



PARTICIPANT HANDBOOK

2017-2018

***Updated August 2017**

"To provide a sense of belonging & wellness opportunities through involvement in a safe, fun, and positive environment."

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This Handbook serves as the guiding principles to policies and procedures of the Intramural Sports program. Employees and Participants are responsible for the information contained.

MISSION

Mason Recreation is committed to enriching the physical and holistic well-being of the diverse students and community that is George Mason University through quality facilities, programs, and services.

VISION

We will be at the forefront of the George Mason University community's well-being. Recreation will be a vital aspect of campus life, valued for our innovative and efficient uses of resources to advance learning and the human condition.

VALUES

✓ **Community**

We value our effect on a strong community by being responsive and by building diverse and inclusive relationships.

✓ **Growth & Positive Impact**

We value growth and vitality through experiential learning supported in a caring environment to enhance well-being.

✓ **Respect & Integrity**

The Mason Recreation family values respect and integrity through honesty, civility and the free exchange of ideas.

✓ **Safety**

We place personal and physical safety as a priority.

✓ **Fun**

We have fun in everything we do.

✓ **Teamwork**

We support teamwork through leadership, cohesion, and resilience.

Non-Discrimination Policy

George Mason University is committed to providing equal opportunity and an educational and work environment free from any discrimination on the basis of race, color, religion, national origin, sex, disability, veteran status, sexual orientation, gender identity, age, marital status, pregnancy status or genetic information. George Mason University shall adhere to all applicable state and federal equal opportunity/affirmative action statutes and regulations.

MASON RECREATION STAFF

RAC Front Desk	993-5323
AFC Front Desk	993-3939
Skyline Front Desk	993-5055

Administrative

VACANT	Executive Director	993-4217
Connie Benson	Director	993-9810

Facilities

Jerome Osbourne	Associate Director, Facilities	993-3814
Lee Ann Houston	Assistant Director, AFC & Skyline	993-3190
Tim Reffner	Operations Manager, RAC	993-5159
Jonno Flukes	Operations Manager, AFC & Skyline	993-3290
James Rannels	Operations Manager, Outdoor Venues	993-3858
Dennis Good	Assistant Director, Maintenance	993-5129
Justin Acuna	Coordinator, Maintenance	993-6087
Elena Bratichko	General Maintenance Worker, AFC	993-4028

Business Services

Janae Haaland	Assistant Director, IT & Assessment	993-3934
Dennis Kisielewski	Administrative Assistant	993-5321
Jennifer De La Rosa	Assistant Director, Marketing	993-3792
VACANT	Coordinator, Membership & Web	993-5622
Steve Kuchera	Finance Manager	993-3921

Competitive Sports

Paul Bazzano	Assistant Director, Competitive Sports	993-3291
Ryan Bradshaw	Assistant Director, Club Sports	993-5819
Drew Devore	Coordinator, Intramurals and Camps	993-5818

EDGE/Outdoor Adventures

Susan Johnson	Manager EDGE	993-3761
Dave Heath	Program Manager EDGE	993-9826
Sue Czarnetzky	Sales Account Manager EDGE	993-4313
Dan Nellis	Facility Manager, EDGE	993-7021
Ryan Murphy	Coordinator, Outdoor Adventures	993-5055

Fitness/Aquatics

Ethan Carter	Director Fitness	993-3935
Sarah Litowich	Director Aquatics and Camps	993-4986
TJ Gravely	Coordinator, Aquatics & Safety	993-3924

ELIGIBILITY

Who is Eligible?

Intramural Sports attempts to offer all services and programs free of charge, however there are some special events that require a minimal cost to the participant.

