



**SAINT LOUIS UNIVERSITY**  
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**CAMPUS RECREATION AND WELLNESS**

## Intramural Sports Manual

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## **Intramural Overview**

Our Jesuit tradition calls for us to develop the whole person – mind, body and spirit. SLU Intramurals provides quality recreational opportunities that aid and encourage a healthy lifestyle, and contribute to your overall well-being. Participation in Intramural Sports can:

- Develop team-building and leadership skills on and off the field
- Improve happiness and self-confidence
- Build character and community
- Reduce stress
- Work with diverse student participants
- Increase health and wellness
- Develop conflict and problem management

Participants may compete on an individual or team basis in a variety of sports and activities for all skill levels, including competitive or recreational. Our goal is for all students to have an enjoyable and safe experience. Traditional sports such as basketball, flag football, volleyball, softball, etc., are offered as well as non-traditional sports like Spikeball, floor hockey, and innertube water polo. Teams can be formed in a variety of ways including through Residence Halls, Open divisions, Fraternity/Sorority divisions, and school divisions such as Med School or Law School.

Participation in the Intramural program is purely voluntary and is at the risk of the individual. Saint Louis University is not responsible for the payment of medical or other accident-related costs as a result of participation in intramural sanctioned activities. Participants who don't have accident coverage are encouraged to secure health insurance prior to participation in intramurals.

## **2019 - 2020 Policies and Procedures**

### **Section 1: Eligibility**

Campus Recreation and Wellness defines a student as any individual who is currently enrolled at Saint Louis University and is registered with the University Registrar. Students taking four or more credit hours automatically pay the student fee and therefore, do not need to purchase a Simon Recreation Center membership.

**Section 1 - Article 1: The following people are eligible to participate after purchasing the appropriate Simon Recreation Center membership:**

- Saint Louis University student with an up to date Student ID.
- Faculty or staff member of Saint Louis University. (Campus Recreation and Wellness defines faculty and staff as all current faculty and staff, and visiting professors at Saint Louis University)
- Members of the Simon Recreation Center (Alumni, Friends of SLU, Spouses)

**Section 1 - Article 2: Professional Athlete Rule**

Professional athletes, current or former, may not participate in their respective or alike intramural sport, activity or event.

*A professional athlete is defined as a person who has been paid to participate in a sport, 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.*

**Section 1 - Article 3: Intercollegiate Athlete Rule**

Intercollegiate athletes are not eligible to participate in their respective or alike intramural sport, activity or event until a period of one year has passed following completion of all activities for the Department of Athletics. After the period has passed, former intercollegiate athletes must participate at the highest level of competition offered in their respective sport.

*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 and practicing proposition 48 athletes. Intercollegiate athletes may participate in intramural sports programs other than their intercollegiate sport.*

**Section 1 - Article 4: Sport Club Athlete Rule**

No more than two members of a club team may participate for the same team in their respective or alike intramural sport, activity or event. Sport club members must participate at the highest level of competition offered in their respective sport.

*A sport club member is defined as an individual who has practiced or played in a contest for a registered sport club during the academic year.*

**Section 1 - Article 5: SLU ID Policy**

To participate in any intramural sport, event or activity, all participants must show a valid SLU issued photograph identification card. A Saint Louis University identification card must include the following information and be clearly visible to be considered valid:

- individual's name
- photograph

**Identification cards that do not have one or more of these requirements will not be accepted and the individual will not be allowed to play.**

Misuse of an identification card (borrowing, lending, counterfeiting, altering, etc.) is a violation of Saint Louis University Student Code of Conduct. The identification card will be confiscated and the individual attempting to use the card will be ineligible to participate. If the card belongs to another student, that student must meet with a professional staff member to regain possession of their identification card. This misuse of an identification card will also count as an ejection toward the team. If two players attempt to misuse an identification card, the game will result in a forfeit.

### **Section 1 - Article 6: Number of Teams**

Male participants may play on only one team per league of the following:

- 1 Men's Team
- 1 Co-Rec Team
- 1 Graduate Team
- 1 Fraternity Team

Female participants may play on only one team per league of the following:

- 1 Women's Team
- 1 Co-Rec Team
- 1 Graduate Team
- 1 Sorority Team

### **Section 1 - Article 7: Illegal Participation**

Teams found to have participants not following the above eligibility policies may have games forfeited to its opponent regardless of the actual outcome. The participants in question may be suspended from that specific team or all intramural activities and campus recreation and wellness facilities for any length of time deemed appropriate.

