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Mission and Commitments

Intramural Sports program mission is to serve Clemson students, faculty and staff by providing an opportunity for a quality competitive and social outlet while maintaining a fun and safe environment. Our student-led program strives for excellence by emphasizing the values of good sportsmanship, integrity, and cooperation and aims to create a diverse experience that all participants want to return to year after year. We are committed to the following goals:

- Listening and communicating with patrons and participants
- Responding to patron and participant inquiries completely and accurately
- Engaging in a team environment in order to accomplish goals and achieve success
- Managing and maintaining quality equipment, services and facilities
- Providing a safe and quality atmosphere for all participants

Purpose of Handbook

The purpose of this handbook is to provide information that is relevant and critical to your participation in the Intramural Sports program. Please use this guide to better educate and prepare yourself for the policies, procedures and requirements you and your team will encounter.

It is our expectation that all players familiarize themselves with the information presented in this handbook prior to their participation. While we do our best to educate on-site and answer any questions that may arise, players simply not knowing a rule or policy will not be an acceptable reason for exemption.

Contact Information

The Intramural Sports office is located on the second floor of Fike Recreation Center in Suite 203. Our drop-in office hours are:

- 10 a.m.–2 p.m. Monday–Friday

Feel free to stop by and ask questions or submit any necessary forms or paperwork.

You may also contact us by phone or email at 864-656-6200 or cuim@clemson.edu.

When leaving a message or writing an email, please include your name, team name, purpose for calling and how you can best be reached by our office.

Who Can Play?

Clemson and BRIDGE students and full time faculty/staff are all eligible to participate as long as they have an active Campus Recreation membership.

- Memberships can be purchased at the Welcome Center desk at Fike Recreation Center
Club Sports Members

Students who are currently on the rosters of Club Sports teams are eligible to participate in Intramural Sports; however, there is a limit of two (2) Club Sports members per team (for the associated sport).

- Example: Only two Club Sports soccer members may be on an intramural soccer roster

- For CoRec teams, note that teams are limited to a total of two (2) Club Sports players regardless of gender

Varsity Athletes

Varsity athletes are ineligible to participate in their related Intramural Sport or event for one calendar year after their last participation with the University team. This status includes athletes from Clemson or any other university. Former professional athletes are permanently ineligible to participate in the related Intramural Sport or event.

Penalty for Ineligible Players

Any team that is found to have ineligible players on its roster will forfeit any game(s) in which the player in question participated.

Number of Teams

Each participant may register for only one single gender team, regardless of league or division. In addition, participants may also register for one CoRec team. If a participant is found participating on a team in excess of these limits, the second team will receive a forfeit for all games played with the ineligible participant.

Playoffs

Team rosters will be locked after the final regular season week of play, and any player on a team’s roster at this time will be eligible for participation during playoffs. There is no requirement for the number of regular season games played in order for a player to be eligible for playoffs. New players may not be added during playoffs.

registration

IMLeagues

All team and individual participant registration takes place through the IMLeagues website. In order to use this site, participants must first: pay the Campus Recreation fee (typically included in student fees), use their Clemson email address in creating an account, and use their Clemson login and password. If an error message is received when creating your account, please contact the Intramural Sports office (not the IMLeagues support team). Registrations for all sports/events will take place on Monday mornings at 9:00a on the IMLeagues web page. For details on how to create an IMLeagues account, please click here.
Creating a Team

The person who creates a team should be the team captain, who will be responsible for recruiting players, communicating with the Intramural Sports office, making sure players are aware of policy and rules, ensuring players are present for scheduled games and maintaining a positive level of sportsmanship from the team. For additional details on the duties of team captains, please click here.

In order to create a team, the captain will be asked by the IMLeagues website to successfully pass a captain’s quiz that will cover basic policy and information each team captain should know prior to beginning a season. Please be aware of sport-specific roster requirements. At the end of the first week of registration, all teams who have not met this minimum number of players will be removed in favor of teams on the waitlist.

