

MISSISSIPPI UNIVERSITY FOR WOMEN

INTRAMURAL SPORTS HANDBOOK

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ATTENTION TEAM CAPTAINS:

YOU ARE RESPONSIBLE FOR THE FOLLOWING INFORMATION CONTAINED
WITHIN THIS HANDBOOK

Mission Statement

The mission of the Mississippi University for Women intramural program is to strive to provide quality recreation opportunities for MUW community and to create a safe environment that fosters development of the mind, body, and soul.

INTRODUCTION

The MUW Intramural Program offers a wide variety of individual, dual and team sport activities for women, men and coed groups throughout the academic year. Intramurals is a fun way to meet new people, become physically active and participate in friendly competition. The atmosphere is informal to encourage participation for enjoyment of the activity rather than superior performance abilities.

GOALS AND OBJECTIVES

The purpose of the Mississippi University for Women intramural program is to provide an opportunity for all students, faculty, and staff, regardless of skill level, to take part in a well-organized program of sporting activities.

All individuals are urged to participate in as many IM sports as time, interest, and knowledge allow. The overall success of the program depends on each participant's full commitment to the activity by showing up for each scheduled contest and playing to the best of one's ability in a sportsmanlike manner.

The following objectives may be obtained through participation in the MUW IM Program:

- To provide an opportunity to spend one's leisure time in organized sports and recreational activities.
- To provide opportunities for social contact and the development of lasting friendships.
- To provide opportunities for individuals to develop lifetime fitness concepts.
- To release mental stress in a positive manner.
- To provide leadership and fellowship opportunities through group participation.
- To provide opportunities for every individual, regardless of his skill ability, to enjoy the thrill of voluntary participation.

GENERAL PROGRAM INFORMATION

HOW TO ENTER A TEAM:

For each team sport there will be a registration period. Just stop by the Intramural Office in Stark Recreation Center and pick up an entry/roster form before the announced deadline. Certain activities will have established registration days and time periods during which all entries must be properly completed. A player will not be eligible to play until all information is filled out (ex. name, student ID number and signature.) All players must sign the Assumption of Risk and Release Form before playing in any intramural event. After the form has been filled out, bring it by the IM office during the registration period. All Individual / Dual activities will have established registration days and times or the IM staff will conduct an on-site registration.

Signing up is simple if you use the following tips:

1. Check with the intramural office or go online and get a calendar of events. This way you will know when the registration period for each sport begins.
2. Enter the Completed team roster on or before the announced deadline.
3. Once you sign up your team, you may add players to your roster either at the games or in the office of Intramural Sports. **(You cannot add players for the Championship Game)**
4. Team sports are usually played Monday through Thursday. Some sports will be played during the afternoon between 3:00pm and 6:00pm, while others will be played at night between 6:00pm and 10:00pm. Individual sports are scheduled and it will be up to you and your opponent to determine a time and report your score to the intramural office before the next round of play starts.
5. A team captain or a team representative of the team must attend the captain's meeting. We will review schedule, sport rules and intramural policies.

Roster requirements have been made for the following sports.

Sport-Roster Maximum

Major Sports

Flag Football - 20

Volleyball - 15

Basketball - 15

Soccer - 20

Softball - 20

Ultimate Frisbee - 20

Kickball - 20

Minor Sports

3 on 3 Basketball - 10

Sand Volleyball - 10

Dodgeball - 15

Indoor Soccer - 10

CAPTAIN'S RESPONSIBILITIES

Intramural team captains serve as the communication link between their team and the Intramural Sports Program. They are responsible for understanding Intramural information and passing it on to team members.

Duties of the Team Captain include:

- Select team name (we reserve the right to edit team names)
- Organize the team and enter it into competition before the deadline date.
- Complete the Team Roster and return to the Intramural office before the registration deadline.
- Attend or have a team representative attend the mandatory captains' meeting.
- Keep the captain's and assistant captain's contact information updated in the Intramural Office.
- You agree to read the Intramural Sports Handbook and the rules for your sport as well as ensuring that all team members understand and abide by them, especially player conduct and eligibility.
- Check with the Intramural Office and bulletin boards daily for any changes that might take place.
- Provide information to each of his/her teammates regarding playing dates, times, locations, rule interpretations, policies, and rescheduled contests.
- In case of forfeit, pay the \$15.00 re-entry fee by 1:00pm the next day so team can continue to play.
- Be at the game site 15 minutes prior to the start of each contest in order to be make sure your line up is turned in on time. Make sure everyone has scrimmage vest on with correct number on the line up sheet.
- Represent each member of the team and be the only one to discuss rule interpretations and talk with the officials. **BE RESPONSIBLE FOR THE CONDUCT OF TEAM MEMBERS AND SPECTATORS.** Cooperate with the Intramural Supervisors at the site concerning protest, incidents or accidents that may occur.
- After the contest, team captains need to assist in the clean-up of their bench or playing area after the completion of their contest. They also need to check with the intramural supervisors to follow up on any information that needs to be relayed to team members. Return all equipment to the designated area.
- Communicate with the Intramural staff throughout the season about any issues that concern your team.