Students: George Mason University full-time students have access to Recreation facilities and Intramural Sports program at no additional charge. Students that are enrolled only part-time at George Mason University must purchase a part-time student Recreation membership plan to be eligible to participate in Intramural events. More information on memberships can be found at <http://recreation.gmu.edu/about-us/memberships/>

Faculty/Staff: George Mason University actively employed faculty and staff must purchase an annual or monthly membership plan to be eligible to participate in Intramural events. More information on Faculty & Staff memberships can be found at <http://recreation.gmu.edu/faculty-staff/>

ID Policy

NO MASON ID = NO PLAY. NO EXCEPTIONS

All participants must present their current, valid Mason ID to the Intramural staff prior to participation in every contest. No other forms of identification will be accepted-this includes driver's license, class schedules, passports etc. Worn and faded ID's where the picture or G# are not easily discernible will not be accepted. Anyone attempting to participate with another individual's ID or information will have the ID confiscated and will be reported to the Office of Student Conduct. The Intramural Staff has the right to ask for a second form of ID if an individual is in question. A second form of ID does not serve as a way to discern a worn out picture or G#.

Club Sports Members

Members on an active Mason Recreation Club Sports roster have limitations in the Intramural Sports program. An Intramural team is restricted to 2 Club members of that sport on a team. With smaller team sports (Badminton, Paintball) the number of club members may be limited to only 1. If a team is made up of 1 or 2 Club members in that sport they must play in the Competitive league.

Varsity Athletes

Current Varsity or Sub-Varsity athletes are ineligible to participate in the same or related sport. Current athletes are defined as being on the official roster during or after the first intercollegiate contest. Former Varsity or Sub-Varsity athletes may not compete in the same or related Intramural sport until the following academic year upon completion of the season that the individual participated in. (Example: An athlete was a member of the men's basketball team in the 2013-2014 season. If the season ended on March 1st 2014, the individual would be eligible to participate in Fall 2014 provided they are not on the 2014/2015 roster) "Red shirts" and individuals practicing with the team are considered a member of that team.

Professional Athletes

Athletes deemed as “Professional” at any point in their prior career are ineligible to participate in the same or related sport.

Related Varsity/Intramural Sports

Baseball = Softball
Ice Hockey = Floor Hockey
Football = Flag Football
Volleyball = Volleyball, Wallyball
Soccer = Soccer, Futsal
Swimming and Diving = Swim Meet

Gender Identification Policy

We welcome the diverse community that is George Mason University. The Intramural Sports program will follow the NIRSA Championship Series gender identity policy and expects participation to be based on one’s self-identified gender and that is done in good faith and is consistent with a player’s expressed gender identity.

A participant’s gender identity will be applied when there are gender specific rules or player ratio requirements for co-rec divisions.

- Transgender individuals may play on the team that best matches their gender identity.
- The Intramural Coordinator should verify the gender indicated on the roster is based on the participant’s self-identification and expressed gender identity, not purely on the sex indicated in official school records.
- Player eligibility will be based on the gender identified on the official team roster.
- The Intramural Sports program recognizes that, for many, coming to know one’s gender identity is not something that happens in an instant; it is a complex process that can occur over an extended period of time. Transgender participants are encouraged to communicate their gender identity with the Intramural Coordinator prior to the start of the season. Should the player not feel comfortable working with that campus official, the individual can contact the LGBTQ resources department (703)993-2702 at least three business days prior to the start of the season.

SPORTSMANSHIP

Purpose

The Intramural Sports program is designed for the enjoyment and fun of organized sport and to contribute to the overall well-being of the George Mason University community. Good sportsmanship is a requirement, not an option, for participation in the Intramural Sports program.

It is expected that all participants and spectators will conduct themselves in a manner that will not impair the enjoyment, fun, or well-being of other participants and behave in a mature, respectful manner with integrity towards all involved in the contest.

Unsportsmanlike Conduct

Unsportsmanlike conduct is defined as improper behavior that includes but is not limited to verbal abuse, physical abuse, obscene gestures/actions, vulgar language, taunting, fighting, and/or striking an official, supervisor, or opponent. Conduct that is detrimental to the enjoyment and safety of other participants is grounds for suspension from further Intramural participation.

