



Bucknell University Recreation Services

2010-2011 Captain's Handbook

Bucknell University

Intramural Policies & Procedures 10-11

GETTING INVOLVED

WHERE TO FIND A TEAM

Intramural teams are created through common bonds or associations at Bucknell University. These bonds include:

1. Friends
2. Residence Halls
3. Campus Organizations (Clubs)
4. Sororities and Fraternities
5. Alternate Athletic Programs
6. Office of Recreation Services

INDIVIDUALS WITHOUT A TEAM – FREE AGENTS

If you are not affiliated or do not have contact with any of the above, there are several options you can explore to become a team member. The Office of Recreation Services will assist in every possible way.

The options are as follows:

1. Contact the office and give your name, phone, e-mail and desired sport.
2. Attend the captain's meeting; there will be a free agent roundup for captains to fill their rosters.
3. Go to some Intramural games and ask around; be proactive. Schedules will be posted outside the Office of Recreation Services and on the Intramurals web site.

HOW TO ENTER A TEAM

Registration forms for all Intramural activities will be available in the hallway adjacent to the Office of Recreation Services and on the Intramurals web site. You are encouraged to register early.

1. Obtain a registration form from the Office of Recreation Services or Intramurals web site.
2. Fill the registration form out completely. NOTE: Team names may not have negative or derogatory connotations including but not limited to racial slurs, sex, or vulgarity. The Office of Recreation Services reserves the right to change team names and/or report explicit names to the Office of Student Affairs.
3. Bring in the completed registration by the specified deadline date and pay the deposit, if applicable.
4. Attend the captain's meeting to receive rules and information on Intramural policies and procedures.
5. Due to space availability, there will be a cap on the amount of teams available for some leagues.

LATE ENTRIES

Entries are closed after 12 noon on the day of the deadline. After that time, there is no guarantee of participation in the league or tournament. Late entries will be kept on file and added into the schedule when possible (based on time slots and availability). Sign up during the scheduled registration period to sign up your team.

CAPTAIN'S INFORMATION

RESPONSIBILITIES OF CAPTAINS

The success of the Intramural Program at Bucknell University is dependent upon the representatives who serve as captains for each participating team. These persons have the important function of serving as a direct line of communication between their teams and the Office of Recreation Services. Each team entered in an Intramural event must have a designated captain who will act as a liaison between the team and the Office of Recreation Services. Communication between the Office of Recreation Services and the captain will occur by e-mail, so captains will need to have this capability. The team captain is responsible for:

1. Submitting the entry form during the sign up period and filing the entry fee.
2. Attending the captains' meeting or designating a teammate to represent the team.
3. Knowing deadline dates, mandatory meeting times, the rules governing the sport in which your team is participating, as well as being familiar with the Intramural Policies and Procedures with regard to forfeits, defaults, sportsmanship and ratings, postponement, etc.
4. Keeping the team informed as to game site, time, opponent and other pertinent information.
5. Ensuring that all team members are eligible for participation.
6. Submitting protests, if necessary.
7. Promoting and developing good sportsmanship (teammates and fans) before, during and after all Intramural contests.
8. Assisting the Intramural staff with an ejected teammate and referring that teammate to the Office of Recreation Services after the incident.
9. Ensuring that the team does not forfeit!

NOTE: If the captain is unable to fulfill his/her responsibilities, then it is the **CAPTAIN'S** duty to designate an alternate or co-captain to assist/take over liaison tasks for the team. Teams must immediately inform the Office of Recreation Services of any changes in captains or additions of co-captains.

CAPTAIN'S MEETING

These meetings will be held to discuss rules and logistics for the sport in question. If the captain is unable to attend, then a designated representative can attend in his/her place. Although the captains' meeting is not mandatory, all teams are responsible for material covered and agreements reached or changes made at the captains' meeting regardless of attendance status.

FORFEIT FEES (also refer to forfeit/defaults under game time information.)

