

**Emmanuel College**  
**Intramurals** 

**Handbook**  
**2018-2019**

**[www.ec.edu/life/intramural](http://www.ec.edu/life/intramural)**  
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## Introduction

### **Mission:**

Intramurals is a Christ-centered program that strives to promote a range of recreational activities that enables the enhancement of physical activity, encourages the development of relationships and community, and provides a fun and safe environment for students, faculty, and staff at Emmanuel College.

### **Division of Student Development:**

The Intramural program is housed within the division of Student Development. Participants and fans are subject to the Student Handbook and Code of Conduct.

### **Purpose of Handbook:**

The purpose of this handbook is to establish the policies and procedures that govern all Intramural activities. All participants are responsible for knowing and understanding these policies and procedures. The Intramural program reserves the right to make modifications to the handbook as needed.

## Participation and Eligibility

- Participation is only open to current Emmanuel College students, faculty, and staff members.

### **Students:**

- Students who are under a contract related to academic probation, conditional status, or academic warning may be asked to step down from Intramural activities upon request from the Office of Student Development.
- All athletes (Varsity, JV, and redshirt) must have clearance from their coach in order to participate.
- Students in violation of student conduct may be asked to step down from Intramural activities upon request from the Office of Student Development.

### **Other:**

- Students under the age of 18 must have a parent or guardian sign an eligibility waiver form in order to participate.
  - Forms can be found online at [www.ec.edu/life/intramural](http://www.ec.edu/life/intramural).
- Community members are not eligible to participate.
- Alumni who were former Intramural players are eligible to participate.
- Students who attended Emmanuel College but were either dismissed or did not graduate are not eligible to participate.

## How to Register

The online Intramural Application can be found at [www.ec.edu/life/intramural](http://www.ec.edu/life/intramural). By submitting the form, you indicate that you are aware that Emmanuel College and the Intramural program are not responsible for any injuries that occur during warm-up time or during playing time. All intramural participants are wholly liable for the payment of their medical care that is a result of any incurred injury. Participants are encouraged to have private-personal medical insurance. Participation in intramural activities is voluntary and all medical expenses incurred through participation are the sole responsibility of the participant. All students, faculty, and staff must fill out the application in order to participate.

## Joining a Team

Every year, new students sign up to join a “Legend team.” Unlike other intramural programs where new teams are created every semester, these Legend Teams have been in existence since the creation of Emmanuel College’s Intramural program back in the 1960’s. Emmanuel College prides itself in tradition and community, hence the continuation of legacy teams. Once a participant is placed on a team, he or she will continue to be a member of that team for life. The bonds of friendship between Intramural players continue to last, even after college.

### Current legend teams

Men	Buzzards	Raptors	Spartans	Hawks
Women	Buzzardettes	Raptorettes	Spartanettes	Hawkettes

### Students:

Students that sign up at the beginning of the fall semester will be entered into the Intramural Draft. Students will then be drafted to a team on draft day. Following draft day, students can join a team through the supplemental phase process. There are two ways a student can be placed on a team during the supplemental phase. A student can choose a team depending on availability, or a team captain can request a student depending on availability.

### Faculty and Staff:

Faculty and staff can choose which team to join. They are not required to go through the draft or the supplemental phase.

## Conduct

All participants and spectators are subject to the Student Handbook and the Intramural Handbook. All participants and spectators are responsible for their conduct. Good sportsmanship like conduct is required.

**Ejection:**

In the event of unsportsmanlike conduct, participant/spectators are subject to disciplinary action by the Intramural coordinator or his/her designee, including the judgement calls of the officials at the game. If the offense is minor, a warning will be given. A second warning will result in an ejection. An ejected participant/spectator must vacate the playing area immediately. Failure to do so will result in further disciplinary action from the Intramural Coordinator.

The following are examples and include, but are not limited to, actions that will result in an immediate ejection, referral to the Intramural Coordinator, and/or possible referral to the Vice President of Student Development.

- Profanity
- Language meant to harm an individual or group.
- Disrespect to an official
- Threatening
- Unnecessary roughness
- Damage to Intramural equipment
- Other violations of the Code of Student Conduct

**Suspension:**

Suspensions are given upon the determination by the Intramural Coordinator based on the investigation that an individual was in direct violation of the Student Handbook and Intramural Sports Handbook. All suspensions are submitted to the Vice President for Student Development prior to implementation of disciplinary action. First time offenders will receive a one week's suspension from playing. Second time offenders will be suspended for a semester. Third time offenders will be suspended from all Intramural activities for a year. Following the one year of suspension, the individual will be invited back to participate on a probationary status. The probation status will be removed after one month as long as no infractions are incurred during that time.

**Physical Violence:**

Due to the severity of physical violence, local law enforcement will be called out in the event of a physical altercation. All matters following the incident will be handled by the Office of Student Development.