Ejections

Ejections resulting from Unsportsmanlike behavior are taken very seriously. Upon disqualification from the contest, the individual must leave the playing area in a timely manner. Failure to do so will result in forfeiture of the contest. The Intramural Sports staff reserves the right to eject any participant or spectator.

Reinstatement Process

The following business day, the ejected individual will be notified by the Intramural Sports Coordinator with further action to complete the reinstatement process. All Unsportsmanlike Conduct ejections will result in a minimum of 1 game suspension during that season including all other Intramural contests leading up to that point. More severe cases of Unsportsmanlike Conduct will be taken to Office of Student Conduct or University Police. To complete the reinstatement process, the ejected individual must submit a formal letter of reinstatement and schedule a meeting with the Intramural Coordinator during office hours.

Sportsmanship Rating System

- 0 – No show forfeit/ forfeit due to unsportsmanlike behavior
- 1 – Unacceptable
- 2 – Below Average
- 3 – Average
- 4 – Above Average
- 5 – Ideal

Teams are responsible for the conduct of each individual and spectator directly related to their team, with the heaviest burden lying on the Captain. A sportsmanship rating can reflect the actions of only 1 individual across the entire team. Sportsmanship ratings are at the discretion of the Intramural staff. A

team that cannot create a 3.0 rating before the last game of the regular season will not be allowed to participate for the remainder of the season. Any team that receives a rating of 1 during the playoffs will not be allowed to advance in the playoffs.

LEVELS OF COMPETITION

Purpose

The Intramural Sports program strives to offer a level of competition for everyone. We invite and support those that wish to play at a recreational level and competitively. Therefore if facility space and time allows, a recreational and competitive level will be offered. Due to limitations some exceptions will have to be made during some events. The Intramural Sports administrative staff reserves the right to move a team to a different league/division that is believed to be competing outside of their level of competition to ensure the quality of program and enjoyment of all participants.

Leagues

Recreational Leagues: Leagues labeled “Recreational” are intended for those who are of average skill and/or ability and have a “just for the fun of it” type attitude.

Competitive Leagues: Leagues labeled “Competitive” are intended for a higher level of skill and/or ability. Competitive Leagues are appropriate for teams where the majority of players have had prior experience playing that sport in an organized setting. Club players or former Varsity athletes must play at this level in their related sport.

Playing on Multiple Teams

An individual may only join 1 team per gendered league. Ex. You may play on a Co-Rec and a Men’s/Women’s team but you may not join more than 1 Co-Rec or more than 1 Men’s/Women’s team. Once an individual has participated on one team, they may not be dropped from that team and join another team in the same gender league.

Regular Season Games

League Sports will be comprised of a 3 or 4 week “regular season”. Teams will play a round robin to determine placement in the playoff bracket. Seasons may be shortened or lengthened according to available facility space. If, at the discretion of the Intramural Supervisor and Intramural Coordinator, a team is found to be playing out of their league level they may be taken out of their current league and transferred into a more suitable division. If all divisions are full, they may be withheld from the remainder of the regular season and reinstated at playoffs. Teams typically will play 1 night a week on the same reoccurring night unless adjustments need to be made due to non-programmable times or cancellations.

Playoffs

Following the regular season, a single elimination tournament bracket will be held for each league. The leagues will be restructured upon completion of the regular season. Rosters will be frozen after the last

regular season game. A player must have played in at least 1 regular season game in order to be eligible for playoffs.

Tournament Seeding: After the regular season has commenced, the top half of each division will be entered into the playoff bracket. If size of league and facility space allows, all teams may be entered into the playoff bracket.

Seeding will be determined by:

1. Win-Loss record
2. Head-to-Head *only for ties within a division
2. Point Differential (points for-points against)
3. Sportsmanship Rating
4. Coin Flip

FORFEIT POLICIES

Statement: Forfeits are detrimental to the enjoyment of participants and success of the program. If teams or individuals fail to show up for their games, they take away the opportunity of other participants for enjoyment of sport. Forfeits also hurt the development of the officials program by not giving the officials the opportunity to improve.

