



Virginia Tech
Department of Recreational Sports
Men's and Women's Freshman 5-on-5 Basketball Information Sheet
2009 Fall Semester

- A. WELCOME, INTRODUCTIONS, OVERVIEW Congratulations to you and your team for being a part of one of the best Intramural Sports programs in the nation. We are very proud to offer intramural programs of both size and quality. Good luck to you and we hope you have a fun and exciting season!
- B. KEY DATES
1. The first day of league play is Monday, September 21st.
 2. The last day of regular season league play is Thursday, October 8th.
 3. Playoffs will begin Monday, October 12th.
 4. Playoff Conflict Sheet is due Wednesday, October 7th by 5:00pm online.
 5. Playoff brackets will be posted on Saturday, October 10th by 1:00pm at <http://www.recsports.vt.edu/intramurals>
- C. RULES
1. Rule I - Players and Substitutes
 - A. A team must have at least 3 players present in order to avoid a forfeit.
0-2 Players = Forfeit 3-4 Players = Default
 - B. A game must begin with 5 players but it may continue if injuries, ejections, or other problems force them below 5 players.
 - C. **All players must have Freshman Status.**
 2. Rule II - The Game
 - A. All games will begin with a jump ball and then alternate possession the rest of the game.
 - B. All games will be in two 20 minute halves with a running clock and a 5 minute half-time. The clock will stop on all whistles in the last 2 minutes of the second half, if the game is within 17 points at the 2 minute mark of the second half.
 - D. Each team will be allowed one time-out per half. These do not carry over to the next half. Time-outs will be 30 seconds.
 - E. A tie score, at the end of regulation time, during playoffs, shall result in a 3 minute running clock overtime period with ball possession determined by a jump ball. The clock will stop in the last minute of overtime. There are no time-outs in overtime.
 - F. During round robin regular season play, all games ending in a tie will remain a tie.
 3. Rule III – Fouls
 - A. All common and personal fouls shall be counted against a team's total. On and after the seventh team foul, a bonus shall be awarded for the remainder of the game. (There is no double bonus on or after the 10th team foul)
 - B. Prior to the seventh foul:
 1. Any team control or common foul shall result in loss of possession for the offending team.
 2. Any player control foul shall result in disallowing a converted basket and loss of possession.
 3. Any shooting foul with a converted basket shall result in the basket being awarded and one free throw.

4. Any shooting foul without a converted basket shall result in either two or three free throws being awarded.
- C. On and after the seventh team foul:
 1. Any common foul shall result in a one-and-one free throw.
 2. Any player control foul shall result in disallowing a converted and change of possession.
 3. Any team control foul shall result in change of possession.
 3. Any shooting foul with a missed basket shall result in either two or three free throws being awarded.
 4. Any shooting foul with a converted basket shall result in the basket being awarded along with one free throw.
- D. A free throw must be attempted 10 seconds from the time the ball is at the disposal of the shooter. (**Free throw restrictions for all players must wait until the ball hits the rim.**)
- E. **Only 2 offensive players may line up on the lane line for a free throw. Two defensive players must occupy the spot above the block. The remaining spots may be occupied by any team but with priority given to the offensive team.**
- F. An intentional foul results in two free throws and possession of the ball. If the foul is ruled flagrant (I.E.: Pushing a player from the back on a lay-up with intent to injure) an ejection of the player committing the foul is the result and the ball resumed at the spot of the foul.
- G. Officials may call a technical foul for anything that, in the judgment of that official, is thought to be a delay of the game or unreasonable behavior on the part of an individual/team (**This also includes fans**).
- H. All technical fouls result in awarding the opposing team two points and possession of the ball. Technical fouls count as personal fouls. **Dunking in warm-ups, at halftime or after the game is a technical foul. Wearing jewelry during the game may also result in a technical foul.**
- I. A technical foul on a fan of a team will constitute a technical foul on the captain of the team.
- J. Any player receiving two technical fouls in one game will be ejected from the game.
- K. Any player who makes contact with an official will be ejected from that game and suspended from intramural sports, indefinitely.
- L. The Site Supervisor reserves the right to impose disciplinary action on players/teams if the situation warrants.
- M. All other rules not listed on this sheet will be followed according to National Federation High School Rules.

