



Tournament Policies and Procedures

2023-2024 School Year

Registering for Tournaments

- To participate in Tournaments, all participants must register on IMLeagues.com. This online platform provides a convenient and easy way to keep track of schedules, scores, and team standings.

Creating an IM Leagues Account

To participate in tournaments, you'll need to create an account on IMLeagues.com or download the IMLeagues app. Here's how:

- Go to www.imleagues.com or download the IMLeagues app
- Click **SIGN UP**
- In the dropdown box, search for "The Ohio State University at Mansfield" and select it
- Fill in all the required information, making sure to use your university email address
- Click **CREATE ACCOUNT**
- Check your email for an activation message and click the link to activate your IM Leagues account
- You should be automatically joined to your school; if not, you can search for schools by clicking the **SCHOOLS** link.

Signing up for a Tournament

- Log in to your imleagues.com account
- Click the "Get Involved" button at the top right of your User Homepage page
- The current sports will be displayed, click the sport you wish to join
- You can join the sport in one of three ways (listed below)

Create a Team

- Captains are responsible for creating their team under the sport they want to compete in.
- To invite members, captains can click on **TEAM OPTIONS** and then the **INVITE MEMBERS** link on the team page.

- For members who have already registered on IM Leagues, search for their name and invite them.
- For members who have not yet registered on IM Leagues, input their email address in the **INVITE BY EMAIL ADDRESS** box.
- Invited members must accept the invitation to join the team.
- Captains can see all free agents in the league and can request players to join their team

Join a Team

- There are four ways to join a team:
 - Find existing teams on the league page and click the **JOIN TEAM** button to send a request to join a team
 - Accept a request from the captain to join his/her team
 - Find the team and captain name on division/league page and request to join
 - Go to the captain's player card page, view his/her team, and request to join

Join as a Free Agent

- List yourself as a free agent in as many divisions within a league as you want.
- You will be visible to all members of the site and can request to join teams, or post information about yourself so teams can request to add you to their team.

Fall Semester 2023 Tournaments

All-Star Basketball Challenge

- Date: Monday, September 25
- Time: 5:30pm
- Location: Campus Recreation Center Gym
- Registration opens Monday, September 11 and closes Friday, September 22 at 5:00pm.
- The All-Star Basketball Challenge is an exciting event that brings together basketball enthusiasts of all levels to showcase their skills in a three-part competition. The competition includes free throw, hot shot, and three-point contests, allowing participants to choose to compete in one or all three parts. Participants who participate in all three competitions have the chance to win the overall championship and receive a coveted championship t-shirt. Meanwhile, those who choose to participate in only one part of the competition will still have a chance to win as division winners and receive a t-shirt as well. Walk-ons are welcome on the day of the event. Whether you are a seasoned player or just starting, this event promises to be an exciting and fun experience for everyone.

Ping-Pong

- Date: Thursday, October 26
- Time: 5:00pm – 8:00pm
- Location: Student Union
- Registration opens Monday, October 16 and closes on Tuesday, October 24 at 5:00pm.
- The Ping Pong tournament is an exciting event that anyone can participate in! The tournament is open for individual sign-ups only. Even if you missed the deadline, you can

still participate as walk-ons are welcome. The winner of the tournament will receive a highly coveted IM Champ T-Shirt as their reward. Get ready to show off your Ping Pong skills and have a great time competing with others in this thrilling tournament!

Mario Kart

- Date: Tuesday, November 14
- Time: 5:00pm-8:00pm
- Location: Student Union
- Registration opens Tuesday, October 31 and closes on Monday, November 13 at 5:00pm.
- The Mario Kart tournament is a competitive event open to individual sign-ups only. Participants will compete against each other in the popular video game Mario Kart, where they will race against each other in various levels. The tournament is open to all skill levels, and walk-ons are welcome to join. The winner of the tournament will receive an IM Champ T-Shirt as a prize.

Billiards

- Date: Wednesday, November 15
- Time: 5:00pm-8:00pm
- Location: Student Union
- Registration opens Tuesday, October 31 and closes on Monday, November 13 at 5:00pm.
- The billiards tournament is an upcoming event that will be held for individual players who are interested in showcasing their skills in the game of billiards. Walk-ons are also welcome to join the competition. The winner of the tournament will receive an IM Champ T-Shirt. So, if you're a fan of billiards and want to test your skills against other players, this tournament is the perfect opportunity to do so.