Grace Period

If the minimum required players are present and checked in for their game by game time, and the other team has not yet met the minimum requirement, the team present may choose either to give the other team a 10 minute grace period or take the win. No exceptions or alterations to this rule will be made.

Default Forfeit

A forfeit deemed “Default” is one where the Intramural Sports office has been notified in person or in writing of a forfeit 24 hours in advance of scheduled game time. If the scheduled game is on a Saturday, Sunday, or Monday, the deadline for notification is Friday 4pm. A default forfeit will be counted as a loss with the score set as the “mercy-rule” score for that sport and both teams will be given a “3” sportsmanship rating. A second default forfeit during the season will result in removal of the league.

No-show Forfeit

A forfeit deemed “No-show” is one where the Intramural Sports office has not received a personal notification during office hours (9-5 Mon-Fri) or is not in advance of 24 hours of scheduled game time. Leaving a voicemail after work hours does not constitute a personal notification within 24 hours. A no-show forfeit will be counted as a loss with the score set as the “mercy-rule” score for that sport and the team or individual that forfeit will be given a “0” sportsmanship rating. A second no-show forfeit will disqualify the team or individual from the division and any associated league for that sport. A team or individual with a no-show forfeit during the regular season will not be allowed the opportunity to advance to any tournament for that sport. A forfeit fee will be assessed to the Captain or individual of a no-show forfeit.

Sportsmanship Forfeit

A sportsmanship forfeit is one where a team has given up their right to continue in the contest and in the league due to unsportsmanlike behavior. A sportsmanship forfeit can result from a single or multiple ejections from the same team or opponents. The Intramural Officials and Supervisors have the discretion to determine a game forfeit due to unsportsmanlike behavior.

Captain's Meetings

A mandatory Captain's Meeting is held prior to all league sports. A representative from each team must be present for the entirety of the meeting or the Captain will be charged a forfeit fee. If a team wishes to submit for an excused absence from the Captain's Meeting they should do so proactively to the Intramural Coordinator.

Forfeit Fee

A forfeit deemed "No-show" or "Sportsmanship" will be subject to a \$35.00 forfeit fee. This fee must be paid in person at the RAC (Recreational Athletic Complex) front desk. A meeting must be scheduled to pay the forfeit fee with a representative of the Intramural Sports office during business hours. The forfeit fee will be assessed to the team captain and their account will be suspended until the fee is paid. Fees which are more than 30 days past due will result in a hold being placed on the student account of the team captain. This may limit the ability to schedule classes or receive transcripts and other University functions.

REGISTRATION AND SCHEDULING

Registration

www.IMleagues.com

All registration and results will take place through the registration website, www.imleagues.com. This is the only official place of Mason Intramural Sports registration. Participants must create an account and must use their *gmu.edu* email address. Upon registration, participants will be asked to provide their G#, this must be entered (without the G) so that Recreation membership can be verified. A detailed description of how to register on IMleagues can be obtained by contacting the Intramural Sports office.

Scheduling

The Intramural Sports program seeks to schedule around the dynamic student life but believes that it is an integral part of the University experience. Normal programming hours are between 7:00pm-11:30pm M-F and Sundays 12pm-11:30pm. To support the University experience, no formal programming will be held during major sporting events or other large University functions. Playoff games may be scheduled on any day of the week, as we cannot guarantee team to play on their requested day/time.

Special leagues scheduling: Intramural Sports attempts to accommodate special considerations for separate leagues; however no guarantees can be made. Space and time considerations must be taken into account for the amount of teams in a league so that the entire student body can be supported.

One-day or Multiple day events: Some activities will be scheduled as a one or multiple-day events. All teams or individuals must be able to participate during the scheduled day/s.

Ladder Scheduling: Some leagues will be scheduled as Ladder Play. The structure is as follows.