## **Team Leadership**

**Responsibilities:**

Each team is required to have one captain and one or two co-captains. Co-ed teams must have one male and one female captain. Having a co-captain is not a requirement for co-ed teams.

Captain and Co-Captain responsibilities include:

- Assume the responsibilities of managing a team.
- Act as liaison between team players and officials.

- Sportsmanlike conduct.
- Educate players on Intramural policies and procedures, as well as rules for all activities.
- Notify players of game times, cancellations, schedule changes, and/or changes in location.
- Ensure that all players receive equal playing time.
- Ensure that all players meet eligibility requirements.
- Encourage sportsmanlike conduct.
- Be present for all games, if applicable. If not, a co-captain must be present.
- Attend all meetings.

**Captain Eligibility:**

- All current full-time students are eligible for captainship.
- A new captain may be appointed by the out-going captain.
- Alumni are not eligible.
- Faculty and staff are not eligible.

**Co-Captain Eligibility:**

- All students are eligible for co-captainship.
- Co-captains are appointed by team captains.
- Alumni are not eligible.
- Faculty and staff are not eligible.

**Dismissal:**

A captain or co-captain may be dismissed from their leadership role by the Intramural Coordinator if he or she does not adhere to the responsibilities above or violates the Intramural Handbook.

## **Team Information**

**Player Participation:**

Player participation is voluntary. Players should inform their captain or co-captain if they are unable to attend games. All new players must fill out the online application before they are allowed to participate. Once submitted, students are eligible to play the same day. Players that sign up during playoffs must wait until the next sport begins.

**Uniforms/Attire:**

All participants are subject to follow the Emmanuel College dress code. Players are required to wear their official team shirt or a shirt with the team color in order to participate. The shirt must have at least half of the team color on it. The only exception to this rule is during volleyball season. Proper attire is required in order to participate. All attire must be worn correctly. Jewelry of any kind is prohibited due to the risk of injury.

**Trades:**

- Trade forms must be submitted and approved by the Intramural Coordinator before game time.
- Trades may be approved or denied at the discretion of the Intramural Coordinator.
- Trades cannot be made during playoffs.
- Trade forms must be signed by all involved parties.
- A captain or co-captain may trade a player at their discretion with the agreement of receiving another player or future pick in the supplemental draft from another captain or co-captain.
- A player may request to be traded with his/her captain.
- A player cannot play for another team without proper completion of trade form.
- A captain or co-captain cannot deliberately keep a player from being traded to another team.
- Alumni cannot be traded.
- All trade disputes must be brought to the attention of the Intramural Coordinator.
- Forms can be found at **[www.ec.edu/life/intramural](http://www.ec.edu/life/intramural)**

**Personal Property:**

The Intramural Sports program is not responsible for the loss or damage of any personal property before, during, or after events.

## Playing Information

**Forfeits:**

A forfeit will occur if a team cannot field the minimum amount of players by ten minutes after the start of the game (the minimum amount for each sport can be found in the individual sports rules.) The opposing team will receive the win. If both teams are unable to field enough players, a double forfeit will be given. Forfeited games cannot be made up. A team captain or co-captain must be present in order for a team to be eligible to play.

**Inclement Weather:**

In the event of inclement weather, a decision to cancel games will be made by the Intramural Coordinator. Team captains will be notified of the decision as soon as possible. At no point can games be played during inclement weather. If a game is cancelled due to inclement weather, both teams will receive a win. If the playing area has been heavily affected to where future games cannot be played, all affected teams will receive a win. Games cannot be rescheduled due to conflict with the Intramural schedule.

**Injuries:**

Participation in all Intramural activities is voluntary. By taking part in any Intramural activity, participants acknowledge that they are aware that the risk of physical injury is high. Emmanuel College and the Intramural program are not liable for any injuries sustained during participation. It is highly encouraged that all participants have health

insurance. All injuries must be reported to an official, team captain, or co-captain. At no point can a player continue participating following an injury without being reviewed by an official. In the event that first responders are needed, safety procedures will be carried out by officials and the Intramural Coordinator.

**Facilities:**

Participants and spectators are required to respect all facilities associated with Intramural events. Failure to do so will result in disciplinary action.

**Officials:**

Games are officiated by trained student referees.

The role of a referee is:

- To ensure that all players and fans adhere to the rules of policies.
- To ensure that all safety and disciplinary protocols are properly carried out.
- Make judgement calls on all infractions.
- Games start and end on time.
- Ensure that the playing experience is safe and fun.
- Record scores, game time, penalties, time-outs, forfeits, etc.
- At the start and end of each game, a prayer is given.

**Playoffs**

Following the regular season of each sport, playoff games will commence to determine an overall winner. Playoff schedules are based off the rankings of each team.

**Points System**

Participation points- 5 points per player

For every game won- 25 points

For every season won- 50 points

For every championship game won- 100 points