Pre-Registration

Teams may pre-register for upcoming sports/events prior to their registration open dates. This function allows team captains to create their team, successfully pass all required quizzes, invite members, and have them join the roster all in advance of the full registration date. To do this, utilize the “pre-join” link for the sport(s) for which you would like to pre-register. Your team will be created on a waitlist, and once the full registration opens, you can easily switch your team to the league/division of your choice (leagues/divisions will still fill on a first-come-first-serve basis).

To view detailed instructions on how to pre-register a team, please click here (appendix)

Joining a Team

Once a team has been created, team captains can request to add players to their team roster. Through IMLeagues, the captain will search for the player’s name and send an invite for that player to join. At this point the player IS NOT on the team’s roster. The player must accept this invite, pass a basic participant’s quiz through IMLeagues and accept a set of terms and conditions before becoming a member of that team. In order for players to be eligible to participate on a given night, they must be added to the team roster before signing in with the Intramural Sports manager on-site.

NOTE: Once a player is added, he/she cannot be removed for any reason. Team captains should be sure that the players they invite and add to their team are available to play, not on another team, etc.

Waitlist

When specific leagues or divisions have reached max capacity for teams, you may create a team on the “waitlist” for that league/division. While waitlisted teams are not guaranteed a spot, teams listed on the waitlist will replace any currently registered teams that do not meet their minimum roster requirement at the conclusion of the first week of registration.

In the event that a registered team is dropped and replaced by a team from the waitlist, the Intramural Sports office gives preference to 1. Waitlisted teams that have met the minimum roster requirement and 2. Waitlisted teams who are higher on the waitlist.
Free Agents:
Participants who do not currently have a team to play with, may add themselves as a free agent for specific sports divisions. You will be asked to enter your name, CUID, and any additional information you would like to include (ex. I have played volleyball my entire life.). Once you have registered yourself as a free agent, you are not guaranteed to be placed onto a team roster, but team captains who are looking for additional players can view the list of free agents and send invites to their team. Be sure to add yourself as a free agent only to the specific divisions that play on a day/time you are available.

Format of play

Leagues and Divisions

Before registering a team, you will need to decide which league and division you would like to play. Leagues are offered at two levels of play: Orange (competitive) and Purple (recreational). As an example, Orange teams are typically composed of players who have experience in the related sport, while Purple teams can often serve as an opportunity to learn more about playing a sport or to play for fun, rather than an increased focus on winning.

NOTE: Only the winners of the Orange playoff bracket (see playoff brackets on the next page) will receive a championship t-shirt.

Next, teams should decide the division in which they would like to play. Divisions are distinguished by the days and times in which all games within that division will be played. An example you may see when registering is “Men’s Orange, Mondays at 7:05 p.m.” By making this selection, your team is committing to playing in a men’s competitive league in which all of your team’s regular season games will be played on Mondays at 7:05 p.m.

Regular Season

Each team’s regular season games will be played at the same day and time each week. The schedule of games will consist of a round-robin format, where a team will compete against all other teams within that division during the regular season. All teams that have met playoff requirements (see playoff section below) will advance to playoffs, regardless of their record.

Playoffs

The most important thing to remember about playoffs is that your team will no longer be guaranteed the same day and time of play it has had during the regular season. Teams will most likely play more than one game per week during the playoffs. All teams will be eligible for playoffs, regardless of their record, assuming they have met the following criteria:

- The team has not forfeited any games during its regular season (see Defaults and Forfeits section)
- The team has maintained a cumulative sportsmanship rating of 3.0 during its regular season

Seeding for playoff teams will be completed through the average rating score produced from the IMLeagues website. This score takes into account each team’s winning percentage, point differential and sportsmanship rating. In the event that two teams have the same rating score, their
overall sportsmanship averages will be used as the tiebreaker for seeding.

Playoff Brackets

Playoff brackets will be posted at the conclusion of the regular season on the day before playoff games begin. While both Orange (competitive) and Purple (recreational) leagues will have their own playoff brackets, the winner of the Orange bracket will be declared the overall campus champion. Members from the team who wins the Orange bracket will receive championship T-shirts, while the winners of the Purple bracket will not.

Playoff Teams

Teams who play their regular season in Orange divisions will all advance to Orange playoff brackets, unless they have a “0.00”-win percentage. These teams will be moved down to the Purple playoff brackets. Teams who play their regular season in Purple divisions will remain in Purple playoff brackets, regardless of their record.

