**PURPOSE**
The intramural sports program attempts to provide every eligible party with the opportunity to participate in organized and informal sports activities as a member of the South Dakota School of Mines and Technology community. Through participation it is hoped that all engaging individuals will develop a wholesome attitude toward physical activity.

**SUPERVISORY PERSONNEL**

**Intramural Director(s)**
The intramural director(s) shall be directly responsible for the proper conductance of the intramural sports program in accordance with the program’s guidelines and shall determine policies to be pursued in securing that end.

**Intramural Board**
The Student Association shall act as an intramural board—the function of which is to lend direct supervision to the intramural program whenever needed. The board may be utilized to handle all special situations that may arise from the interpretation of intramural program guidelines. The board may also recommend changes to the intramural director(s) regarding the intramural sports program and/or its guidelines.

**TEAM CAPTAINS**
Team captains shall be appointed by all participating teams. They shall be provided with schedules and rules for the activities in which their teams are participating approximately ONE WEEK prior to the start of those activities. Team captains SHALL BE RESPONSIBLE FOR THE PROMPT APPEARANCE OF THEIR TEAMS AND TEAM CONDUCT DURING COMPETITION. Team captains shall handle all suggestions, complaints, scheduling conflicts, etc. for their teams. Such matters shall be discussed by the team captains with the intramural director(s). Team captains are responsible for reviewing all rules for a given activity with their teams prior to the start of competition.

**APPEALS**
All appeals regarding the interpretation of the intramural sports policies must be submitted in writing to the intramural director(s). The intramural board will rule on all appeals.

**NEW ACTIVITIES**
New activities shall be sanctioned whenever there is sufficient interest to warrant such a move. These activities may be offered on a trial basis to judge interest and feasibility. Decisions on such matters will be made by the intramural director(s). The intramural board may also have input on such situations. Existing activities may be dropped by the intramural director(s) and/or intramural board when such action is deemed appropriate.

**AMENDMENTS TO INTRAMURAL SPORTS POLICIES**
Amendments to intramural sports policies shall be discussed by the intramural director(s) and intramural board. Policy amendments shall be agreed upon by these parties.

**PARTICIPATION BYLAWS**

**Section A – Eligibility**
All faculty, retired faculty, alumni, and staff, as well as their spouses, and all students enrolled at South Dakota School of Mines & Technology (graduate and undergraduates) shall be eligible to participate in any intramural activity, except as provided under eligibility requirements below:

1. Each team shall file an entry form listing a roster of all members participating in that sport by a deadline set by the intramural director(s). All completed entry forms will be reviewed by the intramural director(s) at the deadline. It is up to the discretion of the intramural director(s) rather or not rosters submitted after the deadline will be accepted. Additional participants may be added to a team AS LONG AS they have not participated with any other team in the activity in question and they meet all other eligibility requirements.

2. An individual may not play on more than one team for a given intramural sport. Furthermore, an individual cannot join with any other team once he/she has actively participated in that sport with another team, except by the approval of the intramural director(s). Individuals may not play on both power league and rec league teams in the same sport. However, individuals may play on a coed team and a men’s or women’s team of the same sport.

3. Any person currently on a SDSM&T-sanctioned athletic team (e.g., a varsity or junior varsity athletic team) will be ineligible to participate in that intramural sport during that same academic year. This rule applies even if the person in question was on the team for only part of the season. (This rule does not apply to individuals that tried out for a team but were dismissed from that team prior to the team’s first official competition.) Red shirts are eligible to participate during the academic year in which they are red shirting.

4. In all sports, participants must be bonafide amateurs in said sport and must not have participated for monetary return.
5. Team captains—not the intramural sports staff—have the responsibility for ascertaining the eligibility of all team members.

6. The intramural director(s) and intramural board have final say regarding the eligibility status of any individual participating in intramural sports activities.