1. You will be responsible for challenging your opponents to matches
 2. You may challenge 2 spots up/down
 3. You may decline up to 2 challenges
 4. Two teams can play each other up to 2 times
 5. You must complete 4 matches by a selected point in time
- If the worse seeded opponent wins then they will take the better seeded opponent's place and the better seeded opponent will move down 1 spot, if the better seeded opponent wins then both opponents will remain in their current rankings.

Rescheduling: Rescheduling of games at a team's request is rarely done due to limited facility space and time. Arrangements for rescheduling any game must be completed 48 hours prior to the scheduled contest and approved by the Intramural Sports staff. A rescheduled game request must result in a mutual agreement between the opposing team and the Intramural Sports office. Teams may not reschedule games on their own.

PROTESTS

Contest Protests

A Contest Protest involves a rule interpretation during an Intramural game or contest. NO PROTESTS WILL BE ACCEPTED ON JUDGMENT CALLS BY THE OFFICIALS. All contest protests must be made by the protesting team's captain in the presence of the officials, Supervisors, and the Opposing teams' captain at the time and place of the incident. The protest will then be resolved by the Officials and Supervisor. The protest must be made before the next "live ball" situation. Once play has resumed, no protest on past plays are acceptable. If the decision is still seen as unsatisfactory, the protesting team's captain may file a protest form after the contest. The Intramural Coordinator will make the final decision by the end of the next working day after the incident.

Player Eligibility Protests

A Player Eligibility Protest involves a team captain protesting the eligibility of his/her opponents. All player eligibility protest must be submitted in writing to the Intramural Sports office imsports@gmu.edu by the next working day. The Intramural Sports Coordinator will make the final decision as to the eligibility status of the person(s) in protest.

PARTICIPANT RESPONSIBILITY

Team Captain's Responsibility

Although the team is responsible for the actions of all members, coaches, and spectators the largest burden is placed on the Captain. Team Captains are responsible for informing their team of the rules governing their specific activity, time and location of scheduling, and any other necessary or vital information related to the activity. Captains are also responsible for communications from the Intramural Sports office and to verify eligibility of all teammates.

Health and Risk Responsibilities

Participation in Intramural Sports is voluntary. Injuries may occur. George Mason University and the Intramural Sports Program are not responsible for injuries incurred during Intramural activities. **It is recommended that participants have satisfactory health status and insurance coverage.** All Intramural participants must agree to the online waiver or sign a hard copy prior to participation. This form acknowledges the risk inherent in University Sport and waives George Mason University from injuries that occur during Intramural competition.

Athletic Trainers: Mason Recreation has established a partnership with Select Physical Therapy to provide licensed Athletic Trainers at Competitive Sports events. This service is to provide a safer environment for participants and to provide adequate care for injuries that may occur during competition. Athletic Trainers may or may not be present at Intramural Sports activities.

Suspected head, neck, and spine injury protocol: Any individual that has any symptoms or possible occurrence, in the judgment of the Intramural Sports staff, of a head, neck, or spine injury must be removed from play immediately. If an Athletic Trainer is on site and available, the individual should be intended to and cared for by the Athletic Trainer. If there is not an Athletic Trainer, and in the judgment of the staff, the individual may have suffered such injury, they must not participate in any Intramural activities that day. The individual must be cleared by a medical professional and a Select Physical Therapy Athletic Trainer before returning to play in any Intramural activity.

Emergency Response Procedures

Inclement Weather: Activities may be postponed or cancelled due to weather for reasons of unsafe play or unsafe travel to/from games. The decision to postpone or cancel due to weather will be made after 3:00pm on the scheduled game day. Updates will be sent out via IMleagues messaging. The Intramural Office will reschedule the games if possible. In some cases, games may be canceled by the Intramural Supervisor if inclement weather occurs during play. If this should happen, teams will be notified by the Intramural Sports office for rescheduling information. The Intramural Supervisor will receive information from the Field Event Supervisor on information regarding lightning.

