Philosophy: In agreement with the institutional aims of Emmanuel College, the Intramural Sports program seeks to provide students, faculty, staff, and their families, with recreation for physical exercise and competition in an enjoyable and structured Christian environment.

- To accomplish this, the Emmanuel College Intramural Sports program has four primary objectives:
  - First, the encouragement of a closer, more intimate one-to-one relationship with God.
  - Second, others before self.
  - Third, to provide for a social activity within a physical arena that encourages positive competition while advancing a whole-body, whole-community, well-being concept.
  - Fourth, to have fun!

Goals of Intramural Sports:

- To enhance the physical wellness of the entire Emmanuel College Community.
- To give students opportunities to learn new skills in practicing leadership, management, planning and interpersonal skills.
- To help students develop emotion management skills in a competitive environment as well as a healthy attitude toward competition.
- To give students an avenue of involvement with other students outside of their respective circles of acquaintances.
- To teach students to use physical activities as a tool toward stress management.
- To develop Christian attitudes and behavior in a competitive environment.
General Information:

- The Intramurals Leadership Team (ILT) will consist of: 1) the Captain of each 'Legend' team; 2) Intramural Director; 3) voting member from Intramurals referee team. (Added 17 Aug 2011) A Team Roster designated Co Captain may serve on the ILT at meetings in lieu of the Captain.

- 2010-2011 Captains: Buzzardettes – Chelsey Williams; Eaglettes – Faith Parnell; Hawkettes – Victoria Garrett; Raptorettes – Allison Sanders; Spartanettes – Heather Gheesling; Buzzards – Greg Hall; Eagles – Timothy Grissom; Hawks – Josue Jimenze; Raptors – Matt Stanley; Spartans – Mackenzie Dye.
  - If a Captain determines not to continue they must resign in writing to the Intramural Director; Email to intramurals@ec.edu
  - The Team Roster designated Co Captain(s) will serve as Team Captain(s) until the ILT approves the new Team Captain.
    - Each Intramural team may designate not more than three (3) Team Roster members to serve as Co Captains.
    - Applicants for Team Captain must submit the online Team Captain Application available at web.ec.edu/intramurals.

- Intramural Director: Dennis LeRoy Duncan: 706.245.2820  Email: intramurals@ec.edu

Fall Team Sports: (Approved 17 Aug 2011)
- Volleyball
- Flag Football
- Ultimate Frisbee Tournament

Spring Team Sports: (Tentative Approval 17 Aug 2011)
- Basketball
- Volleyball
- TBD Tournament (Trash Ball)
- TBD Tournament (Walley Ball)
- TBD Tournament (Soccer)
Eligibility:

- To be eligible for intramural activity each participant must complete the online Intramural Draft Application available at www.ec.edu/intramurals
- All Emmanuel College students are eligible unless stipulated by the Vice President for Student Life for disciplinary issues, or the Vice President for Academic Affairs for specific academic probation.
- Faculty, staff, their spouses, and the spouses of active students may participate in Intramurals.
- EC Alumni are eligible to participate in the EC Intramurals Sports program, but they must play on their designated 'Legend' team. Further, Alumni who decide to play must follow all elements of the Intramurals Sports Handbook and other EC policy guidelines regarding behavior. Further, Alumni may 'not' hold a formal leadership position (Captain or Co Captain). {APPROVED 11 Aug 2010}
- The progeny of EC Faculty and Staff who are at least 16 years of age are eligible to participate in the EC Intramurals Sports program, but they must play on their designated 'Legend' team. Further, progeny who decide to play must follow all elements of the Intramurals Sports Handbook and other EC policy guidelines regarding behavior. Further, progeny may 'not' hold a formal leadership position (Captain or Co Captain). {Approved 11 Aug 2010}
- Staff members of the Franklin Springs Pentecostal Holiness Church (FSPHC) who are Emmanuel College alumni may participate in Intramurals.
- Faculty, staff, their spouses, spouses of active students, and FSPHC alumni must:
  - Return to their ‘Legend’ team, or request that their current ‘Legend’ team Captain initiate trade action.
  - Submit to Intramurals draft process to be assigned to the next team as appropriate.
• All Varsity and/or Junior Varsity level athletes must have electronic source using the Varsity Participation Coaches Waiver available at www.ec.edu/intramurals or email directly from a Coach to the Intramural Director before they will be allowed to participate in Intramurals.

