I. General Information

1. Types of competition-

Team sports are offered in round-robin format with a double or single elimination tournament. Individual/dual sports are offered in round-robin format as well as in self-scheduled challenge formats. Special events are offered as one or two day tournaments.

2. Team Sports-

Regular season play is in pool play format. The pools consist of five or more teams depending on the number of entries. Each pool plays a round-robin format where each team plays everyone in its pool. A team that does not forfeit two times during the regular season or does not qualify due to a low sportsmanship score will advance to the playoffs, regardless of their record, to determine the overall champion. Playoffs will consist of a double or single elimination tournament.

A round of play-in games may be necessary before moving into a double elimination tournament.

3. Playoff Seeding-

Seeding is determined by a combination of factors: the number of teams in the pool, the number of overall entries, win-loss record for the number of contests played, number of points for and against, and head to head competition. In the event that two or more teams have the same record, their official order of finish will be determined by the following criteria:

A. If a two-way tie exists, it will be determined by who beat whom in head-to-head competition. If the two teams did not play one another during the season then the tie breaker will follow the point differential rules.

B. If a three-way tie exists, it will be decided as follows:
   1. If there is a forfeit, the team that forfeits is dropped to the lowest possible position among the tied teams.
   2. The difference between total points scored versus total points allowed. For example: A defeated B 7-0, B defeated C 7-6, and C defeated A 13-6.

<table>
<thead>
<tr>
<th>Team A</th>
<th>Team B</th>
<th>Team C</th>
</tr>
</thead>
<tbody>
<tr>
<td>7 0</td>
<td>0 7</td>
<td>6 7</td>
</tr>
<tr>
<td>6 13</td>
<td>7 6</td>
<td>13 6</td>
</tr>
<tr>
<td>13 13</td>
<td>7 13</td>
<td>19 13</td>
</tr>
<tr>
<td>DIFF=0</td>
<td>DIFF=-6</td>
<td>DIFF=+6</td>
</tr>
</tbody>
</table>

Thus, Team C finishes first, Team A finishes second, and Team B finishes third. All games will be considered, not just the head to head games.

4. Team Names and Uniforms-

   a. All members of a team must wear matching jerseys/uniforms either provided by the Department of intramural sports or purchased by the team. If a team chooses to wear their own uniforms, the uniforms must be the same color and have a legal number on the front or back (see e).

   b. The Department of Campus Recreation reserves the right to change team names as necessary. Names must be consistent with good taste and the guidelines in the Campbell University code of conduct.

   c. Teams wishing to purchase uniforms must receive prior approval of their logo from the intramural sports department before purchasing the jerseys. This includes "nick-names" on the back.
Uniforms must be consistent with good taste and with the guidelines in the Campbell University code of conduct. Any teams not following this rule will be required to wear jerseys provided by the intramural sports staff.

d. When opposing teams wear the same color jerseys, a coin toss will determine which team will wear the mesh jerseys provided by intramural sports staff. During the playoffs if opposing teams have the same colored jersey the lower seeded team will be required to wear the mesh jerseys provided. In the event that one of the two teams has individuals that do not have matching jerseys that team will be required to wear the mesh jerseys provided.

e. Numbers must be on the front, back, or both of any jersey. Numbers only printed on the sleeve or anywhere else other than the front or back are not allowed. The numbers must be permanently affixed to the jersey (no tape). Only two digits are allowed, and all digits must be 0-9 (no letters or numerical symbols like ∞, ∏, √). Any jersey which does not conform will not be allowed during a contest.

5. Personal Property

The Department of Campus Recreation is not responsible for personal property and/or personal equipment being left at the fields and/or courts. This includes but is not limited to cell phones, clothing, softball bats, balls (football, basketball, softball etc.) and other personal property. Intramural sports will not hold anything for you while you are participating in an event. In the event you bring any of the aforementioned items or any other personal property to the event location the Department of Campus Recreation is not liable for any missing items. In the event items are left behind and an intramural sports staff member finds the item it will be brought to Carter gym and placed in the lost and found.

Registered service animals are only permitted on or at any Campus Recreation facility. All non-service animals or pets are not allowed. Any individual who brings a pet onto the premises will be asked to leave. No exceptions.