CAPTAINS' MEETING

Most of the team sports offered by Intramurals require a representative (preferably the captain) to attend the captains' meeting. This meeting addresses rule interpretations, facilities, schedule explanations and general discussion of issues that may be relevant to the specific sport at hand.

THE DEPARTMENT OF INTRAMURAL SPORTS RESERVES THE RIGHT TO REFUSE INAPPROPRIATE TEAM NAMES. IF A TEAM ENTERS COMPETITION WITH AN INAPPROPRIATE NAME, THE NAME OF THE TEAM CAPTAIN WILL SERVE AS THE TEAM NAME FOR THE REMAINDER OF COMPETITION IN THAT EVENT.

REGULAR SEASON SCHEDULES & TEAM ROSTERS

Tournament brackets should be available the day following the captains meeting. Team captains (team sports) and individuals (individual/dual sports) are responsible for acquiring their schedule(s). NOTE: schedules will NOT be given out over the phone. On the night of your game, your team members should arrive at least 15 minutes early. You **can add** players to your roster throughout the season.

(EXCEPTION: cannot add for the championship game) Players can only play on **ONE** team at a time and once a player has joined a team he/she **cannot** switch to another team until that event is over. All students starting competition in any sport must remain on the same team until that sport is completed.

Tiebreaker Policy: Win/loss record, head to head, points scored, coin toss.

INDIVIDUAL AND DUAL EVENTS

Each participant is responsible for picking up his/her own tournament schedule. The winner must report the score to the IM Sports office. Players are responsible for contacting their own opponent and playing their game before the next scheduled game (the opponent's phone number can be obtained from the IM office). Players should return phone calls/emails within a timely manner. If your opponent doesn't return a call/email within 24 hours, contact the Intramural Sports office at 662-241-7494. A contest may be played ahead of time provided that the score is turned in to the Intramural office. Players involved in the finals should notify the Intramural Office of the day and time of the final. If possible staff coverage will be provided, pictures taken, and Intramural t-shirts awarded at the end of the championship game. If finals are not covered by the Intramural staff, individual and dual sport winners must stop by the IM Office within 1 month after the scheduled game to receive their t-shirts and have their pictures taken. Dual winners should come in together.

SPECIAL EVENTS AND MEETS

Intramural Sports hosts several special events and meets that will happen just once each academic year. To make sure you don't miss our Free-Throw Challenge, Three-Point Shootout, and Homerun Derby, be sure to check the IM Board for the event dates.

BLOOD POLICY

Whenever a player is observed bleeding with any kind of open wound (cut, scratch or puncture), or has blood on his/her clothing, the game should be temporarily stopped and the player removed from the game until the bleeding is stopped, the wound is covered, and the clothing is changed.

TOBACCO/ALCOHOL/OTHER DRUGS POLICY

Tobacco, Alcohol, and other drug usage in the Intramural Program will not be tolerated. Any person found using tobacco products during Intramural events and programs may be asked to extinguish use of said product by the Intramural Supervisors or game officials. Alcoholic beverages are not permitted on or around the Intramural playing areas. Participants who appear under the influence of drugs or alcohol will not be permitted to participate (this includes spectators). The official(s) assigned to the game or any staff member has the authority and responsibility to make a decision concerning the apparent state of all participants. All individuals guilty of drug or alcohol infractions will be asked to leave the Intramural playing area immediately and may be banned from further participation.

ELIGIBILITY RULES

The intramural rules have been designed to encourage participation by the students while at the same time discouraging individuals and teams from gaining an unfair advantage. Winning at any cost is not the intramural philosophy of play.