D. Sportsmanship

1. After each game, teams are given a sportsmanship rating by the officials, the opposing team captain, and the supervisor (when possible). The following rating system will be used as a guideline for all sportsmanship ratings:

“5” Excellent Conduct and Sportsmanship - Players cooperate fully with the officials and other team members. The captain calmly converses with officials about rule interpretation and calls. The captain also has full control of his/her teammates.

“4” Good Conduct and Sportsmanship - Team members verbally complain about some decision(s) made by the officials and/or show minor dissension. Teams receiving an unsportsmanlike penalty/foul will not be eligible to receive a rating higher than a 4 for that game. Teams who win by default or win by forfeit will receive a 4 sportsmanship rating for that game.

“3” Average Conduct and Sportsmanship - Team displays verbal dissent towards officials and/or the opposing team. Teams receiving more than 1 unsportsmanlike penalty/foul will not be eligible to receive a rating higher than a 3 for that game. Teams who default will receive a 3 sportsmanship rating for that game.

“2” Below Average Conduct and Sportsmanship - Team constantly comments to the officials and/or opposing team from the court and or sidelines. The team captain exhibits little or no control over teammates or himself/herself. Team must have received at least 1 unsportsmanlike penalty/foul during the game to receive a 2 or below. Teams who forfeit will receive a 2 sportsmanship rating for that game. Any team with an unsporting ejection can NOT receive higher than a 2 sportsmanship rating.

“1” Poor Conduct and Sportsmanship - Captain has no control over teammates and/or himself/herself causing an ejection to ensue. Team is completely uncooperative. Any team causing a game to be forfeited, other than by not showing, may receive a “1” rating.

*****It is up to you to make this system work by giving appropriate ratings*****

2. Each week, all teams that maintain a 5.0 sportsmanship average will be entered into a drawing for the Domino’s weekly sportsmanship award. The team that receives that week’s award will also have their picture posted on the Intramural Sports website for recognition of their accomplishment.
3. Regular Season Situations:
 - a. Teams **MUST** maintain a “3.0” or above average throughout regular season play to be eligible for playoffs.
 - b. Teams that receive a “1.0” average for any game will be contacted by the Intramural Sports Office.
4. Playoff Situations: If a team receives below a “3.0” average in any playoff contest, that team will be eliminated from playoffs and replaced by the opposing team, provided that the opposing team receives a “3.0” average or higher. If neither team receives a “3.0” average or higher, then a double forfeit is declared and both teams are eliminated from playoffs.
5. If a game is not completed due to any circumstances, the sportsmanship rating earned will stand regardless of whether or not the game is official.
6. The Department of Recreational Sports may impose additional penalties on players that are disruptive during regular season or playoff contests.

E. Ejection Procedure

1. Any player, coach, or fan ejected from an intramural game for any reason must leave the playing area immediately if requested to do so by the official or intramural supervisor staff. Failure to leave the area may result in forfeiture of the game by the team associated with the ejected person.

Full Cooperation with the Intramural Staff by an ejected participant is strongly encouraged in order to insure the safety and reconciliation of the problem as swiftly as possible for all involved.

2. All ejected individuals should be given a notification form from the Intramural Sports Supervisor on duty (when possible) and will receive a letter/email notification from the Intramural Sports Program. The notice reads as follows:

“All participants, coaches, and fans that choose to participate in the Intramural Sports Program at Virginia Tech are expected to act in a sportsmanlike manner and comply with the spirit as well as the letter of the rules for each sport.

Any participant, coach, or fan that is ejected from the Virginia Tech Intramural Sports Program is **immediately ineligible** from further competition in all Recreational Sports

Programs and from the use of recreational facilities until he/she is reinstated by the Intramural Sports Graduate Assistant.