6. Facility Concerns

Any participant failing to observe facility regulations (outdoor intramural fields, Carter Gym, etc.) may be suspended from all Campus Recreation activities (intramural sports, club sports and fitness) indefinitely. This includes not observing signage in Carter Gym, destruction of Campus Recreation property including but not limited to field space/grass, equipment, or other property.

II. General Eligibility Regulations

General Eligibility

1. Who is Eligible to play?

All individuals participating in intramural sports must provide a Campbell University ID or picture ID at the game site in order to participate. Those eligible to participate include:

A. Currently enrolled Campbell University (CU) students, including:
   - Undergraduate students
   - Graduate students
   - Law school students
   - Pharmacy students
   - Satellite campus students (registered through CU)

*Exceptions are under the discretion of the Director of Campus Recreation.*

B. Current CU Faculty & Staff members

C. Spouses of CU Faculty, Staff, and Students

D. Coaches, Asst. Coaches, Graduate Assistants, or students who have used up their athletic eligibility are eligible to compete in the sport they participated in, providing they have sat out at least two consecutive semesters (not including summer sessions) after they are no longer a member of the
corresponding team. For example, if a member of the soccer team completes their eligibility in the fall they are not eligible to participate until the spring semester in the following academic year (if he/she completes his/her eligibility in Fall 2010 he/she is not eligible for intramural competition until Spring 2012).

E. Any person who works for an organization who is contracted by Campbell University to conduct business at the University and works on main campus, i.e., Aramark, Barnes & Noble, etc.

F. Any Varsity athlete participating in intramurals must have a letter on file from their head coach authorizing them to participate in intramural sports.

A player must be added to his/her teams’ roster before 12:00 noon on the day of the next scheduled game.

Team captains may petition the intramural sports office on individual participant eligibility. Any questions about participant eligibility should be directed to the Department of Campus Recreation.

2. Who is not eligible to play?

A. Current varsity roster athletes at Campbell University. are ineligible for intramural competition in their sport. (E.g. golf-golf tournament), this includes students who practice with their individual teams. Current varsity roster athletes who do not have written permission from their respective coaches are not eligible.

B. An individual dropped from a varsity roster may compete in his/her sport after sitting out for one academic year. See above, section D.

C. Professionals: Current or former professional/semi-pro athletes are ineligible in their sports.

D. Any player who has played, participated with or otherwise been a member of any varsity or higher-level team in that sport within one academic year.

E. Any player that is removed from an intramural roster after having played at least one contest is ineligible for the remainder of that event. Intramural sports reserves the right to determine the eligibility of a participant.

3. What if I do not have a full team?

Individuals that are not on a team's roster but want to participate should come by the intramural sports office (room 117 Carter Gym) to sign-up to be placed on a team. He/she are then required to attend the captain's meeting for that particular sport to be placed on a team. The intramural sports office will do their best to place any free agent interested in playing on a team but cannot guarantee that person’s spot on a roster. All individuals are encouraged to create their own team by using other free agents or people interested in playing but who are not on a team.

Club Sports

Intramural sports which have an associated club sport at Campbell University cannot have more than the following members on their roster.

- Two person activity = one club member
- Three and four person activity = two club members
- Five and six person activity = three club members
- Seven and up person activity = four club members

NOTE: Please see the exceptions to the following activities

- Co-Rec Sand Volleyball = one male and one female club member
- Golf tournament = PGAGM students are considered club members

This is determined not by the maximum roster limit but by the number of participants on the field/court during a contest.

Any team with sport club members on the roster must play in the competitive division if one is offered.
Any player who was once a member of the club but is no longer active or no longer on the roster must adhere to this policy until he/she sits out the remainder of the last semester he/she was active or on the roster and the following semester (summer sessions do not count).

III. General Regulations

1. Team Eligibility Regulation-
Individuals may play on only one team per sport. Individuals found to be playing on more than one team will be required to play for the team they played for first. All team captains involved will meet with the Department of Campus Recreation to determine the punishment for both teams. Player eligibility concerning participation of a player is under the discretion of the event coordinator and other intramural sports staff. If an individual begins play with one team, he/she must continue to play with that team until the regular season and playoffs are complete. Clarification: Once you begin play with one team you must continue to play with your original team or you will not be allowed to participate. You may not switch teams under any circumstances. In the event a team drops from the league but individuals from that team still want to participate that player may only play in the same division or drop down one division. (example: A person playing in the competitive division, who’s original team has dropped from the league, may then join a team in the competitive division or drop down to the intermediate division. They can not drop down to the recreational division.)

