

ST. CLOUD STATE INTRAMURALS

CAPTAIN'S HANDBOOK

Revised July 27, 2004

St. Cloud State University
Campus Recreation Office
Halenbeck 102
255-3325

My Office Hours--Monday through Friday 8:00 am - 5:00 pm

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CENTRAL STAFF

Professional Staff

		Phone
Director of Sport Facilities and Campus Recreation	Ron Seibring	308-3325
Coordinator of Intramurals & Special Events	Butch Fealy	308-3325
Fitness and Special Programs Coordinator	Chris Haukos	308-3325
Experimental Programs Coordinator	Tom Heck	308-3325
Office Manager	Judy Bernard	308-3325
Budget and Marketing Coordinator	Brian Johnson	308-3325
Director of National Hockey Center	Joe Meierhofer	308-3327
Associate Director Sports Camps/NHC Events	Holly Schimdtbauer	308-3327

Building Managers

Bartt Gevens
Megan Seibring
Lance Thompson
Chris Pappas
Tyler Gerhman

Intramural Program Assistants

Graduate Assistant	Travis Kappel
Publicity Coordinator	Rachel Wieweck
Official's Development Coordinator	Jake Stang
Special Events Coordinator	Joe Thoreson
Officials Club Coordinator	Matt Seibring
Scheduling Coordinator	Joel Stendahl

Important Phone Numbers

Campus Recreation Sports Office	308-3325
Eastman Fitness Center	308-3613
Outdoor Endeavors/Equipment Center	308-3772
Halenbeck Pool	308-2632
Eastman Pool	308-3613
Halenbeck Training Room	308-2597
National Hockey Center (NHC)	308-3327
NHC Pro Shop	654-5103

Our web site for all your Campus Recreation Questions:

WWW.STCLOUDSTATE.EDU/CAMPUSREC

Entry Procedures

A wide variety of activities are offered in the intramural program, some requiring advanced entry, others requiring entry "at time of event."

Team Advanced Registration

1. Secure an official entry/roster form from the Campus Recreation office, Halenbeck Hall 102, from the Entry Form board on the Halenbeck Fieldhouse, or from the Campus Rec Website.
2. Complete all information on roster form and return it to the Campus Recreation office prior to the entry deadline. Rosters must be filled out completely, correctly and fees paid or they cannot be accepted.
3. Fees are now required for sports. Fees are to be paid by cash, check, credit card or Campus Cash at Halenbeck Fieldhouse.
4. This registration does not necessarily guarantee a spot in the league. In most cases league placement will be at the captains meeting. Teams not represented at this meeting will not be placed in a league.

Forming a Team Techniques

1. Post a roster form in a residence hall, apartment complex, or high traffic area on campus.
2. Develop a team through an organization or class

Individuals wishing to be placed on a Team

Individuals are encouraged to attempt to find enough participants to form a team. However, if you wish to participate but do not have a team:

1. Sign up on the "Free Agent" roster in the IM sport entry binder behind the front desk.
2. Attend the captains' meeting so you may be placed on a team.

Time of Event Registration

All events, which have a registration at the "time of event", require each team to sign up immediately prior to the event. Teams or individuals will then be placed in the tournament as they sign up.

TEAM DIVISIONAL SYSTEM

Two divisions of play are offered, when possible, in team sports. A third division may be formed for certain events.

1. A division: (highly competitive) Teams comprised of highly skilled and competitive individuals. Any former intercollegiate athletes must play for teams in this division.
2. B division: (competitive)
3. **C division: (recreational) if offered**

The intent of A and B divisions is to equalize play by grouping teams of equal ability together. A and B divisions will include league play and a championship playoff. There will not be a playoff between A and B divisions.

NOTE: The intramural staff reserves the right to reassign teams in A and B divisions for league as well as playoffs. **Desirable time periods and playing conditions will be given to A division leagues whenever possible.**

INSTANT SCHEDULING

A version of Instant Scheduling will be implemented for most leagues. "Self Process Scheduling" offers many of the same conveniences of Instant Scheduling, such as teams choosing the days and times they wish to play, while offering a league which is easily administered. The procedure is as follows:

Registration

1. The registration period will take place at least 2 weeks prior to the league beginning.
2. A team registers by completing the entry form and returning it to the Campus Recreation office. If a fee is required; the fee must be paid before the Captain's Meeting.
3. When a team has completed its registration, they will be placed on a prioritized sign-up list, which is on a first come first serve basis.
4. This list will be used to determine the order teams will choose their league (game day and time) preference at the captains meeting.
5. A team representative must be at the captains meeting to sign their team up.