It is the individual's responsibility to schedule an appointment within 14 days of the ejection with the graduate assistant to review his/her behavior and subsequent eligibility for participation in further Recreational Sports Programs and facility usage. Individual suspensions are effective only after meeting with the graduate assistant (i.e., no self imposed penalties). Contact Drew Carney, Intramural Sports Graduate Assistant, via email at carneyd@vt.edu or call 231-8297 between 8:00am and 5:00pm Monday through Friday to set up an appointment."

3. All ejected individuals must contact the 2nd Year Intramural Sports Graduate Assistant within 14 days of his/her ejection date. Any ejected individual who does not contact (either email or phone) the Intramural Sports Graduate Assistant within this time frame will be referred to the Virginia Tech Judicial Review Board. The following ejections will not require a meeting with the Intramural Sports Graduate Assistant for the first offense, but the Graduate Assistant will still contact the ejected participant:

9-on-9 Soccer – Red Card for deliberate hand ball to prevent a goal
Flag Football – Disqualification for tied flag belt

All other ejections will be classified under one of 3 levels:

Level 3 – Meeting with 2nd Year Intramural Sports Graduate Assistant

After meeting:

- a. Can sit next game -OR-
- b. Judicial Review "Choices" class at cost of \$50 – class must be completed within one month or ejection will automatically become a Level 1 ejection.

Level 2 – Meeting with 2nd Year Intramural Sports Graduate Assistant

After meeting:

- a. Must complete Judicial Review's office "Choices" class at cost of \$50
- b. Ineligible from further Intramural activity until Judicial Review Board notifies Intramural Sports program of completion of the "Choices" class

Level 1 – Ejected participant(s) sent directly to the Judicial Review Board and will be ineligible for further Intramural activity for a period of no less than 6 months and up to total ineligibility for the remainder of the participant's time at Virginia Tech. Level 1 ejected participants could face such sanctioning from the Judicial Review Board as having to take the anger management class at a cost of \$50.

4. Ejected participants are temporarily suspended from participating in any recreational sports program and from the use of recreational sports facilities until a meeting has been completed with the Intramural Sports Graduate Assistant and disciplinary action has been determined. Self-imposed punishment will NOT be accepted.
5. The 2nd Year Intramural Sports Graduate Assistant will handle all ejection meetings. The Coordinator of Intramural Sports may attend all ejection meetings as an observer and will only provide input if asked a specific question within the context of the meeting. The Coordinator will take notes during the meeting to be used to help with clarification or meeting discussion as well as in the case of an appeal made to the Assistant Director, Intramural Sports and Technology. It is the responsibility of the ejected participant to contact the 2nd Year Intramural Sports Graduate Assistant as outlined on the ejection notice form. Once contacted, the Graduate Assistant will be available to schedule an ejection meeting

within 3 business days of the contact email/message being received from the ejected participant. If for some reason the Graduate Assistant is unable to schedule the meeting within that time frame, the Coordinator of Intramural Sports will handle the ejection meeting. If neither the 2nd Year Intramural Sports Graduate Assistant nor the Coordinator of Intramural Sports is able to schedule the meeting within that time frame, the 1st Year Intramural Sports Graduate Assistant will handle the ejection meeting. If an extremely difficult conflict should occur that all 3 individuals are unable to schedule the meeting within that time frame, the meeting will be scheduled for the first available date that one of the 3 individuals is able to meet. The Assistant Director, Intramural Sports and Technology will handle all appeals. Meetings are conducted with the curiosity and opportunity to hear all sides of the situation before disciplinary action is determined, therefore it is in everyone's best interest that the meeting is conducted in a timely fashion.

Note: All one game disciplinary suspension decisions are final and not appealable. Disciplinary action given beyond a one game suspension is appealable to the Assistant Director, Intramural Sports and Technology and if still not satisfied, also appealable to the Director of Recreational Sports as the final step in the process.

6. Any ejected participant found to be playing with any intramural team prior to meeting with the graduate assistant will jeopardize the eligibility of that team and therefore remove that team from further participation in the league.