2. Roster Changes-
Roster changes may be made up until the tournament of that particular sport if deemed necessary by the event coordinator and or member of the Campus Recreation staff, but only if a team has fewer than the maximum roster limit. Any roster additions/subtractions must be made before 12:00pm the day of the team’s next contest in the intramural sports office for that player to be eligible for that team’s next game. A player must participate in two of his/her team’s regular season games to be eligible to participate in the post-season tournament. Clarification: If a team plays ten regular season games, the added player must participate in two games in order to be eligible in the tournament. If a pre-season tournament is offered, any games played by an individual do not count toward the two games required to participate in the post season tournament.

If a team wishes to have a coach on the bench or sideline, that team must have the coach on the roster, taking up one roster spot.

Please see team eligibility rules for more information on individual eligibility.

3. Illegal players-
A player who is found playing illegally in any one of the following cases will be disqualified from that sport for the remainder of the current schedule. Furthermore, all contests in which he/she played will be forfeited:
   a) Playing without his/her name on the roster.
   b) Playing as an assumed student (using a fake ID, not enrolled in school, etc.)
   c) Playing under an assumed name

ANY PLAYER QUESTIONED ABOUT HIS/HER ELIGIBILITY MUST BE PREPARED TO PRESENT PROPER ID FOR VERIFICATION.

Once a ruling has been made that a player is ineligible, that player is disqualified from that activity for the remainder of that activity.

IV. Forfeits, defaults and deposits

An objective of the intramural sports is to enhance the overall satisfaction of its participants by reducing forfeits. In an effort to try and reduce forfeits, intramural sports will assess a forfeit deposit for each team sport, individual event, and or special event (weekend tournaments). The forfeit deposit is due when the team captain turns in the roster at the beginning of the season and will be returned in full if the team or individual does not forfeit any of their regular season or tournament games. The deposit will be used to offset the cost of paying intramural sports workers who are assigned to work games that are forfeited. A team will not be charged if they default the contest, provided that is their teams’ first and only default.
If a team cannot attend a mandatory captains meeting either before the season or before the playoffs they will lose $5.00 from their deposit. It is the responsibility of the team representative at the meeting to insure they are properly checked in at these meetings.

Any refundable deposits not picked up by May 31st of the corresponding academic year will be forfeited. The deposit is only refundable to the original depositor.

After a team’s first forfeit they are required to repay the deposit before they can resume play. Any team which forfeits by having poor sportsmanship (receiving a 0 on their Sportsmanship rating) or forfeits due to an ineligible participant will be required to pay the required deposit before their next contest. In all instances if a team does not pay the deposit or make arrangements with the Department of Campus Recreation before their next contest they will be ineligible for future competition.

The deposit structure is as follows:

<table>
<thead>
<tr>
<th>Debit Type</th>
<th>Amount</th>
</tr>
</thead>
<tbody>
<tr>
<td>Team Sports *</td>
<td>$25.00</td>
</tr>
<tr>
<td>Individual/Dual Sports *</td>
<td>$10.00/$15.00</td>
</tr>
<tr>
<td>Special Events **</td>
<td>up to $20.00</td>
</tr>
</tbody>
</table>

*All participants signing up after the posted deadline will be charged a $5.00 non refundable fee.

**Some Special Events will have a non-refundable entry fee

**All deposits must be paid in cash. No checks, money orders, or credit cards are accepted.

**Note:** Defaults are excused team absences in which they will not be charged with a loss. The game may be made up if time permits. A forfeit is an unexcused team absence in which the team will be charged with a loss and game will not be made up. (Two defaults equal one forfeit and you lose your forfeit deposit)

*A team has 10 minutes after their assigned game time to appear at the game site or field with the minimum number of players allowed ready to play. If a team fails to do so, the field supervisor will declare the contest a forfeit.*

1. All teams with less than two regular season forfeits are eligible to advance to playoffs if they meet the sportsmanship criteria. Any team that forfeits in tournament play will be disqualified.