• Varsity and/or Junior Varsity (JV) athletes are not eligible to play their respective sport(s) for which they were recruited. Varsity and/or JV athletes who leave their intercollegiate team at any time will be considered eligible at the beginning of the next Intramurals season, respective of their sport. Varsity and Jr. Varsity athletes, who go into Red Shirt (RS) status at any time, will become eligible at the beginning of the next regular Intramurals season, respective of their sport. (Approved 17 Aug 2011)

• It is the responsibility of Team Captains to recognize and identify Varsity and/or JV or RS athletes who may be participating without their Coach’s approval.

Injuries:
  o Emmanuel College and the Intramural Program are not responsible for any injury that occurs during practice for or during actual game playing. All Intramural participants are wholly liable for the payment of their medical care that is a result of any injury incurred.
  o Participants are encouraged to have private-personal medical insurance.
  o Participation in Intramural activities is voluntary and all medical expenses incurred through participation are the sole responsibility of the participant.
  o Any participant that is noted to be bleeding during competition will be removed from the game until bleeding stops. The Team Captain and game officials are jointly responsible for removing the bleeding player. The game officials will determine when the player may return. In the event that a team has no substitutes, the game will be stopped for no more than five (5) minutes. If the bleeding has not stopped after the 5 minute pause, the team will forfeit.
Participants indicate their understanding of this waiver by submitting their Online Intramural Draft Application.

**Releases:**

- **Releases:** When a participant is released from their current team, for whatever reason, with both the player and their Captain knowing that a release will not result in a replacement player as during a trade.
  - The release must be documented using the Intramural Trade Request form that is available at [http://www.ec.edu/intramurals](http://www.ec.edu/intramurals).
  - A participant may be released only once during any given season.
  - If the released player has a team preference, the ‘pick-up’ will be at the new Captain’s decision.
  - If the participant has no preference, the released player will be assigned to the next team with draft option.

*(Approved 12 Sep 2010)*

**Trades**

- **Trade:** When a participant is traded from their current team to another team in consideration of receiving another participant in return.
  - Participants may request to be traded, using the Intramural Trade Request form that is available at [web.ec.edu/intramurals](http://web.ec.edu/intramurals).
  - Trade Requests must be acknowledged by signature of the participant, both Team Captains, with approval or disapproval by the Intramural Director.
  - ‘All’ Intramural Trade Request forms ‘must’ be processed to the Intramural Director. Captains may not pigeon-hole trade requests. After negotiation, Captains may only Concur or Nonconcur with the trade request.

- Freshman may be traded as many times as the Team Captains want to, with the player’s permission.
- Sophomores may be traded twice without their permission.
- Juniors may be traded once without their permission.
- Seniors may be traded once, with their permission.
- NO TRADES will be approved or effected ‘during’ any given season.
• Trade discussion may continue between Captains and the players in consideration.
• A player must be eligible to play to be eligible to be traded.
• NO ROSTER changes will be permitted during a season: being effective as of the first-play of the game of a season.

• Applications received after the draft will be processed in the order they are submitted by the electronic date/time stamp applied to the application; respective of Student Life / Academic status.
• All trade appeals will be decided by the Intramural Director who is the final authority on all Intramural procedures and rules.
• There is no allowance for participants, regardless of class/faculty/staff/spouse standing, to just drop from one team to join another team. If a participant desires to change teams they must formally request that their current Captain initiate a release or trade.

(Approved 12 Sep 2010)

Rosters:

• Participants may be deemed as inactive on a roster due to injury or academic/disciplinary probation. If the inactive participant returns to Intramurals, they must return to their most-recent ‘Legend’ team.

• **If a student participates while on disciplinary or academic probation, without written administrative permission, that game and all points for that game will be forfeited.**

• If a student leaves school for any reason, then returns, they will be placed on their most recent ‘Legend’ team.

• Game rosters will be provided by the Intramurals Director and will be submitted to the game official prior to opening prayer for each game. The game official must note the final score and participation comments then both Captains and the official must sign the Game Roster. The game official must submit the game roster to the Intramurals Director. Intentionally falsified game rosters will result in game point forfeiture with the game being noted as a forfeit.
Forfeit Rule:

- Participants must be properly attired or the team will forfeit the game. The presiding Intramural official will make the judgment on what attire is appropriate
  - Buzzards = Blue; Eagles = Yellow/Gold; Hawks = Red; Raptors = Orange; Spartans = Green; Buzzardettes = Blue; Eaglettes = Yellow/Gold; Hawkettes = Red/Pink; Raptorettes = Orange/Purple; Spartanettes = Green.
  - **Pants/Shorts/Sweats/Shirts Must Be Pocket-Free**
  - **NO METAL CLEATS !!**
- A Team Roster Captain, or Co Captain, must be present at the start of each game, or the team will forfeit.
- **Any team that does not have enough participants within five (5) minutes after posted game starting time will forfeit the game.**