F. Structure

1. League play will consist of a 3-week **ROUND ROBIN SCHEDULE**.
2. Each league will consist of 4 teams, except where 3 teams are unavoidable. All teams will be placed into a single elimination tournament based upon the team's win-loss-tie record provided all playoff requirements are met.
3. The following point system will be used to determine the place your team finishes in the league: Win = 3 points; Tie = 1 point; Loss = 0 points; Default = 0 points.
4. If a tie exists at the end of regular season play, the following tie-breaking system will be used.
 - a. Who beat whom in head-to-head competition.
 - b. Total Points Scored – (minus) Total Points Allowed = Total (the team with highest total wins tie).
5. All round robin results will be posted on the website for teams to review our records for win/loss results.

G. Forfeits and Defaults

1. Teams must have at least 5 players present in order to avoid a default.
0-2 Players = Forfeit 3-4 Players = Default
2. Failure to attend a sport's preseason captain's meeting will be considered a forfeit and the team will be removed from the league and lose their \$20 Forfeit Bond. That team will then have until Friday at 5pm to pay a Forfeit Bond reinstatement fee in the Intramural Sports office (teams arriving to the meeting more than 15 minutes late who checkin with an Intramural Supervisor at the door will not be charged a forfeit and will not be subject to the reinstatement fee, but will have to come to the office the following day) and at that time be given a choice of the remaining available times for play. After the 5pm deadline the team will be permanently removed from the league and all fees lost.
3. **GAME TIME IS FORFEIT TIME.**

4. Teams pay a \$20 Forfeit Bond as part of their entry fee. This bond is refundable as long as the team does not forfeit during round robin play, or forfeit/default during playoffs, or fail to attend the preseason captain's meeting.
5. A team that forfeits during regular season round robin play will lose its \$20 Forfeit Bond and has until 5pm the second business day after the forfeit to pay a \$20 Forfeit Bond reinstatement fee to the Intramural Sports Department to remain in the league. This is the same for a team that has an ineligible player during regular season round robin play as this is a forfeit for eligibility. If the Forfeit Bond reinstatement fee is not paid by this time, the team will be eliminated from regular season play, will be ineligible for a refund of their Forfeit Bond, and will be replaced with a team from the waiting list.
6. A forfeit or default during the playoff tournament eliminates the forfeiting or defaulting team from further competition. A forfeit in playoffs will make a team ineligible to receive a refund of their Forfeit bond. If a team has an ineligible player participate during the playoffs, the team will forfeit the game, and the team will only be allowed to receive a \$10 refund of their Forfeit bond. A default during playoffs will allow the team to only receive a \$10 refund of their Forfeit bond.
7. To avoid the penalties associated with forfeiting a game, a team may call the Intramural Sports Office (231-8297) by 3:00pm on the day of play to default. (This will count as a loss, but will not eliminate your team from the league or from the chance to be scheduled into the playoff bracket). However, you may only default once. A second default results in a forfeit. Please ask for Drew Carney, Krista Landon, Ben Smith or Jennifer Rezac and if none are available leave a message.
8. If a team calls in a default before the designated time, and subsequently, games for that night/sport are cancelled, the default does not stand and is not counted towards the teams allotted number of games to add people to the roster.
9. Freshmen Basketball teams will have until December 20th, 2009 to request a refund of their Forfeit Bond if they are eligible to receive the refund. Any requests after that time will be invalid and the team will not be eligible to receive a Forfeit Bond refund.
10. Please help fellow participants and the Intramural Sports Staff by making use of this default procedure.

H. Roster Policy

1. Additions to the team roster can be made up until the end of each teams' 2nd scheduled game provided that:
 - a. The added player PLAYS in at least 1 of the team's first 2 scheduled games.
 - b. The added player is not or has not played with another team unless he/she is properly removed from the other team's roster.
2. A game is considered a scheduled game when the team must show up to the court and sign the scorecard, regardless if the game is not played due to a forfeit or a default. However, if a team is called by a member of the Intramural Sports Staff and told not to show up because the opposing team has called in a default, that game is not considered a scheduled game and does not count towards the teams allotted number of games to add people to the roster.
3. **Practice games do not influence team rosters.** Roster additions begin with the first scheduled regular season game.
4. Any game cancelled by the Intramural Sports Staff for weather or poor court conditions is not considered a scheduled game and does not count towards the teams allotted number of games to add people to the roster.
5. Additions to the team roster are made when a participant legibly signs the assumption of risk form on the back of the scorecard, legibly lists their University ID number, and shows a valid Virginia Tech ID during round robin play. (**PRACTICE GAMES DO**