2. If a team anticipates a problem fielding the minimum number of required players (please see each sport’s rules for the exact number), they should contact the intramural sports office. If the team needing players contacts the intramural sports office one business day before 5:00 pm, they will be issued a default and intramural sports will attempt to reschedule the game if time permits. Notification after 5:00 pm one business day in advance will be considered a default with no attempt at rescheduling. Note: Two defaults after the 5:00 pm deadline = one forfeit and loss of forfeit deposit. The reasoning for this is to allow the intramural sports office additional time to find an opponent for the team that did not default.

3. Once a forfeit has been declared the game will not be played. THERE ARE NO EXCEPTIONS.

V. Team Meetings

All major sports, special event tournaments & some minor sports require attendance by a team member at a mandatory team captain's meeting (typically before the start of the season and playoffs). Teams should make every effort to have one member from their team attend the captain’s meeting. In the event no member from a team can attend the meeting, the team captain must make arrangements within 24 hours of the captain’s meeting in order to participate in the sport or event.

If a team cannot attend a mandatory captains meeting either before the season or before the playoffs they will lose $5.00 from their deposit which will not be refunded. It is the responsibility of the team representative at the meeting to insure they are properly checked in at these meetings.
VI. Postponements

1. In case of inclement weather, a decision whether to play or not will be made by 2:00 pm on the day of the event. To find out about cancellations and postponements please call 893-1819 after 2:00 pm. No decisions will be made until 2:00 pm on game day. The supervisor on site will make any later cancellations. Do not assume games are canceled! University functions, unanticipated facility conflicts, etc. may cause unexpected postponement or cancellation of contests. Every attempt will be made to contact teams before game time where time permits, but there is no guarantee that all teams will be contacted and that games will be rescheduled. Due to the nature of the league scheduling system, it is often impossible to make up contests.

2. In the event that Campbell University has canceled classes or closed the university due to inclement weather no intramural sport contests will be played. If you have questions concerning the closing of the University please call the “Weather Hotline” at campus extension 5700 or from off-campus 910-814-5700. Please do not direct these questions to the intramural sports.

VII. Sportsmanship

1. Instances of poor sportsmanship will not be tolerated! These include but are not limited to profanity, cursing and prejudicial language based on race, sex, or sexual preference.

2. Jurisdiction of intramural sports officials, supervisors and staff begins when a team (or team members) arrives at the contest site, and ends when the team or team members leave the game site. If a team is asked to leave and does not, they may receive the following disciplinary sanctions: possible team suspension, possible team expulsion and/or action being taken by the Harnett County Sheriffs Department.

3. Team captains are responsible for the behavior of their spectators and their team. Spectators are not allowed inside the team’s area (bench, sidelines etc.). They may view the game only from outside these defined areas. Teams may receive penalties due to spectators.

4. Any participant ejected from a contest for physical abuse of an opponent, official or intramural sports staff member will be immediately suspended from all intramural participation until a hearing can be conducted to determine the severity of the incident and any ensuing penalty. Such individuals are also subject to University disciplinary action and possible criminal and/or civil court action. Physical and/or verbal abuse of intramural sports’ staff will not be tolerated. Any person ejected for physical and/or verbal abuse of an intramural sports’ staff will be suspended for a minimum of two regular season and/or tournament contests.

5. Players ejection: Any player ejected from a game for any reason (including verbal abuse of officials) will be automatically suspended for the remainder of that game. The ejected participant must leave the facility immediately or their team will be required to forfeit and lose their deposit. Activities at the intramural complex the participant is required to leave the field area and wait at the designated parking area. Additional punishments may be levied in all instances depending on the severity of the instance. In addition to the suspension, that player and the team’s captain MUST meet with the sport supervisor and another member of the intramural sports staff before that player may play again, these meetings need to be scheduled in the Campus Recreation office (room 100 in Carter Gym). The Department of Campus Recreation reserves the right to expel players and/or teams from competition indefinitely. Actions that may deem this necessary include but are not limited to:
   • verbal or physical abuse of an intramural sports employee
   • attempting to steal intramural property
   • continued disrespect of intramural staff, equipment, participants, and or facilities.
This action is a last resort. Suspensions may be given at any time. Any suspension of this nature will prohibit said players from participating in any Extramural events during their time at Campbell University.
Individuals who continually exhibit poor sportsmanship during contests may be suspended from all Campus Recreation activities (including the fitness centers and club sports) indefinitely.

