Intramural Rules published by the Recreation and Athletics Department are not meant to be all inclusive. Some rules that govern play may not be outlined in this document. The department uses NIRSA or NFHS rules for the majority of our sports. For a ruling on a specific situation not outlined here, please request one from the IM Supervisor or Manager.

Eligibility:

- All participants must present a S&T ID or Government Issued ID to participate
- All participants must be shown on the IM Leagues online team roster in order to compete
- All participants must fall into one of the following categories: Student, Faculty, Staff
- A participant must not have any current sanctions/suspensions outstanding against them
- A participant may not participate on more than one single gender team, and one co-rec team
- A participant must abide by all rules within the Intramural Participant Handbook and facility usage guidelines
- Participants must wear proper attire in order to compete in all Intramural events. This does not include; jewelry, billed hats (unless playing softball), metal spiked cleats, flip flops, slides, bare feet, etc.
- A member of the recreation staff has final ruling on all eligibility and permitted attire decisions.

The Game:

- A player or team must win 2 games out of 3 in order to win the match.
- A game ends when a player or team scores 21 points, or leads by two points with a score higher than 21. The game is over if one team reached 30 before gaining a 2 point lead.
- A point is scored after each serve (rally scoring)
- A 1 minute intermission between games is allowed

Rules:

- Participants are expected to officiate and keep score of their own contests.
- Participants must report their scores to the IM Managers or online on IM Leagues as soon as possible after the match is completed
- The service courts are slightly different for singles and doubles. A shuttle on the line is “in”. The server and receiver stand in the diagonally opposite service courts (always right hand at the start of the game) and alternate after every rally. After the serve players may move anywhere on their side of the net. The server must have an underhand delivery of the serve, and the receiver must stand still until the service is struck.
Below is a list of Faults that participants should honor:
  o The shuttle, at the instant of being hit is higher than the server’s waist or the head of the racket is higher than the server’s racket hand.
  o The shuttle does not land in the correct service court.
  o The server’s feet are not in the service court or if the feet of the receiver are not in the court diagonally opposite the server.
  o The server steps forward as he/she serves.
  o Any player balking or feinting his opponent before serve or during serve.
  o A serve or shot that lands outside the court boundaries, passes under or through the net, touches any other obstructions, or a player’s body/clothing. The boundary and service lines are considered in play.
  o The shuttle in play is struck before it crosses the net to the striker’s side of the net. You may follow through over the net.
  o A player touching the net or its supports with his body or racket while the shuttle is in play.
  o Hitting the shuttle twice in succession by a player or team.

**Sportsmanship:**

- The Intramural Program encourages fair and honorable play between its participants and spectators. Below are the criteria of how teams are graded. If there is an issue of fairness or sportsmanship during your match, contact a member of the Intramural staff and explain the situation.

4 – Excellent Conduct and Sportmanship- Players cooperate fully with the officials and other team members. The captain calmly converses with officials about rule interpretations and calls. The captain also has full control of his/her teammates, bench, and spectators. Teams that win by forfeit will receive a “4”. Teams that receive 1 verbal warning for use of profanity cannot receive higher than a “3” rating.

3 – Good Conduct and Sportmanship- Team members verbally complain about some decisions made by the officials and/or show minor dissension, which may or may not merit a yellow card (soccer, volleyball, softball), unsportsmanlike flag (flag football), or technical foul (basketball). Teams that receive 1 yellow card (soccer, volleyball, softball), unsportsmanlike flag (flag football), or technical foul (basketball) cannot receive higher than a “3” rating.

2 – Average Conduct and Sportmanship- Team shows verbal dissent towards officials and/or the opposing team, which may or may not merit a yellow card (soccer, volleyball, softball), unsportsmanlike flag (flag football), or technical foul (basketball). Captain exhibits minor control over his/her teammates, bench, and spectators, but is in control with himself/herself. Teams receiving multiple yellow cards (soccer, volleyball, softball), unsportsmanlike flags (flag football), or technical fouls (basketball) cannot receive higher than a “2” rating.

1 – Below Average Conduct and Sportmanship- Team consistently comments to the officials and/or the opposing team from the field and/or sidelines. The team captain exhibits little or no control over teammates, bench, spectators, and/or himself/herself. A team which receives one red card (soccer, volleyball, softball) or an ejection (flag football, basketball) cannot receive higher than a “1” rating.

0 – Poor Conduct and Sportmanship- Team is completely uncooperative. Captain has no control over teammates, bench, spectators, and/or himself/herself. Any team causing a game to be forfeited, other than by not showing, or receives multiple ejections will receive a “0” rating.
Forfeit Policy:

- Participants in this event are required to:
  - Register Online at IMleagues.com/mst
  - View the bracket
  - Contact their opponent regarding a time to play the contest
  - Reserve a court and time for the contest
  - Complete the contest
  - Report/Confirm the score of the contest on IM Leagues or via paper form at the SRC front desk
  - Repeat the process for each opponent they are scheduled to face

- Participants will have a “Play By” date issued to them. This means the opponents must complete their contest before the conclusion of that day. If they fail to do so, it will be a double forfeit.
  - If any opponent does not communicate with another, and there are proven attempts to get the match scheduled by one individual, then that individual who attempted to communicate will move forward in the tournament, resulting in a forfeit for their opponent.
  - Special circumstances will be ruled on by the Rec Advisory Board and the IM Managers