*Participation is defined as the individual's name appearing on the roster, signing the score sheet, and/or stepping onto the field of play for any period of time during game*

*play. 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 for a player to be ruled ineligible.*

**NOTE:** Captains believing that the opposing team has ineligible players are encouraged to file a formal protest.

### **Section 1 - Article 8: Signing the Scoresheet/Waiver**

In order to participate, all participants are required to sign the scoresheet and waiver prior to the start of the contest.

**NOTE:** When IM Staff is swiping in student participants, the participants will be required to accept the waiver and there will be no need to sign the scoresheet.

## **SECTION 2: Team Captain**

### **Section 2 – Article 1: Assigning a Team Captain**

When registering for a team sport, a captain must be designated to the competitive sports staff. This person will be the main contact between the intramural sports program and the team.

### **Section 2 - Article 2: Responsibilities**

The team captain is a vital link between the individuals participating in a sport and the competitive sports staff. For this reason, any person assuming the role of a team captain has a number of responsibilities he or she is obligated to. The captain is responsible for:

- Knowing that all team members are eligible to play in an intramural contest. Not only does this include whether or not they are an eligible student or faculty/staff member at SLU, but also having full knowledge that each member is playing on a legal number of teams.
- Ensuring that all teammates are registered on IMLeagues.com 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 a valid SLU ID prior to the start of every game. (IDs are required at all intramural events and must be presented each time an individual plans to participate in an event.)
- Representing each member of their team and being the only participant to discuss rule interpretations and calls with game officials.
- Filing all protests, officials' evaluations, etc., with the intramural staff on time.

- Knowing all scheduled meetings, rules, policies, and procedures of the intramural sports program and passing this information along to all team members.
- Assisting the competitive sports 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.
- Communicating with the professional staff throughout the season about any problems or concerns that may be occurring. This includes frequently checking and responding to emails sent through IMLeagues.
- Cooperating with the intramural sports staff at the game site concerning any protests, incidents or accidents that may occur.

### **Section 2 - Article 3: Inclement Weather Situations**

Intramural activities are subject to cancellation due to poor weather and/or field conditions. The intramural staff will send an email via IMLeagues indicating whether or not any or all of the events for that day have been cancelled. It is the responsibility of each team to check IMLeagues and their emails for all updates when there might be inclement weather. Intramural sports will not call participants to inform them that games are cancelled due to weather.

### **Section 2 - Article 4: Team Evaluation of Officials**

Teams are always afforded the chance to evaluate the officiating crew after each contest/event. Captains may find a competitive sports supervisor after their contest/event to fill out the appropriate form. These evaluations will be reviewed by a professional staff member and used as a learning tool for our officials. Please take time to evaluate performance that you consider excellent, poor or anywhere in between.

### **Section 2 - Article 5: Rules and Eligibility Protests**

All protests must be filed at the time of the incident in question by the team captain. Sports may have a specific set of rules regarding when a protest may be filed.

### **Section 2 – Article 6: Playoff Rosters**

All rosters are locked after the final regular season game. No additions to rosters may be made during the playoffs.

**NOTES:** The intramural sports program will review situations on a case-by-case basis if a team requests to add players after the regular season. Only extremely special circumstances will be taken into account. Contact the intramural sports professional staff a minimum of 24 hours prior to the playoff game affected.

The intramural sports program reserves the right to investigate the eligibility of teams and players. These investigations may result in forfeiture, probation, and/or suspension. Teams must follow the eligibility requirements stated in this handbook.

## **SECTION 3: Participant Responsibilities**

### **Section 3 - Article 1: Responsibilities**

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

- Joining his/her team roster on IMLeagues.com before team's first scheduled game time.
- Bringing a valid Saint Louis University ID to all intramural sport competitions. ID's are required at all intramural events and must be presented each time an individual plans to participate in an event.
- Knowing their team's game time and location.
- Signing the waiver by either signing the score sheet or swiping in prior to game time.
- Arriving at the site at least 15 minutes prior to the start of every contest to make sure that his or her name is properly recorded on the scoresheet.
- Being familiar with all rules, schedules, policies, and procedures including the sportsmanship and eligibility policies of the intramural sports program.
- Cooperating before, during, and after competition with the IM sports staff on site.

### **Section 3 - Article 2: Participant Safety and Injuries**

The possibility of injury exists in all sports. The Department of Campus Recreation and Wellness assumes no responsibility for injuries. However, basic first aid will be available at the games sites and all intramural supervisors have been trained in CPR. All participants acknowledge an assumption of risk by their voluntary participation in intramural activities. All participants must sign the score sheet with the waiver before they can participate. If Intramurals is using IPADS for signing in all participants must check that they have read the waiver before they are allowed to play.