Blood Rule: A player who is bleeding, has an open wound, has any amount of blood on his/her uniform, or has blood on his/her person, shall be directed to leave the game until the bleeding is

stopped, the wound is covered, the uniform and/or body is appropriately cleaned, and/or the uniform is changed before returning to competition.

Injuries: Injuries may occur during competition. All Intramural Supervisors are certified in CPR/AED and First Aid. An incident/accident report is filed for each injury. This is kept on record in the Intramural Sports office. If no Athletic Trainer is on site, or unable to attend to the individual, the action plan is as follows:

- **Minor Injury:** Supervisors will assess the injury on site and give the proper medical attention to the best of their ability attained through their training. The Intramural Supervisors will not diagnose injuries; however they may make recommendations based on the injured individual's condition, including taking advantage of the Student Health Services, Select Physical Therapy, and/or the Hospital.
- **Serious Injuries:** Some injuries are beyond the training of the Intramural Supervisors. The Intramural Sports staff reserves the right to activate EMS or seek professional medical attention when they feel it is in the best interest of the individual. A student can always deny transportation through EMS but that will not inhibit the Supervisors decision to activate EMS. Examples of these types of injuries may include, but are not limited to, loss of consciousness, head injury, neck injury, severe bleeding, seizure, heart attack, stroke, spinal injury, and a suspected break/fracture.

Serious Incident: Should a serious incident, such as a fight or threat occur; Supervisors will attempt to gain control of the situation and call Campus Police. All individuals involved in the incident are expected to remain until Campus Police arrive to investigate the incident.

GENERAL INFORMATION

Pets

Pets are not permitted in University buildings or on Recreation playing fields unless for verified reasons. Pets brought to Intramural Contests must be on a leash and must remain off all playing areas.

Alcohol/Drug/Tobacco Policy

The possession or consumption of alcohol or illegal drugs is prohibited at any Mason Recreation facility, activity, or program. In addition, if any individual is suspected of being under the influence, that person will not be allowed to participate and will be asked to leave the facility. If individuals do not leave the facility in a timely fashion, the contest is subject to forfeit. Violators are also subject to disciplinary action in accordance with University Policy. The Intramural Sports Supervisor has the discretion to call Campus Police if they suspect Alcohol or Drugs. Smoking is not allowed on any Recreational Facility.

Equipment

Proper athletic equipment must be worn. Gym shoes are required whenever participating in Indoor facilities.

Shoes deemed unsafe by the officials will be prohibited. NO METAL CLEATS ARE ALLOWED ON OUTDOOR FACILITIES. Cleats must be either molded plastic or rubber or must completely screw in to the bottom of shoe.

Most game equipment will be provided for most events. Team participants can check out equipment from the equipment check out desk for warm-up purposes.

Hard-billed hats are ONLY allowed during softball and baseball events. Soft caps are allowed during outdoor events. No head covers with a tie or knot will be allowed.

NO JEWELRY will be permitted during any Intramural event. The only exception to this rule is a medic alert bracelet/necklace or refusal or removal for religious reasons

Indoor Facilities

No food or drink is allowed at any indoor Intramural Sports site. Water bottles and Sports drinks are permitted as long as they remain off the playing surface at all times. All jackets, warm-ups, hats, etc. should be stored in a safe distance and location from the playing surface. The sidelines shall not be cluttered with equipment or clothing. If team benches are provided, all team and personal equipment must be placed under or behind the team bench.

New Activity Proposals

Students are given the opportunity to introduce new activities for addition to the Intramural Sports Calendar. Approval will be based upon the philosophy of the program, facilities, student interest, and cost. Serious proposals can be made the Mason Recreation Advisory Board or the Intramural Sports Coordinator.

Student Officials

The Mason Intramural Sports Program hires student Officials, Supervisors, and Program Assistants for work in the program. Applications are found online at recreation.gmu.edu. Previous experience as an official is preferred but not required. Training clinics are provided prior to the start of each season and are required to work each sport.