Spring Semester 2024 Tournaments

- Foosball
- NFL Combine Challenge
- Volleyball
- Pickleball
- NBA 2k
- Madden

All dates, times, and locations are to be determined.

Team Captain Responsibilities

To ensure a successful Intramural season, team captains must follow these guidelines:

- Create their team on imleagues.com and register them for specific leagues.
- Attend any required Captains Meeting prior to the start of their season; notification of these meetings will be sent via email.

- Enter their team in the proper sport before the closing date and keep track of deadlines set by the Campus Recreation Center.
- Notify team members of scheduled games, dates, locations, and times, and keep them informed of any schedule changes due to bad weather or other factors.
- Ensure that all team members meet eligibility requirements.
- Be familiar with intramural policies and procedures and relay these to team members.
- Sign the score sheet after each contest, if applicable.
- Ensure that those representing their team play according to the rules of the game and conduct themselves in a sportsmanlike manner.
- Act as the sole team representative in discussions with intramural staff and in filing protests.
- Act as the team representative in receiving information from the Campus Recreation Center concerning playoff meetings, rule changes, tournament brackets, and schedules.
- Seek out the Coordinator of Campus Recreation for any questions or concerns.

By adhering to these guidelines, team captains will help to create a positive and enjoyable Intramural experience for all involved.

Participation Guidelines

The eligibility requirements below are applicable to all divisions of play:

- All participants must be current students, faculty, or staff of The Ohio State University at Mansfield or North Central State College.
- At check-in, participants must present their OSU-M or NCSC ID before every competition. The Campus Recreation Center staff may request a second form of identification to verify identity.
- Once a player has participated in a game on one team, they are not permitted to transfer to another team. However, if a rostered player has not yet played with a team, they are allowed to shift to another team. A player is permitted to transfer teams only once.
- Before being eligible to play, all participants must check in.
- Playing in an event without being on the roster will result in forfeiture of the game.

Penalty

To ensure fair play, the following rules will be strictly enforced:

- Players who participate for two teams will be disqualified from the remainder of the tournament. Additionally, any games that the disqualified player took part in for the second team will be forfeited.
- The team captain bears the responsibility of verifying the eligibility of their players at all times. In the event of any uncertainty regarding a player's eligibility, the captain may contact the Coordinator of Campus Recreation for further guidance.

Rosters

In order to be eligible to participate in the tournament, the following guidelines must be adhered to:

- All players must be added to the score sheet or listed on the imleagues.com roster before the conclusion of their first team's game.

- No player may be added to the roster after the completion of the first game, therefore, it is important to ensure that all players are properly registered before the start of the tournament.

Limitations on Roster Size

Every tournament has unique guidelines regarding roster sizes, which directly correspond to the number of championship T-shirts awarded to each winning team. For more information on roster sizes, please refer to the 'Awards' section. Please note that teams are not allowed to repeatedly swap players on their roster in order to comply with the maximum roster size. Additionally, players cannot be added, removed, and then added back to a team roster. Any team found in breach of this policy will be required to forfeit any games in which the ineligible player participated.

Participant Restrictions

Professional Athletes

An individual who has attained professional status in a specific sport shall be ineligible to compete in that sport or any related sports at the Intramural level for a period of five years following the conclusion of their professional play. Similarly, any individual who has received remuneration for either playing or coaching professionally will be ineligible to participate in that sport or related sport for five years following the conclusion of their professional playing or coaching.

Coaches

Coaching of any kind, including by professional coaches, paid or volunteer coaches, or students acting as coaches, is strictly prohibited on the sidelines of teams across all tournaments.

Penalty

Any team found to have ineligible participants or coaches shall automatically forfeit any games in which the said participants took part. The severity of the offense shall determine any additional penalties that may be imposed by the Coordinator of Campus Recreation.

Schedules & Requests for Rescheduled Games/Matches

The tournament schedule will be established the day after registration concludes, and games will commence on the indicated dates and times. Captains will receive an email notification once their schedule is available.