Types of Events

Season: this format will consist of either a three-week or five-week regular season, followed by a single elimination playoff bracket.

Week-Long Tournament: these events will be played over the course of one week and may be round robin, single-elimination, or double-elimination format.

- **One-Day Tournament**: these events will begin and complete in the course of one day (typically played on the weekend) and may be single-elimination or double-elimination format.

- **Ladder**: these events will allow participants to contact one another to schedule their own playing dates/times. Participants will self-report scores into IMLeagues website, and ladder standings will be updated accordingly. These events typically last over the course of several weeks or an entire semester.

- **Walk-Up**: these events will not require any prior registration and are open for participants who show up and would like to play. These events are typically more recreational in nature.

NOTE: that for tournament formats, teams may be required to select their own spot in a bracket (when there is no pool play or round robin). Teams who register in these style of tournaments will be contacted by the Intramural Sports office with specific directions.

**cancellations**

Defaults and Forfeits

As each team picks and registers for its own specific day and time of play for the regular season, it is expected that each team is present at its scheduled game time(s) each week. In the event that a team cannot field enough players required for that sport (see specific sport rules), they will have two options:
In the event that a team has not shown up (and signed in) at game time or does not have the minimum number of players present to begin (see specific sport rules) at game time, the opposing team will be given two options:

• They may decide to take the win by forfeit, and the game will end
• They may choose to wait for 10 minutes, in hope that the opposing team shows up. The game time will run during this time, and the team MUST wait the entire 10-minute period. If the opposing team does not show up, the game will be declared a forfeit.

**Note:** teams that lose by forfeit or default will not be assigned a sportsmanship rating, however the opposing winning team will be assigned a sportsmanship rating.

• The team may default the game by communicating to the Intramural Sports Office NO LATER than 2 p.m. on the day of their game that they will not be able to attend. In doing so, the team will remain eligible for playoff contention. **Note:** that a team may only default once per sport season

• The team may forfeit the game by simply not showing up to play. In the event that a team forfeits, they will automatically become ineligible for playoffs and, if the forfeit occurs during the first week of the season, will be removed from play entirely

In the event that a team has not shown up (and signed in) at game time or does not have the minimum number of players present to begin (see specific sport rules) at game time, the opposing team will be given two options:

- They may decide to take the win by forfeit, and the game will end
- They may choose to wait for 10 minutes, in hope that the opposing team shows up. The game time will run during this time, and the team MUST wait the entire 10-minute period. If the opposing team does not show up, the game will be declared a forfeit.

**Inclement Weather**

Intramural Sports activities and events are subject to cancellation in the event of severe weather or unsafe playing conditions. In the event games are canceled due to weather, an email will be sent to all participants for that sport via IMLeagues. We will try our best to reschedule games canceled due to weather at the end of the regular season. This will be communicated to team captains via email or phone call.

**Rescheduling**

As each team picks and registers for its own specific day and time of play for the regular season, Intramural Sports will not accept requests to reschedule regular season games.

During the playoffs, reschedule requests will be accepted if the team has another playoff game scheduled at the same time and the majority of the team’s players are affected by this conflict.

Any reschedule request should be communicated to the Intramural Sports office at least 2 days before the day of the game.

**Participant Requirements**

**Online Quiz**

Each participant will be required to successfully complete an online quiz through IMLeagues that covers very basic information necessary for participation. This will take place prior to any
player being added to a team roster. Note that players will also be required to accept a release and waiver liability statement provided through IMLeagues at this time.

**Clemson CUID**

In order to sign in and participate, participants must bring their CU ID card with them to the game site. Intramural Sports will not accept any other form of identification (i.e., driver’s license, passport, Facebook profile photo, etc). Players without a CUID will not be permitted to play.

**Numbered Jerseys**

Each participant will be required to wear a colored jersey that matches their team color chosen during registration. This jersey will need to be clearly marked with a number, so our staff may identify and keep record of each player. Numbers may be handwritten as long as they are clear and obvious to Intramural Sports staff. Numbers may not be taped, chalked or displayed by any other non-permanent method.