1. All active undergraduate and graduate students, faculty, and staff members of Mississippi University for Women are eligible to participate in any activity sponsored by the Intramural Sports Office. All participants must provide proper identification at the intramural contest. A current MUW ID card must be presented before each contest to be eligible to participate in the Intramural Sports Program.
2. It is the responsibility of the intramural captains to check the eligibility of their players and to protest the eligibility of players on other teams they believe may be in violation of intramural eligibility rules.
3. In order to be ELIGIBLE to play for an intramural team, an individuals' first and last name, student ID, and phone number must be correctly filled out on that particular team's roster.
4. All individuals eligible for intramural sport activities must comply with any rules, regulations, and policies established by the Intramural staff. Eligibility will end upon withdrawal from school, termination of employment, failure to comply with rules and regulations, or failure to uphold expected standards of sportsmanship. All participants in intramural sports programs must sign the waiver of liability agreement prior to participation. **INDIVIDUALS WILL NOT BE ELIGIBLE TO PARTICIPATE UNTIL THE WAIVER IS SIGNED.**
5. An individual will not be permitted to represent more than one organization or team (as a player) in the same sport. Once a player has played for one team, s/he cannot participate as a player for another team in the same activity.
6. An individual participating under an assumed or false name shall be referred to the Intramural Director for appropriate disciplinary action.
7. Teams **may not** play an ineligible person during a scheduled contest even with mutual consent of both captains. A team shall forfeit any protested contest in which it uses an ineligible player.
8. Any individual who, in the judgment of the official calling the event or any Intramural Staff member, intentionally strikes or shoves an opponent or an official will be automatically ejected from the game and will be suspended pending action from the Intramural Staff.
9. Alcoholic beverages and controlled substances are prohibited at all intramural sport contests. Individuals clearly under the influence will be removed from the activity/facility.
10. Any player or coach ejected from an IM contest shall be **SUSPENDED INDEFINITELY** from participation in all sponsored Intramural Sports **until reinstatement by the Intramural office.** Any individual who is ejected from a contest must **leave the facility (sight and sound) immediately upon notification by the intramural supervisor.**

SPORTSMANSHIP

The philosophy of the Intramural Sports Program is that good sportsmanship is expected in the conduct of every participant in every contest. A “good sport” is fair, courteous, has a positive attitude, and accepts results gracefully. All individuals and teams participating should comply with the spirit of the game as well as the written rules that govern all competitive situations. In order to encourage proper conduct during contests, members of the Intramural Staff will make decisions whether to warn, penalize, or eject persons, teams, or spectators displaying poor sportsmanship. Winning and losing are mere outcomes of this play spirit. Abusive language toward officials and manipulation of the rules are not part of the game. However, the pure satisfactions of participation, getting fit, and enhancing friendships are part of the game. Without your opponents, you have no game, no contest and no fun. You are indebted to them, as they are to you. The spirit of play then is based upon cooperation. Upholding high standards of integrity and fair play acknowledges the idea of cooperative competition. All participants are encouraged to exercise good judgment in caring for the safety of others as well as themselves.

EJECTION POLICY

When a player is ejected from an IM contest, they are required to leave the facilities and are not allowed to return at any point that day. All participants that are ejected from an Intramural event will be immediately suspended from all Intramural contests until reinstated by the Assistant Director of Intramurals. The ejected player is responsible for scheduling a reinstatement meeting with the director. Meeting will take place at the availability of the director.

If an intramural participant is ejected from any activity he/she is immediately ineligible from further participation in any intramural activity until the Director of Intramural Sports clears him or her. If a person is ejected during the championship game the punishment will carry over to the next sport.

It is the participant’s responsibility to schedule an appointment with the Director of Intramural Sports to review his/her behavior and eligibility in any intramural activity. Penalties are effective after the meeting with the Intramural Director. The minimum suspension for any participant that was ejected will be one game. However, if the ejected player fails to meet with the Intramural Director, he/she will be indefinitely suspended from all Intramural Sports programs until the meeting occurs. The Director of Intramural Sports will determine the length of suspension for each incident that occurs based on information obtained from the officials, supervisors and participant ejected. Infractions that may result in ejection from intramural competition include the following:

1. Unsportsmanlike behavior
2. Verbal abuse
3. Unnecessary physical contact
4. Fighting (striking or attempting to strike)
5. Threatening behavior (verbal) toward an official or supervisor
6. Threatening behavior (physical) toward and official or supervisor
7. Individual playing under an assumed name
8. Individual playing illegally on two teams in the same sex division
9. Individual playing after the consumption or suspicion of consumption of alcohol/ drug
10. Damage/Destruction of facilities or equipment.