Captains meeting

1. A team representative is required to attend the captains meeting.
2. An update of important information pertaining to the activity will be presented.
3. League rules will be distributed and discussed.
4. Instant scheduling will take place at the close of the captains meeting.
5. Team names and captains will be announced in the order they signed up. As the names are read off, teams will register for the league (time and date) they wish to play (teams should have 2-3 alternate choices available).
6. If a team representative is not at the captains meeting their team name will go to the bottom of the list and the team will not be placed in a league until the captain meets with and/or calls or is called by the Campus Recreation office. Ultimately, this is the CAPTAINS responsibility. **Teams not represented will not make Playoffs.**
7. A master schedule will be posted the day following the captains meeting on the Intramural Bulletin Board, which is located near the entrance to the Campus Recreation office.

Player addition/dropping procedures

1. All participants must be officially added/dropped to the team roster on the original roster. These are available in the Campus Recreation office, Halenbeck 102 (Fieldhouse).
2. New players may be added anytime before the start of the last contest (game) of the regular season.
3. Players must meet all eligibility rules. This includes insuring that all added players are not on another team's roster and team waiver.

Awards

Intramural championship T-shirts are awarded for all intramural champions in both the A and B divisions. The number of T-shirts awarded for team events are limited, and will be pre-determined for each event. If a league or tournament is not held no awards will be issued. Awards will not be issued for C-division participants.

TEAM CAPTAIN'S DUTIES AND RESPONSIBILITIES

The success of the Campus Recreation program depends largely on the leadership qualities and interests of team captains. Each team must have a captain or representative responsible for the coordination between players and the Campus Recreation program. Experience has proven that teams contending for top honors usually have alert and efficient team captains.

Captain's Responsibilities include:

1. Attend or send a representative to the mandatory captain's meeting which is scheduled prior to the start of most team activities. The captain's meeting includes:
 - a. General league information
 - b. League and eligibility rule interpretations
 - c. Safety and risk concerns for participation in the event will be discussed.
 - d. Registration for the league (date and time) each team wishes to compete (See Instant Scheduling Procedures)

****Teams not represented at the captain's meeting or signing up after the entry deadline are not guaranteed a spot in the event and never the playoffs.**

****It is the captain's responsibility to inform all team members of the information received at the captain's meeting, as well as the information listed in this handbook.**

2. Complete all the information requested on the entry form including the complete names of all the players on the team, as well as their phone numbers/email. The entry is due at the Campus Recreation office before the entry deadline listed on each form. Entries do not have to be accepted after the deadline.
3. Check the official league schedule that will be posted on the Intramural Bulletin Board prior to the beginning of each event. At times schedules will be changed during the first week of competition. It is the captain's responsibility to check for these changes and to inform team members of all scheduled games.
4. Ensure that all team members carry **their** SCSU ID with them at all times when competing in an intramural event. Spot checks may be made at anytime throughout the league play or playoffs.
No ID, No Play, No Warnings!!
5. Make sure that everyone on your team(s) sign and date the waiver for each sport. Teammates are not allowed to play until that is completed.
6. Be familiar with all rules (eligibility and game) and see that all team members are aware of those rules.
7. Make an effort to see that all team members play according to the rules of the game and conduct themselves in a sportsmanlike manner. You will be judged on sportsmanship and a poor rating might cause you to miss the playoffs.
8. **If a team member is ejected from a contest (see Ejection Procedures), ensure that the player in question makes an appointment with the IM Coordinator and is present at this meeting. The captain is also encouraged to be at this meeting.**
9. Notify the Campus Recreation office whenever the team must default a contest.
10. **The captain is the only individual allowed to approach an official during any contest regarding questions, rule clarifications, protests and other problems. Any other team members may cause sportsmanship rating to be lowered.**
11. Keep in touch with the Campus Recreation office for any scheduling changes or other league information.
12. **Maintain control over all team members and spectators before, during and after each contest. Poor sportsmanship may result in elimination from the league and/or playoffs.** Captains are the coaches of each team. Please conduct yourselves accordingly. Anyone wishing to discuss the league, rules, etc., is encouraged to meet with the IM Coordinator.