It's important to note that team captains have 24 hours to inform the Coordinator of Campus Recreation of any conflicts or requests to change games or times after the schedule has been released. Any subsequent game change requests will be subject to the Coordinator's discretion.

Please be advised that all tournament schedules are final, and any concerns or problems that arise within 24 hours of the competition's start should be immediately brought to the attention of the Coordinator of Campus Recreation.

Rainouts/Snow Days

Weather-related cancellations will only be rescheduled during tournaments or playoffs.

Regarding tournaments, any rulings will be announced no later than 2:00 pm on the day preceding the event. In the event of no notification, the tournament will proceed as scheduled.

Tournament Seeding and Format

To ensure optimal tournament experience, we aim to complete all tournaments within a single day. The specific format - single, double, or round robin - will be determined based on the number of teams registered, ensuring fairness and competitive balance.

Single Elimination Tournament

A single-elimination tournament, also known as a knockout or sudden-death tournament, features head-to-head matchups where the losing team is immediately eliminated from the competition. The winning team advances to the next round and faces a new opponent until the final match-up. The ultimate victor of the tournament is determined by the winner of the final match.

Double Elimination Tournament

In a double-elimination tournament, the competition is divided into two brackets: the winner's bracket and the loser's bracket. Teams start in the winner's bracket and continue until they suffer their first loss, at which point they move to the loser's bracket. Even after a loss, teams in the loser's bracket still have a chance to work their way up and compete for the championship title.

Round Robin Tournament

In a round-robin tournament, each team plays against all other teams an equal number of times, earning points for each win and none for losses. The team with the highest number of points at the end is crowned the winner.

In the event of a tie, the following tiebreakers will be used:

- 2-team tie: A championship game will be played between the tied teams, with the winner being crowned champion.
- 3-team tie or higher: A single-elimination tournament will be held between the tied teams, with seeding determined based on average point differential throughout the round-robin phase.

Forfeits

A forfeit occurs when a team or individual fails to appear or is unprepared to begin play at the scheduled game time. If at least one participant from a team is present at game time, a 5-minute grace period will be granted.

- A double forfeit is declared when neither team or individual is present or prepared to play. In the event of a double forfeit during a tournament, the team with the highest number of players present will advance.
- Please note that forfeit fees will not be charged for any tournaments.

Defaults

A "default" refers to a situation where a team or individual informs the Campus Recreation Center of a scheduling conflict that prevents them from participating in a scheduled game. When a default is recognized, no forfeit fees will be charged. In the event of a default, the point differential will be recorded according to the following criteria:

For tournaments, teams or individuals must notify the Campus Recreation Center by 2:00 pm the day before the scheduled game if they are unable to play. If they are only unable to play a single game within the tournament, they will receive a default. However, if they are unable to participate in the tournament at all, their team will be disqualified and unable to re-register.

3v3 Basketball	10-0
4v4 Flag Football	10-0
4v4 Soccer	3-0
4v4 Volleyball	2-0
5v5 Basketball	13-0
6v6 Volleyball	2-0
7v7 Flag Football	10-0
11v11 Soccer	5-0
Badminton	2-0
Basketball All-Star Challenge	Determined at the tournament.
Billiards Singles	2-0
Cornhole	2-0
Dodgeball	4-0
Floor Hockey	3-0
Foosball	2-0
Futsal	5-0
Handball	8-0
Kickball	5-0
NFL Combine Challenge	Determined at the tournament.
Pickleball	2-0
Ping Pong Singles	2-0
Sand Volleyball	2-0
Softball	3-0
Spike Ball	2-0
Strength Competition	Determined at the tournament.
Tennis Singles	2-0
Ultimate Frisbee	10-0
Video Games	2-0
Wiffleball	5-0

“For the love of the sport”

Before the start of the game, if your team does not have enough eligible players, but is able to provide enough players for a scrimmage, you will be able to play the game and will only receive

a default loss but will not be fined. The Campus Recreation Center will still ref the game and keep score. You may ask players from other teams to play with you.