NOT COUNT TOWARDS TEAM ROSTERS) If he/she does not follow this procedure, they will not be allowed to participate in that night's game, they will not be added to the team roster, and they will not be considered on the team.

6. An individual who has played for a team and wishes to remove him/herself from that team's roster has seven days from the first time he/she plays with the team to fill out a Roster Deletion Form. After seven days the individual will not be able to remove him/herself from the team. If the individual wishes to play with another team in the same league (i.e. Mens, Womens, CoRec) prior to the seventh day, he/she must fill out the Roster Deletion Form prior to playing with the new team. If he/she plays with the new team prior to filling out the Roster Deletion Form, he/she will be ineligible for further games with either team and ineligible to further participate in that league, and both teams will be assessed a forfeit for games he/she played, requiring them to follow the forfeit policy previously outlined. Only 1 team removal per league per sport for each individual.
7. A team can have as many players on the roster as desired, but there is a limit to the number of championship shirts the team will receive if the team wins the championship in its division. The maximum # of shirts for each championship team is 10 or however many persons are on the teams' roster, whichever is less. More shirts can be purchased for \$8.00 a shirt at the Intramural Sports Office the day following the championship games.

I. Playoff Structure

1. ALL TEAMS (even those that have lost every game) will be placed into a single elimination tournament at the conclusion of round robin play if they meet the following criteria:
 - a. The team earns a "3.0" Sportsmanship average during regular season games.
 - b. The team does not forfeit a game or default more than one game without paying the reinstatement fee prior to the specified deadline.
- NOTE: Teams having forfeited and paid the Forfeit Bond reinstatement fee in the specified time (maintaining a "3.0" average sportsmanship rating) will be eligible for playoffs.
2. Teams will be divided into playoff classes as follows:
 - 1st and 2nd Place Teams in a Round Robin to Advanced (A) Playoffs
 - 3rd and 4th Place Teams in a Round Robin to Beginner (B) Playoffs

NOTE: Playoff classification may be adjusted based on team A/B averages given by the intramural staff throughout round robin regular season play.
 3. If a team has a preference and wishes to be placed in the "A" or "B" division, the team may enter that preference at the top of the conflict sheet that is turned in to the Intramural Sports Office. **All requests may not be honored.**
 4. "A" and "B" playoffs are single elimination tournaments.
 5. Playoffs begin Monday, October 12th.
 6. Playoff Conflict sheets must be submitted online by 5:00 on Wednesday, October 7th.
 7. Playoff brackets are posted on Saturday, October 10th after 1:00pm for all teams on the Intramural Sports Web Page at <http://www.recsports.vt.edu/intramurals>. **EACH TEAM SHOULD CHECK THE BRACKETS AFTER 1:00PM THE DAY FOLLOWING A PLAYOFF GAME.** Do not call the Intramural Sports Office for game times; they are not given out over the phone. Computers are available in the main hallway of McComas Hall to view the brackets if there are problems viewing the brackets from other computers.
 8. Intramural Champion Shirts are awarded to the champions of "A" bracket. "B" bracket winners receive an Intramural Sports shirt.

