is based on the following criteria:

"A": Excellent Sportsmanship = 4 points
- Players cooperate fully with the officials about rule interpretations and calls. The captain also has full control of his/her teammates. Team members and spectators were respectful of opponents and officials and encouraged each other’s efforts. Minimal questioning of judgment and no disrespect shown towards participants or officials.

"B": Good Sportsmanship = 3 points
- Team members and spectators are respectful of opponents and officials except for minor incidents which may or may not merit a warning from the game officials or supervisor. The captain is also mostly in control of his/her teammates. Teams committing at least one unsportsmanlike conduct penalty will receive no higher than a "B" rating. *

"C": Below Average Sportsmanship = 2 points
- Team members or spectators are disrespectful of opponents or officials on a number of occasions which may or may not warrant a penalty. Captain exhibits minor control over his/herself and his/her teammates and spectators. Teams having a player ejected for an unsportsmanlike act or committing multiple unsportsmanlike conduct penalties will receive no higher than a "C" rating. *

"D": Poor Sportsmanship = 1 point
- Teams constantly comment to officials and/or opposing teams from the field and/or sidelines. The team captain exhibits little or no control over teammates or himself/herself. Majority of individuals on this team are disrespectful of opponents or officials on a regular basis.
- Teams which receive a second poor rating ("D") in the same sport or activity are subject to immediate dismissal from league or tournament play.

"F": Unacceptable Sportsmanship = 0 points
Team is completely uncooperative and out of control before, during, or after the contest.
- Team captain (spokesperson) exhibits poor control over self, team, and/or spectators.
- Team has multiple ejections or blatant unsportsmanlike conduct that endangered participants, fans, officials, or supervisors.
- Team fails to cooperate/comply with intramural sports administrative staff/University officials while performing their duties; falsely represents or withholds any requested information.
- Teams receiving any unacceptable ("F") sportsmanship rating are subject to immediate disissal from league or tournament play. Further discipline or team/participant suspension may be assigned at the discretion of the Graduate Assistant, Programs and the Director of Recreation & Wellness.

NOTE: Administrative penalties do not count towards a team’s overall sportsmanship rating (i.e. technical/unsportsmanlike foul for jewelry).

---

**Awards**
- Intramural Championship T-shirts are awarded to all champions in intramural sporting events.
- The following shows the max roster numbers for each sport and the max number of shirts that will be given to a championship team:

<table>
<thead>
<tr>
<th>SPORT</th>
<th>MAX #</th>
</tr>
</thead>
<tbody>
<tr>
<td>Homecoming Battleship</td>
<td>6</td>
</tr>
<tr>
<td>Cornhole</td>
<td>2</td>
</tr>
<tr>
<td>Flag Football</td>
<td>15</td>
</tr>
<tr>
<td>Sand Volleyball</td>
<td>8</td>
</tr>
<tr>
<td>Powderpuff Flag Football</td>
<td>15</td>
</tr>
<tr>
<td>Floor Hockey</td>
<td>12</td>
</tr>
<tr>
<td>Holiday Volleyball</td>
<td>8</td>
</tr>
</tbody>
</table>

---

**All-Sports Cup & Greek Cup**

**Points and Rules**

**All-Sports Cup**
The All-Sports Cup is a competition for all intramural teams in which they receive points for sportsmanship and team standings. Teams are rewarded for having the most intramural teams with the best sportsmanship and best records. At the end of the academic year the All-Sports Cup Champions will be determined using the point scale listed below. All teams competing for the title of All-Sports Champion must declare their intention to do so before the first Intramural game of the first session is played. The All-Sports Cup is for all teams that have no designated Greek affiliation. To declare intent to participate in the All-Sports Championship, contact: jm.sports@ashland.edu

**Greek Cup**
All Fraternity & Sorority groups on campus are eligible to compete for the Greek Cup. Competition begins during the first round of Intramural Sports in September and concludes with the Springfest Sand Volleyball Tournament. A percentage of points calculated for the Greek Cup will also count towards Greek Week. Teams who wish to put a team into consideration for Greek Cup Points must include their Fraternity/Sorority name alongside their team name(s) on IMLeagues.com when creating each team. All teams will earn points for participating in intramural sports. Teams accumulate more points by putting in multiple teams (Men’s, Women’s and CoRec), having high sportsmanship points per team, and also by participating in individual sport events as well. Teams will also earn points dependent upon their overall record for a given sport. Teams can lose points by forfeiting games, player ejections, and/or team disqualifications.
- Fraternities will receive points for teams put in Men’s Divisions. Sororities will receive points for teams put in Women’s Divisions, and points will be split amongst fraternities and sororities who put in CoRec teams together.

---

**Updated 8/13/22 - JM**
Anyone interested in having team shirts made should contact MVD Sports to take advantage of the AU Rec Sports Discount!