Health and Safety

At our Intramural programs, the health and safety of all participants is our top priority. To ensure the well-being of everyone involved, we may need to prioritize their safety over regular rules, regulations, and procedures.

This means that the Campus Recreation Center reserves the right to take necessary actions, such as closing facilities, modifying rules, or even declaring forfeits or canceling games, when the safety of one or more players is at risk. In such situations, the continuation of the game would only further endanger the participants, and the necessary actions would be taken to prevent that from happening.

Rest assured that we will always prioritize the health and safety of all our participants, and we appreciate your cooperation in this regard.

Assumption of Risk

Participating in Intramural Sports is a fun and exciting way to stay active, but it is important to understand that the Campus Recreation Center, OSU-M, NCSC, and their agents cannot assume responsibility for any injuries or damage to personal property that may occur as a result of participation.

In the event of an injury during a tournament, it is mandatory that you report it to the CRC staff on duty. They will complete an Incident Report and determine if further medical attention is necessary. This is important to ensure that you receive the proper care and attention needed for a speedy recovery.

While we cannot guarantee a completely injury-free environment, we are committed to creating a safe and enjoyable atmosphere for all our participants. We encourage you to take necessary precautions and play responsibly to reduce the risk of injury.

Health Insurance

It is highly recommended for students to possess appropriate individual health and accident insurance coverage. It should be noted that the Campus Recreation Center does not offer any form of individual insurance coverage.

Lightning

In the event of observing lightning before or during any outdoor competition, all such contests will be immediately suspended. It will only resume once there is no visible lightning nor audible thunderclap for at least 30 minutes after the last detected lightning strike or thunderclap, whichever occurs later.

Blood Borne Pathogens

If any player(s) are discovered to be bleeding, they are required to leave the game promptly. Substitutions are permissible during this time, or the official may decide to call a timeout. Until all injuries are appropriately treated and bandaged, and bleeding stops entirely, the player cannot resume playing. Additionally, any clothing stained with blood should be eliminated before re-entering the game.

Concussions

If a tournament participant shows signs, symptoms, or behaviors consistent with a concussion, they will be immediately removed from play and assessed by the Campus Recreation Center staff. The participant will not be allowed to resume any tournament activities for the remainder of the day.

In the event of a suspected head injury that requires EMS to be called and the participant to be transported to the hospital, the participant must obtain written consent from medical personnel specifying guidelines for safe return to participation before resuming any tournaments. This documentation must be presented to the Coordinator of Campus Recreation to clear the individual for participation."

This rewording clarifies the steps that will be taken in the event of a concussion or suspected head injury and presents the information in a professional and concise manner.

Equipment and Dress Code

Equipment for tournament play may be checked out by students, faculty, and staff at the location of the event. To check out equipment, participants must present their OSU-M or NCSC ID.

Individuals using the equipment are responsible for any damage that is not considered normal wear and tear. The participant who checked out the equipment will be charged if any damage or loss occurs.

Personal athletic equipment may be used during tournament play if it meets the tournament rules. Any rulings made by officials or supervisors regarding equipment will be binding until the Coordinator of Campus Recreation makes a final decision."

This revised statement is easier to understand and presents the information in a straightforward manner while still covering all the important details.

General Dress Code

Proper athletic apparel and footwear are required for all tournaments activities. Prohibited clothing items include, but are not limited to, jeans, cargo pants/shorts, skirts, loafers, open-toed shoes, and boots.

All participants must wear shirts during tournament play. Cut-off shirts are acceptable unless the length of the cut poses a safety risk.

Jewelry is not allowed in any Intramural sport, including piercings, necklaces, rings, wrist fitness trackers, watches, and bracelets. The only exception is medical jewelry, which must be taped down.

Tennis shoes or basketball shoes must be worn on the Campus Recreation Center courts. Protective equipment such as casts and braces must be padded and secure.

Billed hats are prohibited in all sports except for softball and wiffleball. Rubber-cleated shoes are acceptable for flag football, outdoor soccer, kickball, softball, and wiffleball. Metal spikes of any kind are not permitted."

This rewording simplifies the language used and makes the rules more accessible to participants. Additionally, the revised statement is more concise while still conveying all the necessary information.