For teams without matching team jerseys, Intramural Sports staff will have mesh pennies that can be checked out and worn. These pennies can be limited at times and are checked out on a first-come, first-served basis.

**Equipment**

All participants must wear athletic clothing with closed-toe shoes or cleats. No metal spikes will be allowed for any sport or event. Jewelry of any kind (other than for medical purposes) will not be allowed. Sports equipment will be available for checkout on a limited basis. It is recommended that participants bring their own equipment when possible.

**Conduct**

Intramural Sports fields, courts and other areas of play will not be venues for verbal or physical abuse of staff, players or spectators. All participants are expected to support the Clemson University Student Code of Conduct, which includes abiding by federal, state and local laws, respecting the rights of members of the campus community and accepting responsibility for the consequences of their behavior.

Any violation of the Student Code of Conduct is subject to referral to the Office of Community and Ethical Standards for disciplinary action by the University. In order to encourage proper conduct before, during and after scheduled contests, Intramural Sports staff will make decisions on whether to warn, penalize or eject players, teams and/or spectators for unsportsmanlike conduct. Team captains are responsible for the actions of any player on or spectators related to their teams.

**Basic Information**

If a participant is ejected from any Intramural Sports event or activity, he or she is immediately ineligible for further competition in any intramural events or activities. Depending on the nature and severity of the incident, the player will be suspended from Intramural Sports activity for either 1 week, 2 weeks, 3 weeks, 1 semester or 1 year. This decision will be made by the Associate Director, Intramural and Club Sports. The ejected participant will be notified of their ejection and suspension length via email.
Note: that depending on the nature and severity of the ejection, the participant may also become ineligible to participate in ANY Campus Recreation events/activities, which includes restricted access to Fike Recreation Center.

Suspension Lengths

1 week: includes any ineligible participants who illegally played in a game and participants who are ejected from play for 2 unsportsmanlike conduct fouls - but are cooperative and cause no further incident.

2 weeks: includes participants who attempted to sign-in using someone else’s CUID, participants who allowed someone else to sign-in using their CUID, participants who are intentionally uncooperative with Intramural Sports staff requests, and participants who are ejected from play for 2 unsportsmanlike conduct fouls - and are uncooperative and/or cause further incident.

3 weeks: includes participants who are ejected from play due to unsportsmanlike conduct that is excessive in nature (which may include hurtful or threatening language used towards other participants and/or staff.)

1 semester: may include participants who have been ejected multiple times, and/or participants who attempt to play while serving a suspension.

1 year: includes participants who are ejected from play due to harming or attempting to harm other participants or staff (includes pushing, shoving, fighting, etc.)

Appeal

An ejected participant may appeal their suspension by contacting the Associate Director, Intramural and Club Sports to schedule a meeting. The ejected participant should be prepared to explain why the suspension length may be unwarranted and provide any additional information that may not have been considered.

Note: any appeal must be made within 3 business days of the suspension being issued.

Note: the standard suspension lengths overview will serve as a basic guide. Certain circumstances may warrant a more or less severe suspension subject to the discretion of the Associate Director, Intramural and Club Sports.

Note: additional to intramural suspensions, actions that may violate University policy and/or the Student Code of Conduct may be referred to the Office of Community and Ethical Standards for review.
Sportsmanship

Overview

Each team captain is responsible for the actions of his or her teammates/spectators. Sportsmanship is an important part of a successful contest, and all participants are expected to demonstrate positive sportsmanship towards other teams and staff members.

At the conclusion of each game, Intramural Sports staff will assign teams with a sportsmanship rating that reflects the team’s ability to abide by the following guidelines:

Note: that teams must average a cumulative sportsmanship rating of 3.0 to be eligible for playoffs.

Rating Scale

4.0 Players cooperate fully with the officials and opposing team, and show no lapses in sportsmanship.

3.0 Players display a few lapses in sportsmanship but receive no unsportsmanlike conduct penalties.

2.0 Players display frequent lapses in sportsmanship. This is the highest sportsmanship rating a team can receive after being assessed one unsportsmanlike conduct penalty.