In the event that a player who participates in multiple divisions (men’s and co-rec or women’s and co-rec) is suspended from a contest during the regular season and/or playoffs, they will not be able to participate in any intramural sports contest or club sport event or practice until they have fulfilled their suspension in the sport in which they were suspended. Clarification: A player is ejected from a co-rec contest, they will not be allowed to participate in another contest until they sit out their co-rec suspension, even if that player has men’s or women’s contests before fulfilling their co-rec suspension. This policy covers any suspensions incurred in men’s, women’s, and co-rec.

In the event a person is ejected in a team’s last contest (regular season or playoffs) that person will not be allowed to participate in any other intramural events until that suspension has been fulfilled. Clarification: If a player is ejected in their last co-rec tournament game they will not be allowed to participate in another intramural sports contest until the suspension has been fulfilled. Meaning that they will not be allowed to play in any men’s or women’s contests they have remaining until the suspension from co-rec has been fulfilled. In the event that this occurs that person will sit out their determined number of games in men’s or women’s. This policy covers any suspensions incurred in men’s, women’s, and co-rec. However if there are no remaining games in that sport the suspension will be carried over into the next event that player participates in.

All ejections will be looked at on a case by case basis. However, the following guidelines will be used as a MINIMUM punishment for any participant ejected within a calendar year.

<table>
<thead>
<tr>
<th>Ejection Level</th>
<th>Punishment</th>
</tr>
</thead>
<tbody>
<tr>
<td>First ejection</td>
<td>One contest</td>
</tr>
<tr>
<td>Second ejection</td>
<td>Four contests</td>
</tr>
<tr>
<td>Third ejection</td>
<td>365 days from the date of the third ejection appointment</td>
</tr>
</tbody>
</table>

All participants ejected for a period of 365 days must file for reinstatement through the Campus Recreation office.

6. The Game Official or intramural sports staff member immediately responsible for a contest has the authority to declare it over before completion if in his/her judgment, continued play might be dangerous to participants. He/She may charge one or both teams with a forfeit.

1. Sportsmanship Rating
   After each contest, each official will rank the participating teams/participants on their sportsmanship towards the opposing individuals, officials, scorekeepers, other intramural sports employees, and participants during that contest. Those scores will be averaged together, giving a team one score for each game. These rankings will be kept throughout the entire regular season and will determine a team’s eligibility for the post-season tournament. The Department of intramural sports reserves the right to review scores at any time. If at any time a team has any questions about their sportsmanship score, they may come by the intramural sports office, Room 117 in Carter Gym, to inquire about their rating. Questions should not be addressed to the official, scorekeepers, or supervisors at the field.

2. Determining your rating
   Teams will be rated on a scale of 0-5 with five being “very good” and a zero being “extremely poor” sportsmanship. Teams will need to achieve an average rating of 3.95 or higher to continue into the post-season tournament. The Department of Campus Recreation reserves the right to review scores at any time. Please see below for an in-depth explanation of each score.
5 – Very Good
Team shows respect for intramural sports employees, other participants, the opposing
team, and spectators. To achieve this rating, no complaining with the officials is expected.

4 – Good
Team shows respect for intramural sports employees, other participants, the opposing
team, and spectators but may show signs of poor sportsmanship including but not limited
to complaining with officials and the opposing team, or negative interaction with spectators. To achieve this rating, little or no complaining with the officials is expected.

3 – Acceptable
Constant complaining that may or may not warrant an unsportsmanlike player conduct foul, technical foul, yellow card, etc, or participating in a sport which does not have these fouls during one contest, may result in a score of three. A three is automatically given if a team receives one unsportsmanlike player conduct foul, technical foul, yellow card, etc, during one contest. If a team receives one of these infractions, they can score no higher than a three.

2 – Poor
A two is automatically given if a team receives two unsportsmanlike player conduct fouls, technical fouls, yellow cards, etc, during one contest. Or, team receives one unsportsmanlike player conduct foul, technical foul, yellow card, etc. Team also shows little respect for intramural sports employees, other participants, the opposing team, and spectators but may show signs of poor sportsmanship including but not limited to complaining with officials and the opposing team, negative interaction with spectators. Team continually argues with officials in a disrespectful manner.