Pre-game Registration Procedures

1. Before the first game, make sure everyone has signed and dated the waiver form. Team captains will be responsible for reporting to the intramural registration table at least five minutes prior to the start of the teams' contest. The names of the individuals participating that day will be signed in on the official score sheet for the game.
2. Teams not signing the minimum number of players in by the designated game time will forfeit that contest.
3. All players must show their ID to the working official at the check-in table before each game.
4. Students not having ID's the first time, will have to buy a Guest Pass the first time. After the first time, students will not be allowed to play unless they have an SCSU ID.

Forfeits and Defaults

1. Teams that forfeit twice will be eliminated from the league and/or playoffs

Defaults

Teams that anticipate a hardship in fielding a team for a contest, which has already been scheduled, should inform the Campus Recreation office prior to the game. A loss will be assessed for the default, but a forfeit would be avoided. Two defaults will equal a forfeit.

SPORTSMANSHIP

Since the Intramural Sports program is aimed at enjoyment, it is expected that all participants will conduct themselves in a manner that will not impair the enjoyment of other participants. All individuals and teams participating shall be expected to comply with the spirit, as well as the letter, of the rules that cover all competitive situations. In order to encourage proper conduct before, during, or after scheduled contests, officials, sport supervisors and administrative personnel will make decisions on whether to warn, penalize or eject players or teams for unsportsmanlike conduct.

NOTE: Any player or team captain ejected for any reason from a scheduled contest will be suspended from further participation in intramural competition. The length of the suspension will be determined by the Associate Director of Campus Recreation after meeting with all parties connected with the incident.

Consumption of alcoholic beverages by coaches, active players, bench players and spectators is strictly prohibited. Violators are subject to disciplinary action. Intramural participants will be ejected from the scheduled contest and will be suspended from further intramural events.

Sportsmanship Rating System

A sportsmanship rating will be given to each team after the contest. All teams start with a "C" and must earn an "A" rating. **All teams making playoffs will have a 2.0 sportsmanship average.** The officials of the contest will give the rating. All forfeiting teams will not be given a rating but the teams winning that contest by forfeit will receive an "A" rating. Intramural officials and or supervisors give sportsmanship

ratings to teams after each contest. These ratings reflect the behavior before, during and after the contest. SCSU Code of Conduct will be followed and incidents of violations will be reported to the Judicial Board.

In order for a team to qualify for the post-season playoff games a team must have a 2.0 average sportsmanship rating or better.

Sportsmanship ratings will be based on the following criteria:

“A” Excellent Conduct and Sportsmanship: Players cooperate with officials and other team’s members. The captain calmly converses with officials about interpretations and calls. The captain also has full control of his/her teammates (4 Points).

“B” Good Conduct and Sportsmanship: Team members verbally complain about some decisions made by officials and/or show minor dissension which may or not merit a technical foul or unsportsmanlike conduct penalty. Teams that receive one technical foul or unsportsmanlike conduct penalty will get no higher than a B rating. (3 Points).

“C” Average Conduct and Sportsmanship: Team shows verbal dissent towards officials and or minor dissension’s which may or may not merit a technical foul or unsportsmanlike conduct penalty. Captain exhibits minor control over his/her teammates, but is in control of him/herself. Teams receiving multiple (more than one) technical foul or unsportsmanlike conduct penalty will receive no higher than a C rating (2 Points).

“D” Below Average Conduct and Sportsmanship: Team constantly comments to the officials and or opposing team from the field and or sidelines (benches). Team captain exhibits little or no control over teammates or him/herself. A team that receives one “hard” ejections will receive no higher than a D rating. (1 Point).

“E” Poor Conduct and Sportsmanship: Team is completely uncooperative. Captain has no control teammates, and him/herself or fans. Any team causing a game to be forfeited, other than by not showing or receiving multiple ejections shall receive an “E” rating (0 points)

Examples of conduct deserving an “E” rating are as follows:

The team has been warned about unnecessary roughness and/or jeopardizes the safety of participants. This includes action by any player with the intent of physically harming another player or official.

A player. Or a spectator clearly associated with the team, shows disrespect to the official, i.e: abusive language, obscenities loud enough to be heard, gestures, or actions; threatening language; or actions which endanger the safety/health of the official or supervisors.

Spectators/fans clearly associated with the team that fails to conduct themselves in an orderly fashion or engage in disorderly conduct that violates university regulations or jeopardizes the officials’ control of the game. Team shows disregard for the rules or policies of the Intramural Sports Program.

Team captain will have meet with the Intramural Coordinator after a contest with a D or E rating given before they can play in the next scheduled contest.