Section B - Team Entry Procedure

1. Entry will be via the intramurals page of the SDSM&T Athletics website: www.sdsmte.edu/athletics/Intramurals/

2. NOTE: If a team has any known conflicts (i.e. fraternity functions or meetings) that will affect the team's ability to supply a full team for competition, it must be noted in an email to the intramural director(s). The intramural director(s) will try to accommodate this information.

3. Once all entries have been processed and a schedule for a given activity has been completed, all team captains will be provided schedules and rules for that activity. It is the responsibility of team captains to provide schedule and rules information to their teams.

Section C - General Information

Insurance and Injuries - All participants engage in SDSM&T intramural sports at their own risk. Prior to participation, all individuals must complete a liability waiver that will be provided by the intramural sports staff. (Only one waiver per academic year must be completed.) All participants are encouraged to have a physical examination and obtain adequate health and accident insurance prior to participating in intramural activities. First aid will not be administered by the intramural sports staff. Any costs incurred due to injury while participating in intramural sports will be the responsibility of the participant(s).

Game Officials - Intramural contests are officiated by fellow SDSM&T students. They are NOT professionals and are paid modestly for the services they perform. They deserve and expect your cooperation, respect, and sportsmanlike behavior. These workers officiate to the best of their ability.

Dress Code - All participants must be dressed appropriately in order to engage in any intramural activity. The intramural director(s) may prohibit an individual from participating if that individual is not appropriately attired. Shirts must be worn during all intramural activities. In addition, all participants must wear closed-toe shoes with non-marking soles when participating in any intramural activity. Sandals, flip-flops, hiking boots, etc. are not acceptable footwear. Participating in bare feet is not allowed in any circumstances.

Jewelry - Participants are strongly advised to refrain from wearing jewelry during intramural activities. Items of jewelry that are deemed by the intramural director(s) or intramural officials to be unsuitable for competition must be removed. Individuals that fail to comply with such requests may be prohibited from competing in intramural activities.

Awards - T-shirts are awarded to the champions of each intramural activity.

Section D - Protests of Intramural Contests

1. All protests must be submitted in writing to the intramural director(s) within 48 hours after the disputed contest. Judgment calls by game officials are not subject to protest.

2. All decisions regarding protests may be appealed to the intramural board—the decision of which is final.

Section F - Scheduling and Forfeits

1. All scheduling problems must be brought to the attention of the intramural director(s) well in advance of the effected contest. If at all possible, the contest will be re-scheduled at a more convenient time for all parties involved. If the intramural director(s) is not notified at least 24 hours prior to the contest in question, NO make-up contest will be scheduled.

2. Schedule adjustments may be made at the discretion of the intramural director(s). Such changes will be made only if absolutely necessary.

3. Any team or individual that fails to be ready for a contest five minutes after the scheduled start time will forfeit to the opponent(s). If both teams or individuals fail to be ready, both will be charged with a forfeit. To win a contest by forfeit, a full line-up must be present and ready to play.

4. Forfeited contests will not be re-scheduled. A team is allowed 2 forfeits per sports season and then that team and all of the team members will be dropped from that intramural activity.

5. Whenever an ineligible person participates in a contest, that contest and all others in which he/she illegally participated will be forfeited. The intramural director(s) has the option of barring the ineligible person from all intramural sports activities for the remainder of that semester.

Section F - Disciplinary Problems

1. Acts of unsportsmanlike conduct including unnecessary roughness, excessive arguing with opponents or officials, abusive or profanity-laced language, etc. are grounds for ejection from intramural competition.

2. If a participant is ejected from an intramural contest for any reason, the official(s) and/or intramural director(s) will document the reason for ejection in writing. The ejected participant must meet with the intramural director(s) before being reinstated for competition.

3. All disciplinary problems requiring immediate attention will be handled directly by the intramural director(s). The decision of the intramural director(s) may be appealed to the intramural board.

4. Alcoholic beverages or tobacco are not permitted at any intramural sports event. Violators will be asked to leave the playing area. Teams are responsible for the actions of their fans.

(Updated 8/26/2014)