1.0 Team receives one ejection and/or multiple unsportsmanlike conduct penalties.

0.0 Team members are completely uncooperative. This rating includes any behavior that violates University regulations and/or officials’ ability to control the game and warrants a game ending prior to time expiring.

captain duties

Overview

Each team must have a team captain (usually the person who creates and registers the team). This person will serve as the primary representative for the team in terms of communicating with the Intramural Sports office during the season and officials during game play, ensuring that players are present for games and ensuring maintain a high level of sportsmanship throughout the season.

Protests

If during a game, a team feels that an error has been made in terms of rule enforcement by Intramural Sports staff, the team captain may file an official protest. Note that judgment calls cannot be protested. For example, a team may not protest, “we don’t think that was a foul,” but may protest, “by rule, that should have been a 10-yard penalty instead of a 5-yard penalty.”

In order to file an official protest, the team captain needs to inform the officials immediately that he or she would like to protest the decision that was made. This must occur prior to the next play or action. Once another play has begun, the decision is final and cannot be protested.

In the event of a protest, the game will be stopped and the protest filed (to include a description of the decision being protested, how much time remains in the game and any other pertinent information).
If the Intramural Sports manager can correct or confirm the situation, the game will continue. If the call is not one that can be corrected or confirmed on-site, the game will then continue (under protest), and the Intramural Sports office will review the protest the following business day. If the protest is upheld, the game will be replayed, beginning at the point of protest.

**IMLeagues**

Team captains should utilize the IMLeagues website frequently to ensure that rosters are filled, players are eligible and teams are aware of scheduled game times.

**Tips for Captains**

**Know important dates:** Team captains should check the Intramural Sports website often to know when specific sport registration(s) open, when seasons and playoffs begin and to find any other relevant deadlines.

**Recruit team members:** Team captains should try to plan for the group of players who will be on their teams prior to registration and should read specific sport rules to view the minimum number of players required per team in that sport. They should also send requests to add team members through IMLeagues and make sure they have joined the team roster prior to each game.

**Know rules and policies:** Team captains should be very knowledgeable of the rules and policies associated with the sport their team is playing. All sport rules can be found on the Intramural Sports website. Team captains should also make sure their team members are aware of any rules or policies that might affect them during play.

**Communicate:** Team captains should be the primary communicators within their team and between their team and the Intramural Sports office. They should make sure players know when they play next, when playoffs begin, etc. If a team needs to default or request a reschedule, the team captain should communicate this to the Intramural Sports office as soon as possible.

**Ensure sportsmanship:** As stated, team captains are responsible for the actions of their teams and spectators, which includes managing and controlling their teams in a way that best works for them and that prevents any negative sportsmanship issues that will harm their team’s chances at reaching the playoffs or participating further with Intramural Sports.

**Feedback on Officials:** Team captains who wish to leave constructive feedback for the officials who worked their game may do so by contacting the on-site Intramural Sports Manager after the game is over. The Intramural Sports Manager will record this feedback and submit it to the Intramural Sports program director for review.
All intramural participants will be required to create an account on IMLeagues.com.

** IMLeagues offers a live support button in the top right corner of all pages, please use this button if you encounter any difficulties.**

To create an IMLeagues account:

1. Go to www.imleagues.com/Clemson/Registration
   OR
   Go to www.imleagues.com and click Create Account

2. Enter your information, and use your School email (@g.clemson.edu or @clemson.edu) and submit.

3. You will be sent an activation email, click the link in the email to login and activate your IMLeagues account.

4. You should be automatically joined to your school – If not you can search schools by clicking the “Schools” link

How to sign up for an intramural sport:

1. Log in to your IMLeagues.com account.

2. Click the Create/Join Team button at the top right of your User Homepage page
   OR
   Click on the “Clemson University” link to go to your school’s homepage on IMLeagues.