Sportsmanship ratings do continue into the playoffs, if for example a team in the playoffs drops below a 2.0 average, they will be dropped from playoffs.

INJURIES, INSURANCE, PERSONAL PROPERTY DAMAGE

1. The University assumes no responsibility for injuries or personal property damages resulting from participating in activities sponsored by The Campus Recreation Office of St. Cloud State University, over and beyond the participant's personal insurance.
2. Players are encouraged to arrive at event sites early to adequately stretch and warm-up prior to participating in each event.
3. All injuries should be reported to the intramural supervisor on duty, and an injury report form must be completed for all injuries. An ambulance will be called if the injured person wishes one or the supervisor feels an injured participant should receive immediate medical attention. Intramural personnel will not transport an injured participant. Campus Security will transport persons with minor injuries to an on-campus location. The supervisor will assist in attempting to arrange a ride for an injured participant.
4. Health Services provides medical help for the student who is injured during their regular office hours. All students are encouraged to be checked at Health Services for any injury. Participants injured after-hours are encouraged to be checked out at the St. Cloud Hospital Emergency Room.

PROTEST PROCEDURES

Protests will not be received or considered if they are based on a decision involving the accuracy of judgment on the part of an official. The following protest procedure applies on all Intramural Sports team events.

1. Team captains must notify game officials that the game is being played under protest immediately following a discrepancy and/or rule misinterpretation. Team captains should insist that officials indicate notification of protest on the official scorecard. Also, the supervisor in charge must be notified at that time. Game time will be stopped during the interpretation of the protest.
2. The supervisor on duty will rule on all protests after gathering as much information as possible from the team captains and game officials. All protest decisions made by the supervisor will be final. If the protest is upheld, the error that has occurred will be rectified and the game will continue. If the upheld protest involves player eligibility, the game will be terminated with the protesting team receiving the win.
3. Protests lodged after the completion of the contest or after one or more subsequent plays have elapsed will not be accepted.
4. All protests concerning eligibility have to be handled prior to the start of the contest. No eligibility protests will be accepted after the game has begun, but the supervisor may eject ineligible players at any time.
5. If the problem is left unresolved, the supervisor will turn the information into the IM Coordinator
6. All eligibility protests or appeals must be completed and returned to the IM Coordinator by the team captain before Noon on the next working day following the incident. The burden of proof is on the person filing the protest.

Allowable protests

Officials' judgments cannot be protested. **Interpretations of a rule**--player or team eligibility--are allowable protests. Appeals will be accepted on interpretation of rules and player eligibility only.

Appeals Board

If a person filing the protest is dissatisfied with the decision of the Intramural staff, he/she may appeal the decision to the Appeals Board, which consists of the Director of Sport Facilities and Campus Recreation, the IM Coordinator, an appointed member of the Intramural Advisory Council, and a faculty member at large. A hearing shall take place as soon as possible following the intramural staff decision.

PARTICIPANT CONDUCT

The following information concerning disciplinary action that may be taken by The Campus Recreation Office is intended as a guideline for the IM Coordinator of Campus Recreation. It should be noted that the IM Coordinator reserves the right to assess a penalty other than listed below if, in the opinion of the Intramural Coordinator, the circumstances warrant such action. Further disciplinary action may include revoking access to all Sports Facilities at SCSU and having the case reviewed by the Student Judiciary Board.

Ejection Procedures

1. Officials and Program Assistants (P.A.) are empowered to eject a player or suspend a contest whenever deemed necessary. The player may be required to leave the area. That includes building or field completely.
2. Individuals and/or teams displaying undesirable behavior are reported by the officials to the P.A. on duty.
3. The P.A. submits an ejection or incident report to the IM Coordinator.
4. The ejected individual, or captain, if a team is suspended, must schedule a meeting with the IM Coordinator to discuss the incident. The ejected individual and the team is ineligible to compete in any Intramural activity until the player schedules a meeting with the IM Coordinator and the meeting takes place. These meetings will only be held in the Campus Recreation office during business hours.
5. After hearing from all parties involved in the incident a ruling will be made by the IM Coordinator on further disciplinary action deemed necessary.
6. **Incidents involving physical or threats of violence towards other participants, referees or other Intramural personnel may be forwarded to the Student Judiciary Board for possible further University sanctions.**
7. A participant ejected more than once within one academic year may be suspended from Intramural Competition for that year.
8. Any team that has two players ejected, due to unsportsmanlike conduct, during the same game/match shall forfeit that game/match. A third player ejected from the same team will disqualify the team from further Intramural participation. In this situation no more than two players from the roster of the team suspended may be on the same team in any sport.