FORFEIT /GRACE PERIOD

A forfeit is the failure of a team to have the minimum number of players necessary for competition in that sport. A forfeit can also occur when a team falls below the minimum number of players required because of poor sportsmanship (ejections). A forfeit will also be declared if a team uses an ineligible player.

Teams/players will be granted a 10-minute grace period, if needed, to appear at the game site. At game time, the game clock will begin to run and at each minute mark, points will be awarded to the team/player that is ready to play for most sports. If after 10 minutes the game/match has not begun, it will be forfeited to the opponent.

A forfeit eliminates a team from further competition. However, a team may return to competition by paying a \$15.00 forfeit fee by 1:00p.m. the next day. Payment for the fee may be made at the IM Sports Office during office hours. If you know in advance that your team will not have enough players to compete as scheduled, contact the Intramural Office (241-7494) prior to 12:00pm the day of the game to receive a default, and the forfeit fee will be waived.

DEFAULTS

If you know in advance that your team will not have enough players to compete as scheduled, contact the Intramural Sports Office, 241-7494, before 12:00 p.m. the day of the game and the forfeit fee will be waived. A default means a loss will be assessed against your team's record, but your team will remain in competition without having to pay the forfeit fee.

PROTEST PROCEDURES

Protests will not be received or considered if they are based solely on a decision involving the accuracy of judgment on the part of a game official. Protests will be received and considered for:

1. A misinterpretation of a playing rule.
2. A misapplication of a rule to a given situation.
3. Failure to impose the correct penalty for a given violation.
4. Matters of player eligibility.

TO PROTEST THE FOLLOWING PROCEDURES MUST BE STRICTLY OBSERVED.

Notification of intent to protest must be made at the point the matter in question occurs, and immediately before play continues. The coach or captain of the protesting team shall notify the referee that he/she wants to file a protest. The sport supervisor on duty will then render a decision and play will continue. If the captain wants to protest the decision rendered by the sport supervisor, then the protesting captain must state that they wish to play under protest and a written statement will be due within 12 hours. This protest must be written on the formal protest form, which may be obtained from an intramural staff member. The form after completed, will be given to the Intramural staff for discussion. After a decision has been made, both captains will be notified of the decision. NOTE: NO PROTEST WILL BE CONSIDERED IF THE ABOVE PROCEDURES ARE NOT FOLLOWED. The Intramural office does not assume responsibility for investigating the eligibility of all participants but will investigate any properly protested cases. Player eligibility protest must be made prior to the completion of the contest to the Intramural Supervisor on duty.

RESCHEDULING

Rescheduling is discouraged because of the lack of time we have to play games. Rescheduling is allowed; however, rescheduling will be kept to an absolute minimum.

If a team has a conflict with the day and time they are scheduled to play then the following rescheduling procedure should be followed: **The team captain desiring a schedule change must first contact the intramural sports office in order to obtain possible times for rescheduling. Call your Opponent and request to reschedule. Call IM office and let them know the new mutually agreeable time. If an agreement cannot be reached then the contest must remain at the originally scheduled time. You are required to complete this procedure by 4:00 p.m. the business day before the originally scheduled game.**

FREE AGENTS

Free agents are individuals who are interested in playing intramurals but do not have a team. To become a free agent, an individual can fill out a free agent form and return it to the MUW Intramural office. The Intramural staff will then try to place the individual on a team that has empty slots on their roster or, if enough free agents exist, a new team may be formed. There is no guarantee that free agents will be placed on a team. All free agents are encouraged to attend the captains meeting in order to speak directly to teams that may need players.

JEWELRY

Jewelry is NOT allowed to be worn by any participant during an Intramural event. This jewelry consists of any visible rings (including wedding rings), watches, necklaces, earrings, studs, bracelets and any other such similar jewelry. Only medical alert bracelets/necklaces are permitted. Each one of these pieces of jewelry must be taped down as to not create a safety hazard. The officials and supervisors on duty have the authority to disallow any participant from participating which they feel would endanger the person wearing the jewelry or his/her opponents. Protests involving jewelry will not be accepted by the IM office. Please do not ask Intramural Staff members to keep up with your jewelry. The Intramural Staff is not responsible for any pieces of jewelry lost during competition.

INJURIES/LIABILITY/INSURANCE

Participation in the MUW Intramural Sports programs is purely voluntary and individuals participate at their own risk. Participants should be aware of the possibility of bodily, mental, and emotional injury and should understand that they are responsible for any and all costs arising out of injury or property damage sustained through participation.