1—Very Poor
A one is given if a team receives two unsportsmanlike player conduct fouls, technical fouls, yellow cards, etc, during one contest. In order to score a one the team must continues to show a blatant disregard of respect for intramural sports employees, other participants, the opposing team and spectators. Shows signs of extremely poor sportsmanship including but is not limited to excessive complaining with officials and the opposing team extremely negative interaction with spectators or taunting other participants and spectators. Team excessively argues with officials in a disrespectful manner.

0—Extremely Poor
Team receives three unsportsmanlike player conduct fouls, technical fouls, yellow cards, etc, during one contest. Team will automatically receive a forfeit for that contest and lose their deposit.

Any team receiving a score lower than three will be informed of their score. At that time, the team will be responsible for setting up an appointment with the intramural sports office before their team plays their next contest. If the team does not make an attempt to meet with the intramural sports office before their next contest further disciplinary actions may result.

Team captains are responsible for the behavior of any of their team members. If one team member is causing problems during the contest, it is the responsibility of the team captain to control that participant.

Teams are responsible for the behavior of their spectators. A team’s sportsmanship rating can be affected by the behavior of their spectators.

Any team expulsion may be appealed to the Director of Campus Recreation

This policy is subject to review and change by the Department of Campus Recreation at any time.
FIGHTING

Any players ejected for fighting will be reported to the Vice President of Student Life. The Department of intramural sports will conduct a hearing to determine the severity of the incident and will levy suspensions and/or forfeitures as necessary. Examples: a player leaving the bench and participates in an antagonistic manner will be ejected for the remainder of that contest and for the team’s next game. If a player leaves the bench in an attempt to defuse the altercation, the Department of Campus Recreation will view each incident on an individual basis. If a player throws a punch: this includes any act which is deemed by intramural sports staff as intent to harm another individual (participant, spectator, intramural sports employee). This includes pre or post game altercations. Offending players will be ejected for the remainder of that contest and a MINIMUM of at least the team’s next two games, depending on the severity of the altercation. Players will also automatically be sent to the Vice President of Student Life.

Suspended players will be suspended from all intramural sports’ activities until their suspension is fulfilled within the sport that the suspension was levied. Example: if a player has been ejected from a men’s basketball game and has a softball game the next day, the player may NOT participate in the softball game until the one game suspension is fulfilled in basketball. Players cannot sit out Co-Rec activities in the same sport in order to fulfill their suspension.

If a player is ejected from his or her last intramural sports’ contest for a particular sport, he or she will serve their suspension in the next intramural sports’ activity that he or she participates. For example if a participant is ejected in the last basketball game of the year they must sit out the required number of games in softball before they are eligible to participate.

VIII. Protests

1. Official's Judgment: Questions as to an official's judgment are not valid grounds for protest.

Rule (s) Interpretation:
   a. If a rule interpretation question is raised, it is the responsibility of the captain of the offended team to immediately bring it to an official's or supervisor's attention before the ball becomes live and/or play resumes.
   b. If this attention does not resolve the issue, the captain must immediately declare to the official that the game is being played "under protest". Before the game continues, all pertinent information (i.e. score, time remaining) will be written on the back of the scorecard. The game will be completed under protest.

Eligibility protests:
   a. If a team suspects their opponents of using an illegal player, the team captain must inform the field/court supervisor of the situation before the contest.
   b. The protesting captain will then advise the captain of the other team of his/her concerns before the allegedly ineligible player plays.

Administrative Protest
Should instances of eligibility violations come to the attention of any member of the intramural sports staff in the course of administering the program (other than a formal written protest), an investigation will be conducted, a ruling made, and the involved parties informed.

Once a ruling has been made that a player is ineligible, that player is disqualified from that activity for the remainder of the activity.
Filing a Protest

No rule interpretation or eligibility protest will be considered which fails to adhere to the following procedures.

1. The captain must submit a formal written protest (typed/single spaced) to the intramural sports office by noon the next day. The protest must be hand delivered, not via e-mail. The written protest must clearly specify what is being protested.
2. A hearing will be held in a timely manner to rule on the situation. All pertinent information will be heard by members of the intramural sports staff, representatives from both teams, officials involved in the contest, any other necessary participants, and possibly the Director of Campus Recreation. The Department of intramural sports can obtain information from any source to resolve the situation. Sources may include experts in particular sports, rulebooks governing a particular sport, and information from the registrar and/or business office.
3. In the event that a rule interpretation protest is upheld, the game/contest will be picked up from the point the game was stopped. If the protest is denied, the game will be considered an official game. The decision reached at the meeting will be final.
4. In the event that an eligibility protest is upheld, the team using the illegal player will be charged with a forfeit.