**Point Categories:**

- Team/League Sportsmanship
- Team/Special Events Participation
- Singles/Doubles Participation
- Team/League/Individual Final Standings

### Point Categories

#### Fall Sports

<table>
<thead>
<tr>
<th>Sport</th>
<th>1st Place</th>
<th>2nd Place</th>
<th>3rd Place</th>
<th>4th Place</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flag Football</td>
<td>100</td>
<td>50</td>
<td>25</td>
<td>15</td>
</tr>
<tr>
<td>Sand Volleyball</td>
<td>80</td>
<td>40</td>
<td>20</td>
<td>10</td>
</tr>
<tr>
<td>Outdoor Soccer</td>
<td>80</td>
<td>40</td>
<td>20</td>
<td>10</td>
</tr>
<tr>
<td>Basketball</td>
<td>50</td>
<td>25</td>
<td>15</td>
<td>5</td>
</tr>
<tr>
<td>Homecoming Buffet</td>
<td>50</td>
<td>25</td>
<td>15</td>
<td>5</td>
</tr>
<tr>
<td>Paint Hacking</td>
<td>100</td>
<td>50</td>
<td>25</td>
<td>15</td>
</tr>
<tr>
<td>Halloween Dodgeball</td>
<td>100</td>
<td>50</td>
<td>25</td>
<td>15</td>
</tr>
<tr>
<td>1 vs 2 Basketball</td>
<td>50</td>
<td>25</td>
<td>15</td>
<td>5</td>
</tr>
<tr>
<td>Wallball</td>
<td>80</td>
<td>40</td>
<td>20</td>
<td>10</td>
</tr>
<tr>
<td>Spikeball</td>
<td>50</td>
<td>25</td>
<td>15</td>
<td>5</td>
</tr>
<tr>
<td>Crate Stacking</td>
<td>100</td>
<td>50</td>
<td>25</td>
<td>15</td>
</tr>
<tr>
<td>Holiday Basketball</td>
<td>100</td>
<td>50</td>
<td>25</td>
<td>15</td>
</tr>
<tr>
<td>Holiday Volleyball</td>
<td>100</td>
<td>50</td>
<td>25</td>
<td>15</td>
</tr>
<tr>
<td>Racquetball</td>
<td>50</td>
<td>25</td>
<td>15</td>
<td>5</td>
</tr>
<tr>
<td>Tennis</td>
<td>50</td>
<td>25</td>
<td>15</td>
<td>5</td>
</tr>
<tr>
<td>eSport Tournament</td>
<td>50</td>
<td>25</td>
<td>15</td>
<td>5</td>
</tr>
</tbody>
</table>

#### Spring Sports

<table>
<thead>
<tr>
<th>Sport</th>
<th>1st Place</th>
<th>2nd Place</th>
<th>3rd Place</th>
<th>4th Place</th>
</tr>
</thead>
<tbody>
<tr>
<td>Basketball</td>
<td>100</td>
<td>50</td>
<td>25</td>
<td>15</td>
</tr>
<tr>
<td>Team Handball</td>
<td>100</td>
<td>50</td>
<td>25</td>
<td>15</td>
</tr>
<tr>
<td>Indoor Volleyball</td>
<td>100</td>
<td>50</td>
<td>25</td>
<td>15</td>
</tr>
<tr>
<td>Table Tennis</td>
<td>100</td>
<td>50</td>
<td>25</td>
<td>15</td>
</tr>
<tr>
<td>Indoor Soccer</td>
<td>100</td>
<td>50</td>
<td>25</td>
<td>15</td>
</tr>
<tr>
<td>Inner Tube Water</td>
<td>100</td>
<td>50</td>
<td>25</td>
<td>15</td>
</tr>
<tr>
<td>Badminton</td>
<td>50</td>
<td>25</td>
<td>15</td>
<td>5</td>
</tr>
<tr>
<td>Mario Kart Battle</td>
<td>50</td>
<td>25</td>
<td>15</td>
<td>5</td>
</tr>
<tr>
<td>Royale</td>
<td>80</td>
<td>40</td>
<td>20</td>
<td>10</td>
</tr>
<tr>
<td>Springfest Sand VBL</td>
<td>50</td>
<td>25</td>
<td>15</td>
<td>5</td>
</tr>
</tbody>
</table>

### Team/League Participation Points

**Sportsmanship Average / Points**

- First Team Entered:
  - A Average = 75 points
  - B Average = 75 points
  - C Average = 60 points
  - D Average = 0 points

- Each Additional Team Entered:
  - A Average = 15 points
  - B Average = 15 points
  - C Average = 10 points
  - D Average = 0 points

- Forfeit / No matches played = -10 points
- Team Disqualified = -20 points from total

**Forfeit / 1 match played = 0 points**

**Participant(s) Disqualified = -20 points**

**One forfeit will result in elimination from that respective competition.**

### Singles/Doubles Participation Points

**Participation Points**

- First Entry:
  - No forfeits = 50 points
  - Forfeit / 1 match played = 0 points

- Each Additional Entry:
  - No forfeits = 10 points
  - Forfeit / 1 match played = 0 points

**Forfeit / No matches played = -10 points**

**Participant(s) Disqualified = -20 points**

**One forfeit will result in elimination from that respective competition.**

### Team/League/Individual Final Standings Points

The charts below reflect the point values given to teams/individuals for their finishes after the conclusion of a league or special event.

**NOTE:** The 2nd & 4th Place columns are only used in the Greek Cup Competition.

- * = Team League
- ^ = Team Tournament
- $ = Special Single Day Event
- # = Singles/Doubles

### Disclaimer

While this Participation Guide provides rules and guidelines for general intramural play, individual sports may have rule modifications that must be adhered to at all times. Intramural participants (players and fans) are subject to the rules, policies, and procedures set in place by the Department of Recreation & Wellness. To view policies, please go online to: [www.ashland.edu/rec](http://www.ashland.edu/rec). Note that the Graduate Assistant, Programs and/or the Department of Recreation & Wellness reserve the right to change/modify this guide book at any time to ensure the safety and well-being of all participants. Team captains will be notified of any changes that may affect them in a given season. Questions or Suggestions? Contact Graduate Assistant, Programs or the intramural sports staff at im-sports@ashland.edu