All participants in intramural sports activities must sign the waiver of liability agreement prior to participation. The IM program does not carry insurance to cover those individuals who are injured while participating in IM contests. It is strongly recommended that all participants provide themselves with some form of accident insurance if they are not covered either by their own or their parent/guardian's insurance program.

Rules for Overall Intramural Champion

To be eligible for the overall trophy, teams must compete under the same organization/team name throughout the year. Teams who are interested in competing for the overall champion trophy must declare their intentions by registering their team with the Intramural office.

The total number of points a team earns throughout the academic year will decide the overall intramural champion. There will be a women's champion and a men's champion. If a member of your team competes in an individual sport she/he has to be on your team roster before that event starts in order for your team to receive points for the overall champion trophy. Points will be given on the system stated below. In case of a tie one of the officers will draw from an envelope a sport from among softball, football, basketball, and volleyball and the teams will then have a play off.

Intramural Points System

Co-ed participation will not count toward a team's total overall points.

If you enter a team to play team sports you will receive 10 points. Entrants must finish or be eliminated from an event to receive entry points. Forfeiting out or not finishing will result in loss of entry points. (For every forfeit you will get 10 points taken away.)

Major Sports:

Flag Football	First Place (Champion)	50 points
Softball	Second Place	35 points
Basketball 5 on 5	Third Place	25 points
Indoor Volleyball		
Ultimate Frisbee		

Minor Sports

3 on 3 Basketball	Night Owl Relay	First Place (Champion) 25 points
Sand Volleyball	Walleyball	Second Place 15 points
Dodgeball	5 on 5 Indoor Soccer	Third Place 10 points

Individual/Dual Sports:

Tennis Singles	Punt, Pass, & Kick Contest	First Place (Champion) 15 points
Tennis Doubles	Bench Press Contest	Second Place 10 points
8-Ball Pool	Golf Chipping Contest	Third Place 5 points
Fun Walk	Poker	
Racquetball	Horseshoes	
Badminton	3 point shot	
Home Run Derby	Free Throw Contest	
Table Tennis	Racquetball Doubles	
Spades	Eclipse	

If you have more than one team in any sport you will receive points for the highest place finish and then 3 points after that if your team(s) should also place.

Overall Champions Trophy

The men's and women's team that has the highest total of points at the end of the spring semester will be named Intramural Champion for that year. The team's name and the year will be placed on the plaque.

WALL OF FAME

Pictures are taken during Intramural events and during the final competitions. Winners of each event also have their picture taken. These are categorized according to sport and put on the wall in the Intramural Office. Under the picture of the winners are their names/team names and the names of the events. These pictures are displayed for everyone to see in hopes that they will participate and one day have their picture on the Wall of Fame.

PERSONALIZED CHAMPIONSHIP T-SHIRT

T-shirts will be awarded to the Champions of each sport. When possible, the championship shirts will be distributed immediately after the championship game. When that does not work out, shirts may be picked up at the Stark Recreation Center. For team sports, we would ask that the captain pick up the shirts from the office for the entire team and distribute them to the players. T-Shirts for each event are a different color to break the monotony of winning more than one event and having the same color shirts. For the team sports, participants must have been on the game line up card for at least half of the team's games to receive a t-shirt.

EMPLOYMENT OPPORTUNITIES

The Office of Intramural Sports is always looking for dependable individuals willing to work in a fun environment. The Intramural Sports program needs game officials, scorekeepers, and supervisors to work the intramural events. Training will be offered throughout the semester and before each sport. If you are interested in obtaining a job with the Intramural Program, please contact the Assistant Director for Intramural Sports at 241-7494 or rkhigginbotham@muw.edu.

CHECKLIST FOR TEAM CAPTAINS

(Helpful hints for managing your team)

BEFORE THE SEASON

1. Meet with prospective team members to decide on the most agreeable team name. The IM staff reserves the right to disallow any team name that is offensive or inappropriate in any way.
2. Obtain copy of calendar of events and registration times, eligibility and game rules available at the Intramural Office.
3. Following registration, inform all team members of the day, time, and location of your first scheduled game.
4. Attend all Captains' meetings and inform all team members of any important information received, including rules, sportsmanship issues, etc.
5. Stay in close contact with the IM office in order to be aware of any changes which may directly affect your team.

