



## ASSUMPTION OF RISK STATEMENT

All Intramural Sports participants are responsible for their own medical expenses. Any participant unsure of his/her physical condition should check with their physician or the University Clinic before participating in an Intramural Sports contest.

Teams are responsible for keeping their spectators under control. Misconduct of participants, coaches or spectators can result in an unsportsmanlike penalty, ejection or forfeiture of the game. Team Captains will be held responsible for spectator, team and sideline misconduct. Two ejections from any contest will result in an automatic forfeiture.

## RULES CHANGES

All rules changes for the 2013-14 seasons have been highlighted for you to easily identify them.

### RULE 1: ELIGIBILITY

- 1. PARTICIPATION:** Participation is limited to currently enrolled, fee-paying University of Southern Mississippi students and faculty/staff members with Recreational Sports Memberships.
- 2. SOUTHERN MISS ID CARD:** A current Southern Miss ID must be presented to the Supervisor to participate at each Intramural Sports activity.
- 3. NUMBER OF TEAMS:** Players can compete for only one single sex team and one Co-Rec team, regardless of league classification (example: participants cannot play for a men's recreational team and a men's competitive team).
- 4. SIGNED IN:** Once a participant has signed in for a team, he/she may not transfer to another team.

### RULE 2: TEAM COMPOSITION

- 1. TEAMS:** Each team will consist of 2 players. Both players must be present to begin a match.
- 2. CAPTAIN:** Each team shall designate a team captain to make all decisions.

- 3. PARTICIPANTS:** Team representatives including players, coaches, spectators, and other persons affiliated with the team are subject to these sport rules and all Intramural Sports policies.

### **RULE 3: DEFAULTS, FORFEITS AND PROTESTS**

- 1. FORFEITS:** If a team fails to appear with the required minimum number of players, ready to play, at the scheduled location at the scheduled start of the game, a member of the Intramural Sports staff will declare the contest a forfeit. Teams that forfeit will receive a 'C' for sportsmanship and will be required to pay \$15 to the Payne Center welcome desk. The captain of the forfeiting team will be suspended from play until that payment is made. Teams are allowed one default or forfeit per sport. Upon the second infraction that team will be dropped from the league.
- 2. DEFAULTS:** If a team knows that they will be unable to play a scheduled game, the team captain must contact the Intramural Sports Office by 12:00 PM the day of the contest to declare a default. The defaulting team will receive a loss and a 'B' for sportsmanship. Teams are allowed one default or forfeit per sport. Upon the second infraction that team will be dropped from the league.
- 3. PROTESTS:** Involving rule interpretations will be considered immediately following the incident in question. Play will be suspended until an Intramural Sports supervisor rules on the protest. If a team continues to play without calling the supervisor to the game site, then that team forfeits its right to a protest. Protests will not be honored after play has resumed. Judgment calls cannot be protested. If the protest is not approved, the protesting team is charged with a time out. If the protest is upheld, they delay shall count as an official's time out. Official's judgment calls cannot be protested.

### **RULE 4: PLAYING AREA AND EQUIPMENT**

- 1. PLAYING AREA:** All matches will be played on the Intramural Sports fields.
- 2. KANS:** The Kans will be provided by the RecSports department. The Kans will be placed approximately 50 feet apart.
- 3. DISKS:** Teams may use their own disk if it is agreed upon by both captains. That disk must be used for the entire game. Disks will also be provided by Intramural Sports if needed.

\*\*\*The Intramural Sports Staff has the right to deem certain equipment unsafe or illegal.

### **RULE 5: LENGTH OF THE GAME AND TIMING**

1. **LENGTH OF THE GAME:** Each team will participate in one match which consists of three games. The team that wins 2 of the 3 matches will be declared the winner

## **RULE 6: PLAYING THE GAME**

1. **START OF THE GAME:** Teams will determine who will throw first and will alternate throughout the game.
2. **LEGAL THROW:** Each player must stand behind the can for a throw to be legal.
3. **SCORING:** Teams can earn 1, 2, 3 or win instantly with each legal throw. The point criteria is as follows:
  - 1 Point if a player's throw is deflected by their teammate and hits the can.
  - 2 Points if the disk is directly thrown into the Kan
  - 3 Points if a player's throw is deflected by their teammate directly into the Kan.A player **instantly wins** the game if they throw their disk into the slot of the can or if the disk sinks directly into the Kan.

Teams will play to 21 points. Once a team scores 21 the team with the lower score will have one chance to reach 21 points and tie the game. If the losing team fails to do so the other team will win. Teams must reach exactly 21 points. If a team goes over 21 points, the points for that turn will not count and the team will go back to their preceding score.
4. **TIE BREAKER:** If both teams reach 21 a tie-breaker game will be played to 11.
5. **DEFLECTION:** Deflections must be instantaneous and shall not involve grasping or palming of the disk.

## **RULE 7: SPORTSMANSHIP**

1. **RATING:** Each team will begin the contest with a 5 sportsmanship rating and shall be rated by the officials at the end of the contest. The authority of the officials' ratings exists prior to, during, and following all contests to which that official is assigned, and extends to all persons on, at, or near the playing site. Sportsmanship ratings shall be marked on the score sheet prior to captain signing off on the score and sportsmanship rating.
  - A. **(4.0) – Excellent Sportsmanship:** Players cooperate fully with the intramural sports staff and opposing team members. If necessary, the captain converses calmly with officials about rule interpretations and calls.
  - B. **(3.0) - Good Sportsmanship:** Team members verbally complain about some decisions made by the intramural sports staff and/or show minor dissent which may or may not

merit a conduct warning (unsportsmanlike penalty / technical foul / yellow cards / etc.). Teams that receive one conduct warning will receive no higher than a "4" rating.

**C. (2.0) - Mediocre Sportsmanship:** Team constantly comments to the intramural sports staff or the opposing team. The team captain exhibits little or no control over teammates or him/herself. Teams that receive one ejection or two conduct warnings (unsportsmanlike penalty / technical foul / yellow cards / etc.) will receive no higher than a "3" rating.

**D. (1.0) - Below Average Sportsmanship:** Team constantly comments to the intramural sports staff or the opposing team. The team captain exhibits little or no control over teammates or him/herself. Teams that receive one ejection and one conduct warning or a combination of three conduct warnings (unsportsmanlike penalty / technical foul / yellow cards / etc.) will receive no higher than a "2" rating and the game will be forfeited.

**F. (0) - 1 - Unacceptable Sportsmanship:** Team is completely uncooperative. Captain has no control over teammates and/or him/herself. Any team that receives two ejections or four conduct warnings (unsportsmanlike penalty / technical foul / yellow cards / etc.) will receive a "1" rating and the game and season will be forfeited.

## **RULE 8: COREC CLARIFICATIONS**

- 1. TEAM COMPOSITION:** Each team will consist of 1 male and 1 female.