Sport-Specific Considerations

- Basketball: Participants are strongly encouraged to wear mouthguards, but they are not provided.
- Flag Football: Clothing items with pockets, such as shorts or pants, and hoodies, are not allowed. Pockets cannot be taped shut, zippered, or turned inside out.
- Sand Volleyball: Players may play shirtless or in sports bras, but swimwear or bikinis are not allowed.
- Soccer & Futsal: Shin guards are highly recommended but not provided.
- Softball: Gloves are not provided. Bats supplied by teams must be ASA approved."

Penalty

Players who misuse equipment, use illegal equipment, or are not appropriately dressed will be prohibited from competing. This could result in suspension or additional disciplinary actions.

Ejections/Suspensions

To ensure a fair and enjoyable environment for all participants, we enforce a strict code of conduct regarding unsportsmanlike behavior. Any player, fan, or team that is ejected for such behavior will receive a one-game automatic suspension from the following contest. In addition, they must meet with the Coordinator of Campus Recreation within seven business days before they can participate in any further programs or services offered by the Campus Recreation Center.

We take this matter seriously, and failure to meet with the Coordinator promptly will result in the incident being escalated to the student conduct process for potential hearings and further sanctions. To avoid any misunderstandings, we would like to outline some additional guidelines:

- Our officials, supervisors, and administrators are authorized to warn, penalize, or eject players or teams for poor sportsmanship. Such actions will be binding for the duration of that contest.
- Any ejected player or fan must leave the facility/field immediately and may not return for the rest of the day.

- Repeated displays of poor attitude and lack of sportsmanship will result in the loss of the right to participate or spectate during any intramural programming.
- Teams are responsible for the behavior of their fans and may be penalized based on their actions.
- Any person involved in a fight will face a minimum penalty of one semester from all Campus Recreation Center events. They will also meet with the Coordinator of Campus Recreation to discuss if any other action will be taken.
- A second fight will result in an indefinite suspension from all Intramural Leagues.

We hope that everyone will abide by these rules and that we can continue to promote a positive and safe environment for all participants.

Protests

To ensure fair play, we have strict guidelines in place regarding protests. Protests may only be made on the eligibility of players and rule interpretations, and not on judgment calls. Only team captains are allowed to file a protest, and rule and procedure protests must be made at the time of the incident and before play resumes.

A Campus Recreation Center staff member will first handle the protest, and if unable to do so, a written protest must be filed. For a rule protest, the on-site staff member will document the situation in detail in writing so that the game can be resumed from the exact point if the protest is held. Both captains and officials must sign the protest, and it will then be given to the Coordinator of Campus Recreation for a ruling.

Eligibility protests must be filed with the Campus Recreation Center office within 24 hours after the completion of the game in question or before the next scheduled game if it is less than 24 hours away. If a team recognizes an ineligible player, they should bring it to the official's attention before the game begins.

If the protesting team wins, the protest is negated, and if they lose, the protesting captain can inform the staff member on duty if they wish to pursue the protest. However, failure to consult with the field staff member after the game could result in the denial of the protest.

We hope that these guidelines will help ensure a fair and enjoyable intramural experience for all participants.

Appeals

To seek recourse when protesting or receiving disciplinary suspensions, teams or individuals may utilize the appeal process.

If wishing to initiate an appeal, teams or individuals must duly notify the Coordinator of Campus Recreation.

Sportsmanship

Embodying the principles of integrity and fairness, the Intramural philosophy highly regards good sportsmanship as an indispensable cornerstone in every game. It entails demonstrating respect towards opponents, Campus Recreation Center staff, and spectators alike. To ensure a positive and enjoyable experience for everyone, it is imperative that students carefully choose their teammates to avoid repercussions for the team. Moreover, team captains bear a crucial responsibility in upholding the conduct of all team members and affiliated personnel, including fans, throughout the game.

Sportsmanship in Tournaments

While sportsmanship ratings will not be officially scored during tournaments, we expect all participants and spectators to uphold a high standard of sportsmanship throughout the event. Failure to meet this expectation may result in forfeiture, disqualification, suspension, or ejection, as deemed appropriate by the Campus Recreation Center staff or officials. Additionally, the Coordinator of Campus Recreation reserves the right to assign further disciplinary action or team/participant suspension at their discretion.