During tournament play, all rule interpretation protests will be dealt with at the time of the incident. The decision reached at this time will be final for all tournament games. For tournament games, all eligibility protests will be handled in a timely manner, as soon as rosters and score sheets can be verified.

IX. Decisions

Decisions and/or penalties involving eligibility questions, protests, and sportsmanship problems will be made by the Department of Campus Recreation (and/or any committee as designated) following consultation with the parties involved if necessary. Penalties may include probation or temporary/permanent suspension from the program. Appeals may be directed to the Director of Campus Recreation.

X. Health, Injuries and Liabilities

Participation in intramural sport & Campus Recreation activities and use of campus facilities for recreational purposes is completely voluntary. EACH PARTICIPANT MUST SIGN A NOTIFICATION OF RISK FORM, found on the entry form, BY WHICH HE/SHE RELEASES THE UNIVERSITY FROM RESPONSIBILITY FOR ANY HARM OR INJURIES INCURRED WHILE INVOLVED IN THE PROGRAM. By signing this risk form, the participant verifies that he/she is covered by medical insurance.

All participants in the intramural sports program must be covered by accident and or medical insurance. For all full-time undergraduate and graduate students in Law, Pharmacy, and Divinity on main campus, insurance is automatically added into the cost of tuition. Part-time undergraduate students or other graduate students not listed above are NOT automatically covered; they may purchase accident coverage through the Business Office which will cover them while participating in intramural sports.

For any person who works for an organization that is contracted by Campbell University to conduct business at the University and works on main campus, this coverage is not included. Participants must be able to provide proof of coverage (carried out through their parent or guardian, work, or personal policy outside of Campbell University).

SPECTATORS AND PARTICIPANTS SHOULD BE AWARE THAT THEY ARE SUBJECT TO BEING STRUCK BY THROWN OBJECTS OR FOUL BALLS. CAMPBELL UNIVERSITY,
INCORPORATED, ASSUMES NO LIABILITY OR RESPONSIBILITY FOR INJURY TO ANYONE DUE TO BEING STRUCK BY THROWN OBJECTS OR FOUL BALLS.

Any person who works for an organization who is contracted by Campbell University to conduct business at the University and works on main campus, (i.e., Aramark, Barnes & Noble, etc.) is eligible to participate in intramural sports provided he/she can show proof of insurance.

Intramural sport Supervisors will be on-site to offer initial attention to injuries and to initiate emergency response if necessary, but Campus Safety has overall jurisdiction in all emergencies. Recommendations will be made for appropriate treatment and or follow-up (i.e. Campbell University Student Health). All injuries, regardless of the severity, should be reported to the supervisor/referee before leaving the playing area. Any injuries must go through the Campbell University Student Health unless the injured person is told otherwise by intramural sports staff. Failure to go through Student Health may result in loss of intramural sports’ insurance coverage.

ALCOHOLIC BEVERAGES AND CONTROLLED SUBSTANCES ARE PROHIBITED at all intramural sports’ contests and in all campus facilities used for recreation. Individuals clearly under the influence will be dealt with accordingly, and the matter will be reported in writing to the Vice President of Student Life.

XI. Extramural Events

Extramural Events are events that involve Campbell University intramural sports’ teams outside of Campbell University, (such as the North Carolina State Flag Football Tournament). Opportunities to participate in Extramural Events are provided for any team or person interested as available, and any team participating in an Extramural Event may be responsible for some or all of the costs in the event. All persons participating in Extramural Events must sign an additional waiver, from Campbell University, before attending that event.

Participant eligibility in Extramural Events is the responsibility of the team captain. All participants in Extramural Events must meet the eligibility guidelines and the guidelines of the tournament they are participating in and those provided by the Department of Campus Recreation. All teams must have the roster authorized by the Registrar and the Director of Campus Recreation AT LEAST one week prior to the event. Failure to follow these guidelines may result in team expulsion from the tournament and an indefinite suspension from Campus Recreation activities.