3. The current sports will be displayed, click on the sport you wish to join.

4. Choose the league you wish to play in (Men’s, Women’s, Co-Rec, etc.)

5. Choose the division you’d like to play in (Monday 5PM, Tuesday 5PM, etc.)

6. You can join the sport one of three ways:
   a. Create a team (For team captains)
      i. Captains can invite members to their team by clicking the “Invite Members” link on the team page. Any invited members must accept the invitation to be joined to your team.
         1. If they’ve already registered on IMLeagues: search for their name, and invite them
         2. If they haven’t yet registered on IMLeagues: scroll down to the “Invite by Email Address” box, and input their email address.
   
   b. Join a team
      i. Use the Create/Join Team Button at top right of every page
      ii. Accepting a request from the captain to join his team
      iii. Finding the team and captain name on division/league page and requesting to join
      iv. Going to the captain’s playercard page, viewing his team, and requesting to join

   c. Join as a Free Agent
      i. You can list yourself as a free agent in as many divisions within a league as you’d like. 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.
Pre-Join Registration

When logged onto the IMLeagues website, you will be able to view all the upcoming sports/events for the semester. You should notice that each includes a ‘Pre-Join’ option, which allows team captains to create teams, complete quizzes, and add players to their roster before registration opens for that sport.

After selecting the sport and league (ex: Flag Football - Men’s Orange), you will see that the waitlist is open, and includes an option to “Create Team Pre-Join”

After choosing the league, captains will be directed to the page below. To begin the pre-registration process, click on the ‘Create Team Pre-Join’ option listed under the Waitlist.
To register a team, captains will be prompted to complete a short quiz that reviews important information that captains should know and help communicate to their team members. Participants will also be required to complete a quiz when they join their team’s roster.

Once you have successfully completed the captain’s quiz, click ‘Continue…’ and you will be directed to the follow page (below). You will be instructed to complete the liability waiver then input your team name and CUID number.
You should receive a confirmation (see below) that your team has been added, and a reminder for the date/time that registration opens for that sport.

**NOTE:** At this point, your team **IS NOT** guaranteed a spot in a league or division. You have simply gotten a head start in creating your team, adding players, etc. so that when registration opens, all you have left to do is move your team from the waitlist to a specific division.
Day of Registration

Once registration is officially open, the home page on IMLeagues will look like the picture below. To begin adding your team to a division, click on the league (ex: Men’s Orange, CoRec Purple) you would like to move your team into.

After clicking on the league, scroll to the bottom of the page until you find the waitlist. Click on your team name so that you are brought to your team page.
Below is what your team page should look like. In the red box, there is an option to move your team from the waitlist to your preferred division. Select the ‘Click Here’ button in order to choose the day/time your team would like to play.

Select from the list of available divisions the division your team would like to play. Choose your team’s color and then click on the ‘Move To Division’ button.
Once the team has been successfully added to the selected division, your team page will look like the screenshot below. At this point, the team captain has completed the necessary registration steps for their team.
# Default and Forfeit Scores

<table>
<thead>
<tr>
<th>Default and Forfeit Scores</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Flag Football</strong></td>
<td><strong>Soccer</strong></td>
</tr>
<tr>
<td>Men’s 25-8</td>
<td>Men’s 3-0</td>
</tr>
<tr>
<td>Women’s 28-5</td>
<td>Women’s 3-0</td>
</tr>
<tr>
<td>CoRec 27-9</td>
<td>CoRec 5-0</td>
</tr>
<tr>
<td><strong>Indoor Soccer</strong></td>
<td><strong>Ultimate Frisbee</strong></td>
</tr>
<tr>
<td>Men’s 8-4</td>
<td>Men’s 11-5</td>
</tr>
<tr>
<td>Women’s 8-2</td>
<td>Women’s 11-5</td>
</tr>
<tr>
<td>CoRec 10-5</td>
<td>CoRec 11-5</td>
</tr>
<tr>
<td><strong>Sand Volleyball</strong></td>
<td><strong>Basketball</strong></td>
</tr>
<tr>
<td>Men’s 2-0 (25-15, 25-15)</td>
<td>Men’s 52-32</td>
</tr>
<tr>
<td>Women’s 2-0 (25-13, 25-13)</td>
<td>Women’s 45-20</td>
</tr>
<tr>
<td>CoRec 2-0 (25-15, 25-15)</td>
<td>CoRec 61-36</td>
</tr>
<tr>
<td><strong>Volleyball</strong></td>
<td><strong>Softball</strong></td>
</tr>
<tr>
<td>Men’s 2-0 (25-16, 25-16)</td>
<td>Men’s 14-7</td>
</tr>
<tr>
<td>Women’s 2-0 (25-18, 25-18)</td>
<td>Women’s 8-5</td>
</tr>
<tr>
<td>CoRec 2-0 (25-16, 25-16)</td>
<td>CoRec 12-5</td>
</tr>
<tr>
<td><strong>3v3 Basketball</strong></td>
<td><strong>Sportsmanship</strong></td>
</tr>
<tr>
<td>Men’s 2-0 (21-13, 21-13)</td>
<td>Winner 4</td>
</tr>
<tr>
<td>Women’s 2-0 (21-13, 21-13)</td>
<td>Loser N/A</td>
</tr>
<tr>
<td>CoRec 2-0 (21-14, 21-14)</td>
<td></td>
</tr>
</tbody>
</table>
Frequently Asked Questions