When a participant is bleeding, has an open wound, or has blood on his or her uniform, the player will be directed to leave the game. The injured player may not return to the game until the bleeding has stopped, the open wound covered, and/or the bloody clothing 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 shall be permitted and do not require additional padding. Please review sport specific rules for additional equipment restrictions and requirements.

### **Section 3 - Article 3: Equipment**

Basic equipment for most intramural activities is provided by Campus Recreation and Wellness at the game sites. There are certain sports such as softball that Intramurals will provide a limited number of gloves that can be used by participants. Please check the availability of equipment prior to your game.

## **SECTION 4: League Definitions**

### **Section 4 - Article 1: Team Sports**

Intramural sports provide competitive and recreational levels of participation. The levels of play vary with each sport. All leagues play regular-season games and teams must qualify for playoffs.

The divisions commonly offered by the intramural sports program include:

#### **Men's (A & B)**

This league is designed for the more competitive players. The "A" division is considered more competitive and designed for more talented, experienced athletes. The "B" division is more recreational and encompasses athletes of all skill levels and experience.

#### **Women's (A & B)**

This league is designed for women that are more competitive only. The "A" division is considered more competitive and designed for more talented, experienced athletes. The "B" division is more recreational and encompasses athletes of all skill levels and experience.

#### **Co-Rec**

This league is designed for teams consisting of both men and women participants. These leagues have a gender ratio requirement of men and women. The "A" division is considered more competitive and designed for more talented, experienced athletes. The "B" division is more recreational and encompasses athletes of all skill levels and experience.

#### **Fraternity/Sorority**

The league is designed for the participants who are current members of fraternities and sororities recognized by the university only.

#### **Open**



The open league combines both the competitive and recreational teams and is offered for both men and women that are not affiliated with a Fraternity or Residence Hall team.

## **SECTION 5: Registration Information**

### **Section 5 - Article 1: General Information**

Intramural sports team registration will take place at the start of each session, based on when each sport begins. In order to register a team, a captain must visit [shopcampusrec.slu.edu](http://shopcampusrec.slu.edu) to make a payment. This site will direct you to our online management system and also to [IMLeagues.com](http://IMLeagues.com). Participants can find complete details on [shopcampusrec.slu.edu](http://shopcampusrec.slu.edu) about how to register your team and create an [IMLeagues.com](http://IMLeagues.com) account. Participants are responsible for checking the Saint Louis University [IMLeagues](http://IMLeagues.com) website for complete details, including times and locations.

### **Section 5 - Article 2: How to Register for Intramural Sports**

All participants are required to put all team members into their team's page on [IMLeagues.com](http://IMLeagues.com). Note: [IMLeagues](http://IMLeagues.com) offers a live support button on the right of all pages. Use this button if you encounter any difficulties. You may also contact the Intramural Sports Office Monday through Friday from 8:30 a.m. – 5 p.m by phoning 314-977-7174 or by email at [sam.kelner@slu.edu](mailto:sam.kelner@slu.edu).

1. It is the responsibility of the Team Captain to pay for their team in [shopcampusrec.slu.edu](http://shopcampusrec.slu.edu) and then to create a team in [IMLeagues](http://IMLeagues.com). It is then your team's responsibility to put all team members on your roster in [IMLeagues](http://IMLeagues.com)..
2. You will be sent an activation email letting you know that your team is in the league and to check your schedules for game times. The team captain should always check each week to make sure what times their game is to be played. Teams often request schedule changes so it is important to check your schedules regularly.

### **Section 5 - Article 3: How to Join a Team**

There are two options:

1. Accept an invitation from your captain.
2. Find the team and captain name from the Intramural Office by sending an email to Sam Kelner at [sam.kelner@slu.edu](mailto:sam.kelner@slu.edu) or [sluintramurals@gmail.com](mailto:sluintramurals@gmail.com).

**NOTE:** Check the Saint Louis University [IMLeagues](http://IMLeagues.com) website for registration information for each specific sport.

### **Section 5 - Article 4: Playoff Rosters**

All rosters are locked after the final regular season game. No additions to rosters may be made during the playoffs.

**NOTE:** The intramural sports program will review situations on a case-by-case basis if a team requests to add players after the regular season. Only extremely special circumstances will be taken into account. Contact the intramural sports professional staff a minimum of 24 hours prior to the game affected. The intramural sports program reserves the right to investigate the eligibility of teams and players. These investigations may result in forfeiture, probation, and/or suspension. Teams must follow the eligibility requirements stated in this handbook.