Suggested Penalties for Specific Infractions---Individuals

1. Player participates under an assumed name or use of someone else's ID.
 - a. Ejected immediately by official or P.A., suspended from remainder of specific sport season
 - b. 2nd time reported-- suspended from all Intramural activities for one calendar year
 - c. 3rd time reported-- permanent suspension
2. Player uses abusive language toward official, opponent or teammate.

- a. Will be ejected immediately by official or P.A., and may be suspended for additional games.
 - b. 2nd time reported-- suspended for a semester of intramural activities.
 - c. 3rd time reported-- suspended from all intramural activities for one calendar year.
3. Player uses unnecessary roughness
 - a. Can be ejected immediately by official or P.A.
 - b. 1st time reported-- minimum of 1 game suspension
 - c. 2nd time reported-- minimum of 2 game suspension
 - d. 3rd time reported-- suspended from league/tournament
4. Player attempts to entice a fight
 - a. Maybe be ejected immediately by official or P.A.
 - b. 1st time reported-- minimum of 1 game suspension
 - c. 2nd time reported-- suspended from league/tournament
 - d. 3rd time reported-- suspended for a semester of intramural activities.
5. Player hits or fights with an opponent, teammate or spectator
 - a. Immediate ejection by official or P.A. and must leave the area of the event.
 - b. Suspended from the specific type of Intramural activity in which the incident occurred for a minimum of a semester.
 - c. 2nd offense: Ejected from Intramural Sports for duration as a student and case to be forwarded for judicial review.
6. Player assaults an official or P.A.
 - a. Immediate ejection by official or P.A. and must leave the area of the event.
 - b. Suspended from all Intramural activities for one calendar year and case will be turned over to the Student Judiciary Board. May be permanently suspended.
 - c. 2nd time-- permanent suspension
7. Player grabs or pushes an official or P.A.
 - a. Immediate ejection by official or P.A. and must leave the area of the event.
 - b. Suspension from all Intramural activities for one calendar year.
 - c. 2nd time-- permanent suspension
8. Player continually abusive throughout the game and/or after ejected by official or P.A.
 - a. Suspended for a minimum of two games.
 - b. 2nd time reported-- minimum suspension from league/tournament
 - c. 3rd time reported-- suspended from all Intramural activities for one semester
 - d. 4th time reported-- suspended from all Intramural activities for one calendar year
9. Player verbally or physically threatens an opponent or teammate
 - a. Immediate ejection by official or P.A. and must leave the area of the event.
 - b. 2nd time reported-- minimum suspension from league/tournament
 - c. 3rd time reported-- suspended for a semester of intramural activities.
10. Player verbally or physically threatens an official or P.A.
 - a. Immediate ejection by official or P.A. and must leave the area of the event.
 - b. Suspended for a semester of intramural activities.
 - c. 2nd time reported-- suspended for 1 calendar year
 - d. 3rd time reported-- permanent suspension

11. Consumption of alcoholic beverages by players.
 - a. Ejected immediately by official or P.A.
 - b. Suspended from all Intramural activities for one semester
 - c. 2nd time reported-- suspended for 1 calendar year
 - d. 3rd time reported-- permanent suspension

12. Players are not ejected but are reported for undesirable behavior
 - a. Warning is issued
 - b. 2nd time reported-- two game suspension
 - c. 3rd time reported-- suspended for a semester of intramural activities.

Suggested Penalties for Specific Infractions---Team

1. Team uses ineligible player(s) (suspended or participating under an assumed name)
 - a. 1st infraction-- game immediately forfeited and team is ineligible for playoffs
 - b. 2nd infraction-- team dropped from league/playoff, team placed on permanent probation

2. Team uses abusive language toward official, opponent or supervisor
 - a. 1st time reported-- warning issued, may be suspended for a minimum of one game
 - b. 2nd time reported-- dropped from league

3. Team is unnecessary rough
 - a. 1st time reported-- game may be forfeited by team
 - b. 2nd time reported-- team dropped from league/playoff
 - c. 3rd time reported-- team players ineligible for Intramural activities for one semester

4. Team fights with opponents
 - a. 1st time reported-- game immediately terminated: both teams receive loss (if appropriate)
 - b. Team dropped from league/playoff, team placed on permanent suspension as a team.
 - c. 2nd time reported-- permanent suspension for all players involved