Conduct:

- Captains are responsible for prayer between both teams before, during and after each game.
- The game official rulings are final!
- The policies of the Emmanuel College Handbook are in effect during all games and venues.
- The game officials or the presiding Intramural official are responsible for ejecting participants from the games.
- After each game, the Team Captains or game officials may submit the names of participants who displayed unsportsmanlike conduct to the Intramural Director. Discipline for unsportsmanlike conduct will be administered through the ILT.
- The following statement of expected behavior will be applied to every player and fan in every aspect of our Intramurals program.
  - Profanity, rude and/or aggressive verbal or physical behavior will not be tolerated.
    - This includes languages language that makes fun of any ethnic, cultural, gender, religious, or socio-economic group from an individual or group perspective.
• There is ‘no fun’ in language or behavior that ridicules others.
  o Profanity or rude language, or aggressive or rude behavior (including gestures) will result in immediate ejection from the current matches and may result in suspension from Intramurals.
  o Repeated occurrences of the language or behavior expectations will be referred to the Vice President for Student Life for disciplinary action.
  o Physical violence of any type will result in:
    ▪ Immediate ejection from the current matches.
    ▪ A minimum three-game suspension from all Intramurals activities.
    ▪ Referral to the Vice President for Student Life for disciplinary action.

Protest:
A game may be played under protest.
• The Team Captain must advise the game official and both Team Captains and the game official must annotate the protest in writing on the game roster.
• The protest will be administered during the next ILT meeting.

Postponements:
A scheduled game may be postponed (not related to weather conditions) only if both Team Captains and the Intramural Director are advised no less than 24 hours pre-game time.

• In the case of inclement weather, the Intramural Director will decide whether a scheduled game will be played. Any change (game cancellation) in the schedule will be announced via Campus Email, Facebook, and Twitter.
  o The postponement will be announced no later than 2 PM on any scheduled game day.
• If thunder is heard, and/or lightening is seen, the contest will be suspended, or rescheduled, as determined by the Intramural Director.
• After a contest has started, the game official, and Team Captains, will decide if the contest will continue.
Postponed games will be rescheduled as soon as possible.
Final decisions are at the discretion of the Intramural Director.

**Point System:**

The ILT has established a point system. Points will be awarded for participation, wins, and attendance at required ILT meetings. The point system is as follows:

- Wins = 25 points.

- Participation
  - 1 point per Team Roster player present and ready to play (This constitutes the Game Roster).
  - 1 point per Game Roster player who played.
  - 15 points are the maximum participation points for men & women.

  *(Approved 17 Aug 2011)*

  - The point per Team Roster present and ready to play is to encourage overall community attendance and participation.
  - The point per Game Roster player who played is to encourage actual physical participation on their team instead of only the “best” players being fielded.
  - 5 points for ILT meeting attendance.

**Tournament Play:**

All regular season tournaments will be single elimination play.

- The regular season EC Intramurals bracket is:
  - Seed 1 gains a bye
  - Game 1 is seed 3 vs. seed 4
  - Game 2 is seed 2 vs. seed 5
  - Game 3 is seed 1 vs. winner game 1
  - Game 4 is winner game 2 vs. winner game 3

  *(Approved 12 Sep 2010)*

- Whenever a team draws a bye in a tournament they will receive 25 victory points. Other tournament games are scored as a regular season event.
• Tournament Champions will receive 50 victory points as well as the number of participation points. *(Approved 17 Aug 2011)*

• Bracket seeding for regular season tournaments will be based on each team’s win/loss record for the specific season; 1 through 5.

• Bracket seeding for the Fall semester opening and Spring semester closing tournaments will be applied inversely as to each team’s standing at the close of the previous semester.

• **The only point application for the opening and closing tournaments are:**
  
  o **The team earning first place will be given 30 total game points.**
  
  o **The team earning second place in the will be given 25 total game points.**

• Seeding Tie Breaker Process
  
  o Total number of actual points scored per game this season between the teams that are tied.
  
  o Total number of actual points scored for all games this season between the teams that are tied.
  
  o Participation percentage points for all games this season between the teams that are tied *(Present and played/active on Registration Roster)*