To help guide behavior, we have provided the following criteria to keep in mind regarding different levels of sportsmanship:

"A": Excellent Sportsmanship = 4 points

- Players demonstrate exceptional sportsmanship by completely cooperating with officials on rule interpretations and calls. The team captain effectively leads and controls their teammates, while team members and spectators show respect towards opponents and officials. Participants encourage each other's efforts and refrain from questioning judgment, with no disrespect shown towards anyone involved.

"B": Good Sportsmanship = 3 points

- The team exhibits good sportsmanship with team members and spectators being respectful towards opponents and officials, with only minor incidents that may or may not require a warning from game officials or supervisors. The team captain is generally in control of their teammates, and teams committing no more than one unsportsmanlike conduct penalty will receive a "B" rating.

"C": Below Average Sportsmanship = 2 points

- Team members or spectators are disrespectful towards opponents or officials on several occasions that may or may not warrant a penalty. The team captain exhibits limited control over themselves, their teammates, and spectators. Teams receiving a player ejection for an unsportsmanlike act or committing multiple unsportsmanlike conduct penalties will receive no higher than a "C" rating.

"D": Poor Sportsmanship = 1 point

- Teams frequently make comments to officials and/or opposing teams from the field and/or sidelines. The team captain has little or no control over their teammates or themselves, and most individuals on the team are disrespectful towards opponents or officials regularly. Teams that

receive a second "D" rating in the same sport or activity will face immediate dismissal from league or tournament play.

"F": Unacceptable Sportsmanship = 0 points

- The team exhibits complete uncooperativeness and lack of control before, during, or after the contest. The team captain shows poor control over themselves, the team, and/or spectators. The team has multiple ejections or blatant unsportsmanlike conduct that endangers participants, fans, officials, or supervisors. The team fails to cooperate/comply with intramural sports administrative staff/University officials while performing their duties and falsely represents or withholds any requested information. Teams receiving any "F" sportsmanship rating will face immediate dismissal from league or tournament play, and further discipline or team/participant suspension may be assigned at the discretion of the CRC Coordinator.

Note: Administrative penalties such as a technical or unsportsmanlike foul for jewelry do not affect a team's overall sportsmanship rating.

Awards

In recognition of their achievement, all champions in each intramural sport will be awarded Intramural League Championship T-shirts. The number of shirts given to a championship team is based on the maximum roster size for that particular sport. Please refer to the following chart for the maximum roster numbers and corresponding number of championship T-shirts:

3v3 Basketball	4
4v4 Flag Football	7
4v4 Soccer	6
4v4 Volleyball	6
5v5 Basketball	10
6v6 Volleyball	8
7v7 Flag Football	10
7v7 Soccer	10
11v11 Soccer	13
Badminton	3
Basketball All-Star Challenge	4 (1 champion from each group)
Billiards Singles	1
Billiards Doubles	2
Cornhole	3
Dodgeball	8
Floor Hockey	6
Foosball	1
Futsal	10
Handball	8
Kickball	10
Pickleball	3
Ping Pong Singles	1
Ping Pong Doubles	2

NFL Combine Challenge	2-3
Sand Volleyball	8
Softball	12
Spike Ball	3
Strength Competition	1
Tennis Singles	1
Tennis Doubles	2
Ultimate Frisbee	10
Video Games	1
Wiffleball	7

Disclaimer

Although this Policies and Procedures Manual provides general rules and guidelines for intramural sports, please note that each individual sport may have specific rule modifications that must be followed at all times. Participants (including players and fans) must adhere to the policies and procedures established by the Campus Recreation Center. Please visit <https://mansfield.osu.edu/student-life/recreation/facilities.html> to view facility policies. Additionally, all sport-specific rules can be found on imleagues.com.

Please be aware that the Coordinator of Campus Recreation reserves the right to modify this manual at any time to ensure the safety and well-being of all participants. Team captains will be informed of any changes that may affect them during each season.

If you have any questions or suggestions, please do not hesitate to contact the Coordinator of Campus Recreation at gilmore.296@osu.edu.