5. Team physically or verbally abuse officials or supervisor
 - a. Game immediately terminated; team receives automatic loss and dropped form league/playoff
 - b. 2nd time reported-- team placed on one year suspension and permanent probation
 - c. 3rd time reported-- permanent suspension

6. Consumption of alcoholic beverages by players, coaches and/or spectators.
 - a. Spectators, players, and/or coaches must leave the facility
 - b. The contest may be forfeited if the individuals in question fail to leave the facility or directed by the official or P.A.
 - c. 2nd time the team is reported-- for remainder of season
 - d. 3rd time reported-- permanent suspension of team

INTRAMURAL ELIGIBILITY

University students, faculty and staff are eligible to participate in the intramural program in accordance with the following eligibility rules.

ARTICLE 1. Each student, faculty/staff participating in intramurals is responsible for his/her own eligibility. Any questions should be referred to the IM Coordinator and rulings obtained prior to participation.

ARTICLE 2. A student, undergraduate or graduate, may participate if the student carries one or more credit hours of class work. Extension/correspondence courses do not qualify an individual for intramural participation.

ARTICLE 3. Faculty/staff members (full-time or otherwise) are eligible to be in the student program.

ARTICLE 4. **No player may participate on more than one team in the same sport.** Violation of this rule will result in the individual being suspended for the remainder of the activity in which the violation occurred. In addition, the team(s) will forfeit all contests in which the ineligible player participated. Individuals may play on one team in each of the two types of basketball leagues: 5'10" league and regular league basketball. Players are limited to either A or B division team, not one of each.

ARTICLE 5. Any player using an assumed name will be declared ineligible for the remainder of that activity. If said player is a member of a team, the team will forfeit all games that he/she played in.

ARTICLE 6. A team will forfeit any contest in which an ineligible player was used.

ARTICLE 7. For an individual to be eligible for the playoffs, he/she must have played at least once with the team during the regular season and meet all other eligibility requirements.

ARTICLE 8. Unsportsmanlike conduct by players or fans resulting in a technical foul or ejection may cause a team to be disqualified from further competition. **THE EJECTED PLAYER AND TEAM SHALL BE INELIGIBLE FOR FURTHER COMPETITION UNTIL THE INDIVIDUAL MEETS WITH THE IM-COORDINATOR.**

ARTICLE 9. Eligibility for co-rec intramurals shall be the same as the men's and women's programs, with the following exceptions:

- Non-student spouses of SCSU students are eligible to participate.
- Faculty and staff spouses are eligible to participate.
- All non-students and staff must have a community user Id to play.

ARTICLE 10. Any student receiving financial aid on athletic ability shall be ineligible in the sport or related activities in which the grant is in use.

ARTICLE 11. Any athlete lettering in a sport from a four-year collegiate institution **will not** be eligible to participate in the sport or related activity in which he/she lettered until one calendar year has passed.

ARTICLE 12. Persons practicing with athletic teams are ineligible in their sport or related activity.

ARTICLE 13. Members of intercollegiate squads, who are dropped from the squad because of ability, will be approved for intramural competition in that sport upon presenting to the intramural office, a written statement from the coach of the sport concerned.

ARTICLE 14. Members of intercollegiate squads who leave the squad are not eligible to compete in intramurals in that sport if the coach confirms players were capable of making the squad. Must sit out one calendar year.

ARTICLE 15. Any individual not a member of a varsity sport squad due to scholastic standing is not eligible to compete in intramurals in the sport in which he/she should be a varsity member, if the coach indicates that he/she should be a member of the squad.

ARTICLE 16. Professional athletes will not be allowed to participate in the sport or related activity in which he/she is a professional. An athlete is deemed professional when he/she signs a contract with any organized professional or semi-professional team and received compensation for playing that sport.

ARTICLE 17. Sports Club participants are encouraged to participate in the intramural programs. However, intramural teams are limited to one sport club team member in the co-rec events or two team members for men's/women's events when they are participating in a related activity.

ARTICLE 18. Eligible Sports Club or former intercollegiate sports team members must play in the A-Division, if one is held, when playing a related intramural sport.

ARTICLE 19. Related activities for sport club members and intercollegiate athletes are:

Basketball	Basketball activities
Cross Country	Track and Field Meets and Fun Runs
Football	Football activities
Hockey	Ice Hockey, Boot Hockey and Floor Hockey
Soccer	Soccer activities
Tennis	Tennis activities
Volleyball	Volleyball activities
Softball	Softball and Home Run Contest