J. Eligibility

1. Only Freshman Status students are allowed to play Freshman 5-on-5 Basketball.
2. Participants may play for only one single sex team.
3. *Current varsity athletes may not participate in their sport or any allied sport during the academic year. No more than three current/former varsity athletes may play on one intramural Freshman Basketball team.
 - a. A varsity athlete is defined as anyone who is on a varsity athletic team roster during the academic year, anyone participating with a varsity squad in an attempt to make a roster, red-shirts, Proposition 48 students, and any scholarship player with eligibility remaining.
4. *Sport Club members are allowed to participate in their sport or allied sport with a maximum of three total players per team roster. This is sport specific. For example, a intramural Freshman Basketball team may only have three members of the departments' club basketball teams but may have six members of the field hockey club. Sport Club members are defined as anyone whose name appears on the official 2009-2010 sport club roster on file.
5. *Current or former professional athletes are ineligible to participate in their sport or allied sport.
6. Team captains are responsible for checking the eligibility of his/her players and for checking the eligibility of players on the opposing team. The Intramural Staff will not be responsible for checking the eligibility of participants however they do reserve the right to impose disciplinary action on any player/team who may be discovered to have ineligible players participating.
7. Teams found to have ineligible player(s), will receive forfeits for all games in which such player(s) have signed the scorecard. Teams will have until 5pm the next business day after notification of the ineligible player to pay the forfeit bond reinstatement fee in order to remain in the round robin regular season (if occurs during playoffs, team is removed). If after this deadline the team has not paid the fee, the team will be removed from the league without option for refund. Player(s) found to be ineligible will be suspended from play in that sport's gender classification (ie. Men's/Women's or CoRec) for the remainder of the season.
8. THE NO ID NO PLAY POLICY IS IN EFFECT. Each participant should be prepared to present his/her valid Virginia Tech ID card or facility pass (see eligibility protest procedure below in section J). All ID's must be readable and in proper condition. Any ID's that have a picture, a name, or an ID number that are unreadable will not be considered valid and that player will not be allowed to participate.
9. Random eligibility checks by the Intramural Sports Supervisor may be done on a nightly basis.
10. As long as a game is ready to begin by game time, any participant who may arrive after that time may still participate in the game provided they follow the roster policy above.
11. Women/Men are required to play in their specific single-sex divisions when offered unless participating on a Corec team. (IE: A woman may not participate on a men's division team or vice versa.)

J. Protest

ALL PROTESTS MUST BE FILED IN WRITING BY THE PROTESTING TEAM CAPTAIN WITH THE INTRAMURAL SPORTS OFFICE BY 12:00 NOON THE DAY FOLLOWING THE INCIDENT AND ACCOMPANIED WITH A \$10 PROTEST FEE FOR EACH PLAYER ELIGIBILITY AND RULE INTERPRETATION UNDER PROTEST!

1. Eligibility Protest

In all contests, eligibility protests must be lodged prior to the start of the second half. The protesting team captain must notify the official and supervisor. **If the official(s) are hesitant or refuse to summon the supervisor, then the team captain is responsible for securing the supervisor. The team captain should refuse to continue play until the supervisor arrives at the court and makes a ruling regarding the protest.** The supervisor will hear the protest and then explain the protest to the opposing team captain. If the player(s) in question are removed from the game, no further penalty is required. If the player(s) in question play(s) in the remainder of the contest, the Coordinator of Intramural Sports will rule on the protest during the next business day.

2. Rule Misapplication or Misinterpretation Protest

Judgment calls cannot be protested. If a team captain wishes to protest an official's rule application or interpretation, he/she must do so immediately before the next live ball play. The protesting team captain should notify the official(s) to suspend play and request that the supervisor be brought to the court to make a ruling prior to continuation of play. **If the official(s) are hesitant or refuse to summon the supervisor, then the team captain is responsible for securing the supervisor. The team captain should refuse to continue play until the supervisor arrives at the court and makes a ruling regarding the protest.** If the team captain disagrees with the supervisor's protest ruling, the team captain should immediately inform the supervisor that the contest is being played under protest. The supervisor will document the contest facts (player name, team played for, score, ruling, date, time, site number, time remaining in the contest, etc.) and file a report with the Coordinator of Intramural Sports.

K. Game Locations and Parking

1. All games are played at War Memorial Hall Gym 125 located on the Drillfield.
2. All participants must park in properly marked university spaces to avoid being ticketed.
3. Residents and Commuters are not allowed to park on the Drillfield until after 8pm.