During each contest, Officials are evaluated by the Intramural Supervisor. These evaluations are used to improve their performance and provide feedback during this learning process. Should a participant wish to provide feedback about an official or any Intramural staff member, they should email the Intramural Coordinator jhans@gmu.edu to address their concern. The participant should never voice their concerns with the official on site. This can negatively affect their teams' sportsmanship rating.

Please understand that our officials are often truly beginners in the art of officiating. Our Officials start out at \$9.00/hr. To put in perspective, a High School official in this area can make up to around \$80/game, D3 college officials often make a couple hundred dollars per game and it goes up drastically from there. If you watch any sport on television where they are making a much larger number than \$9/hr these officials are still accused of being terrible. The officials working your Intramural games are your peers and are working hard so treat them accordingly.

ALL CAMPUS POINT SYSTEM

Entry Information

- Those interested in competing for the All-Campus/ All-Sports Championship must register their team in the Intramural Sports office by the given deadline for each semester.
- The roster may include up to 20 individuals per team. These individuals will be the players selected to form all intramural teams throughout the semester.
- Fraternities and Sororities do not have to compile an All Campus roster, since there are already restrictions in the amount of teams in each league
- The rosters can be comprised of any group of eligible participants for their specified leagues. Exception: Fraternities and Sorority lists must be comprised of members of that organization.
- Teams do not have to use the same name, the list will be tallied by looking up each individual on the All Campus Point roster and calculated based on their participation.

System Format and General Rules

- Points will be awarded based on participation, sportsmanship, end of the season standings and all league championships won.
- Activities will be divided into two categories; Level 1 and Level 2 events. All categories will be included in determining the All-Campus Champion.
- More than one team/individual is allowed to represent an All Campus team in Level 1 and Level 2 events.

Point Scoring Breakdown

Participation Points:

- Teams will receive 20 points for each game they participate in.
- Teams will receive 40 points for each special event they participate in.

Sportsmanship Points

- Teams with a sportsmanship rating of 3.0-3.49 will receive 20 points at the end of the season
- Teams with a sportsmanship rating of 3.5-4.49 will receive 40 points at the end of the season.
- Teams with a sportsmanship rating of 4.5-5.0 will receive 70 points at the end of the season

Playoff Point Breakdown

- Level 1 events

<i>Comp.</i>	<i>League</i>	<i>Rec</i>	<i>League</i>
Final Standings	Points	Final Standings	Points
1st	100	1st	75

2nd	85	2nd	65
3rd-4th	70	3rd-4th	55
5-8th	55	5th-8th	45

**Only one team per All Campus Team is eligible to receive points in a Level 1 sport*

- Level 2 events

<i>Comp</i>	<i>League</i>	<i>Rec</i>	<i>League</i>
Final Standings	Points	Final Standings	Points
1st	75	1st	55
2nd	55	2nd	35
3rd-4th	45	3rd-4th	25
5th-8th	25	5th-8th	15

*For special events, teams may have as many participants as they want. However, participation points will be capped at 120 also playoff points will only be given to the member of the All Campus team who finished highest.

Ex. A fraternity has 3 of their players participating in Badminton. Mike, Joe, Larry finish in 2nd 4th and 8th respectively. All will receive participation points but only Mike will receive 2nd place points and point values of 4th and 8th place will be vacated.

All Campus Champion

- The winner of the Fraternity League will face the winner of the Independent League for the All Campus Championship if applicable at the end of each sport.

<i>Comp</i>	<i>League</i>	<i>Rec</i>	<i>League</i>
Level 1 Events	Points	Level 1 Events	Points
Campus Champ	150	Campus Champ	110
Level 2 Events	Points	Level 2 Events	Points
Campus Champ	60	Campus Champ	45

Deductions

Teams who forfeit a season or playoff game will lose half their participation points.
Missing a Captains meeting will result in a 5 point deduction

Tie Breakers

Overall Sportsmanship Rating
Number of Level 1 Championships
Number of Level 2 Championships
Number of Leagues/Events participated in