**Can I delete someone from my roster?** No, once a player is added to a roster he or she may not be removed for any reason. Roster maximums are set high enough to provide room for players who are injured, out of town, etc. Team captains should only add players they are sure they want on their roster.

**Can I protest a game?** First, know that teams may only protest interpretations of rules, or enforcement of penalties. Teams MAY NOT protest the judgment of an official. All protests must be made immediately to the Intramural Sports Manager on duty. The point of interruption must be documented so that in the cause of a successful protest, there is a specific point of reference to return to play. If the manager can correct any error made, he or she will do so and play will resume. If the supervisor is uncertain, the game will continue under protest, and the report will be reviewed the following day.

**What do you do if I was ejected from a game?** All ejected participants are ineligible to participate in any intramural event/activity until their suspension has ended. Ejected participants will be notified via email of their suspension length (based on the events that led to ejection).

**Can I reschedule a game?** We do not reschedule any regular season games, as teams specifically choose the day(s) time(s) that they will play each week. We will reschedule playoff games if the following conditions are met: the game coincides with another playoff game & at least half of the players on the roster are impacted.

**What do I need to wear to my game?** Please refer to the sport rules for specific details. Flag Football participants MAY NOT wear shorts or pants with pockets. Pockets may not be taped down, or turned inside out. Teams must wear colored shirts or jerseys in accordance to the color chosen during team registration. Numbers should be on all players’ shirts.

**Can my team add players during the playoffs?** No, rosters become frozen after the last night of the regular season. If your team wishes to have a player for the playoffs, that person must have registered onto your roster at some point during the regular season. Team captains should check their rosters before playoffs begin.

**Can I join a team as a free agent?** Through the IMLeagues software, players can add themselves as free agents, in as many divisions as they would like. Teams can see this and may choose to contact free agents. Free agents can also request to join teams through IMLeagues.

**How do I know/What happens if my game gets rained out?** We will do our best to make any decisions regarding game cancellations due to weather, no later than 3:00 p.m. each day. Team captains will be notified, and our Facebook page will be updated. If poor weather conditions occur later in the evening, the Intramurals Sports Manager on-site will make any determination regarding the cancelling of games. We will try our best to reschedule any games that are canceled due to poor weather-team captains will be notified of any changes to their team’s schedule.

**Why am I marked ineligible?** Participants are often marked as ineligible because their Campus Recreation fee has not been paid. This could be a result of several reasons including co-op rotations, not being a full-time student, etc. You can check your iRoar student billing history or stop by the Welcome Center at Fike to see if the fee has been paid. If it needs
to be paid, you can do so at the Welcome Center at Fike. Paying this fee will make you eligible to participate in intramural sports for the semester or year (depending on the length of membership you purchase).

If you have paid your Campus Recreation fee and are still receiving an error message on IMLeagues, contact the Intramural Sports office for assistance.

**What do I do if IMLeagues says my username and password are incorrect and won’t let me sign in?**

Be sure you are following these steps when signing into your IMLeagues account:

1. Begin at the IMLeagues homepage and click on ‘login’
2. Enter the Clemson email you used to create your account and click on ‘next’
3. Then enter your password and click ‘login’
4. You will then be redirected to another page. Enter your Clemson username (without the @ clemson.edu) and iRoar password to log in.
5. After entering your information, you will be directed back to the IMLeagues page where you can begin registering.