DURING THE SEASON

1. Visit the IM office frequently and keep in close contact with the IM bulletin board in Hogarth. The team Captain is responsible for communicating the season schedule to all team members.
2. Update your official team roster whenever necessary. This includes any player additions, deletions, address, or phone number changes.
3. Make every effort to play all games as scheduled (at the correct day/time). A successful Captain avoids forfeits at all costs.
4. Insure that your team is on hand for all contest, be ready to play well ahead of the scheduled time.
5. Personally understand and ensure that teammates and team spectators understand the Intramural Sports' zero tolerance policy, regarding the sportsmanship policy.

AFTER THE SEASON

Please stop by the IM sports office and give us suggestions to improve programs. We need your feedback.

Sportsmanship Conduct

The philosophy of the Intramural Sports program is that good sportsmanship is expected during every contest. The Intramural office realizes that the intramural contests are very important to the intramural participants, but the importance should not be so great that good sportsmanship is overlooked. Be advised that win-at-all cost attitudes are totally inappropriate and are strongly discouraged. A “good sport” is fair, courteous, has a positive attitude and accepts results gracefully. To ensure that fair play and good sportsmanship prevail, intramural employees (game officials, supervisors, and professional staff) will make decisions whether to warn, penalize, and eject players, teams, or spectators for conduct deemed unsportsmanlike.

Participants and spectators who choose to follow unsportsmanlike behavior before, during, or after the contest directed toward officials, other participants, or spectators are subject to ejection from the intramural facility. Examples of unsportsmanlike actions include, but are not limited to profanity, “trash talk” and taunting opponent, arguing with official’s call, fighting, verbal or physical threats, acts that cause a delay of game (slamming the ball), blaming teammates for mistakes and flagrant actions.

All participants should acknowledge that the referees are not professionals, but rather fellow students. By having amateur and inexperienced officials, there will be inconsistencies with calls throughout the course of a game or season. The Intramural Sports program will have a **“ZERO TOLERANCE”** in terms of personally derogatory or insulting language/behavior towards the program’s student officials.

Without your opponent, you have no game, no contest, and absolutely no fun. You are indebted to them as they are to you.

All participants that are ejected from an Intramural event will be immediately suspended from all Intramural contests until reinstated by the Assisted Director of Intramurals. The ejected player is responsible for scheduling a reinstatement meeting with the Director. Meetings will take place at the availability of the Director.

Team captains are responsible for the conduct of their players, sidelines, and spectators. The conduct of all players and spectators before and after the game is as important as the conduct during the game.

I have read the Intramural Sports’ Sportsmanship Code and I understand the policies and procedures of the sportsmanship code. I certify that this has been discussed with the membership of the organization and/or team and we will abide by the sportsmanship code. I am also aware that I am responsible for the actions of the organization.

All players must read the above statements and acknowledge by signing below (or on the reverse side, if necessary).

Captains Signature: _____ **Print:** _____

Team Name: _____ **Date:** _____

SIGNATURE:

PRINT:

Team Member: _____

SIGNATURE:

PRINT:

Team Member: _____	_____

**MUW Intramural Sports
Team Captain Responsibility Form**

As team captain, I have been provided the IM policies; I understand them, I have given the information to my team members and agree to abide by them. I understand that I will be fully responsible for the eligibility and conduct of the team members. I agree to arrange a meeting with the Intramural Assistant Director and the Director of Campus Recreation in case of ejections. I have informed each player of the inherent risk involved in participation. Each player should check their personal/family health insurance for coverage as Mississippi University for Women and the Department of Campus Recreation does not provide insurance of any kind covering injuries and the like on or off the field or in transit to the field.

PLEASE PRINT

Captain's Name: _____ **Date:** _____

Team Name: _____ **MUW ID #** _____

Email: _____ **Phone #:** _____

Address: _____

Alternate Captain's Name: _____ **MUW ID #** _____

Email: _____ **Phone #:** _____

Agreement:

As a team captain, you ARE responsible for the following information:

- Sports rules
- Intramural Sports Policy/Procedure
- Sportsmanship
- Eligibility
- Maintaining your roster
- Asking questions if information is unclear
- Listening to the Intramural Staff discuss Individual Sport rules
- Sharing all of the information reviewed and received from the Intramural Staff with ALL my team members

I, the undersigned, agree to and accept ALL of the above-mentioned responsibilities. I understand that I MUST take this information learned from the Intramural Staff back and share with ALL of my team members. I also understand that my team is responsible for following all Intramural Sports Rules, Policies and Procedures.

Printed Name: _____ **Signature:** _____ **Date:** _____

Return this form to the Intramural Office located in Stark Recreation Center.