L. Inclement Weather

1. All decisions concerning game cancellations are made after 4:00pm on the day of play or as weather conditions dictate. All decisions made after 4:00 p.m. will be made by the site supervisor on duty when they arrive at the courts before play begins. For game status decisions, please call the Intramural Sports Hotline at 231-6060.
2. Unless circumstances otherwise permit, all games cancelled during round robin regular season play will not be rescheduled. If games are rescheduled for any reason, the Intramural Sports Office will notify the team captain/co-captain via email once rescheduling has been completed.

M. Captain's Responsibilities

1. Inform players of game time and location.
2. Have team members fill out and sign the back of the scorecard on the assumption of risk form LEGIBLY prior to game time.
3. Notify each team member of the Intramural Sports Virginia Tech ID policy before the start of the season. All ID's must be readable and in proper condition. Any ID's that have a picture, a name, or an ID number that are unreadable will not be considered valid and that player will not be allowed to participate. Provide ID's for the supervisor if randomly selected for eligibility check.
4. The captain is the only team representative that is allowed to discuss rule interpretations and player eligibility with the official(s)/Supervisor.
5. Be familiar with rules, schedules, and policies of the Intramural Office and pass this information along to all team members.

6. Stress importance of sportsmanship to all team members.
7. The use of any tobacco product by active participants is not permitted. The use of alcohol by participants and spectators before or during a game is never permitted.
8. Complete and submit Team Conflict Sheet and provide Coordinator of Intramural Sports with feedback about program through activity assessment survey.
9. At conclusion of each game, each captain will be asked to name one MVP from the opposing team and rate the opposing team's sportsmanship.
10. Review the posted round robin win/loss/tie records on the Web Page and notify the Intramural Sports Office immediately if there is any discrepancy with what is posted.

N. Team Member Responsibilities

1. Each team member must sign his/her name on the Assumption of Risk Form on the back of the scorecard prior to the start of each game or when he or she arrives at the site whichever comes first.
2. Sign in 10-15 minutes prior to game time:
 - a. Print their name and university ID number LEGIBLY on the Assumption of Risk Form on the back of the scorecard.
 - b. Show a valid Virginia Tech ID. All ID's must be readable and in proper condition. Any ID's that have a picture, a name, or an ID number that are unreadable will not be considered valid and that player will not be allowed to participate.
3. Please arrive 15 minutes prior to game time properly equipped to insure games begin on time.
4. Clean up any trash or equipment brought to the game before you leave at the end of each game.

O. Equipment

1. All jewelry except medical alert bracelets must be removed before play. Taping over jewelry is not an acceptable alternative to removing jewelry. If the supervisor suspects that a team member has taped jewelry, the team member will be asked to show the supervisor what is beneath the tape. If a team member does not remove jewelry or tape, he/she is not eligible to play. **NO EXCEPTIONS!**
2. Shoes:
 - a. Each player must wear shoes.
 - b. **Shoes that mark the gym floor must be removed. COURT SHOES MUST BE WORN IN THE GYM.** Shoes must be of soft leather or canvas uppers, hiking or combat boots or street shoes are not permitted.
3. Headbands may be worn. No baseball caps, bandanas, or any hard bill are allowed
4. No jeans are allowed; players should wear athletic, non-restrictive clothing.
5. Teams may bring and use their own Basketballs or checkout Basketballs at the equipment checkout room for practice but IM Sports balls must be used in the games.
6. No casts are allowed. No pad or braces are allowed above the waist.
7. We strongly recommend that the teams purchase team uniforms for play. Pinnies may be checked out from the supervisor with a valid VT ID.
8. Knee braces made of hard, unyielding material are illegal unless covered with at least ¼ inch of closed-cell slow recovery rubber or other material of the same minimum thickness and having similar physical properties (such as the Lenox Hill Sport sleeve or neoprene sleeve).
9. Any mistreatment of the Intramural Sports Equipment may result in an automatic ejection.

P. Additional Questions – call Krista Landon, Drew Carney, Ben Smith, or Jennifer Rezac at 231-8297