Some sports require a \$20 forfeit fee. This is used as a deterrent against teams that want to forfeit. Forfeit deposits are to be turned in to the Office of Recreation Services and will be kept by the Office through an account at Marts Hall. At the end of the season, the team captain may pick up this deposit once a list of teams/captains eligible for deposits is submitted to Marts Hall. The Office of Recreation Services will instruct all team captains on how to obtain the returned fee.

If a team has forfeited any games, playoff or regular season, during the session then the forfeit fee is **NON-REFUNDABLE**.

The Office of Recreation Services will also set a time limit for forfeit fee pick-up. Once this time period has passed, fees are **NON-REFUNDABLE**.

There may be special cases concerning forfeit fees. The Office of Recreation Services reserves the right to make decisions regarding special forfeit fee situations.

ELIGIBILITY & ROSTERS

GENERAL ELIGIBILITY

It is the responsibility of the captain to ensure that members of his/her team are eligible. Any questionable case should be brought to the Office of Recreation Services so that an official ruling can be obtained. Rosters will be checked throughout the season. Eligibility definitions and rules for participation in any Intramural event are as follows:

1. Each player must meet one of the following eligibility requirements:
 - a. Full-time student at Bucknell University with a valid student ID card.
 - b. Part-time and graduate students must have a valid Bucknell University ID card.
 - c. Faculty/Staff members (although not required it is recommended that they have a physical).
2. Bucknell University Varsity Athletes are ineligible to compete in any related sports in the Intramural Program (e.g., current baseball players may not play baseball or softball).
 - a. Any individual whose name appears on a Bucknell University Athletic Department team roster will be classified as a Varsity Athlete for one academic year.
 - b. A student who begins an intercollegiate sport season on a roster but does not finish as a member of that team will be considered a Varsity Athlete for one academic year.
 - c. Practice players and players who participated in tryouts are not considered current varsity players.
3. A limit of one (1) ex-intercollegiate athlete is eligible to be on an intramural team's roster for each sport in which the student participated. This rule includes ex-intercollegiate athletes who have participated at a university or senior college other than Bucknell University. This rule will not apply to ex-intercollegiate athletes who have graduated before September 1, 2003.
4. Any current professional or elite athletes are ineligible to compete in that sport or related sports.

NOTE: Sometimes there may be strange or special circumstances that come up. Keep in mind that the Office of Recreation Services will make the final decision regarding eligibility.

ORGANIZATIONAL ELIGIBILITY

We offer three divisions at Bucknell University Intramural Sports: Men's, Women's, co-recreational.

1. Men's Division: All Bucknell University male undergraduate and graduate students, as well as faculty and staff, are eligible to participate in this division.
2. Women's Division: All Bucknell University female undergraduate and graduate students, as well as faculty and staff, are eligible to participate in this division.
3. Co-Recreational Division: All Bucknell University male and female undergraduate and graduate students, as well as faculty and staff, are eligible to participate in this division.

PLAYOFF ELIGIBILITY

In order for participants to be eligible for the playoffs, the following requirements must be met prior to the beginning of the playoffs:

1. Participants have been properly added to the roster before the end of the regular season.
2. Participants have played at least one (1) game for their team during the regular season.

NOTE: Players who have not played games during the regular season will be removed from the playoff roster. It is the **PARTICIPANT'S** responsibility to check in with supervisors during the regular season to get credit for playing in a regular season game.

INELIGIBLE PLAYER

If the use of an ineligible player is confirmed at any time, including playing on more than one (1) team, the player will be suspended immediately.

- a. During league play, all contests in which an ineligible player participates may be recorded as a forfeit win for the opposing team and the ineligible player will be suspended for the remainder of that sport. This decision may be made at the discretion of the Office of Recreation Services.
- b. During the playoffs, the last contest in which an ineligible player participated shall be recorded as a forfeit win for the opposing team.

ROSTER RESTRICTIONS

An individual may not, under any circumstances, play on more than one (1) intramural team in the same sport (e.g., playing on a men's A soccer team and a men's B soccer team). However, an individual may participate in both men's/women's and co-recreational division.

ADDING PLAYERS TO ROSTERS

Teams may add players to rosters at any point during the sport's regular season. Teams must follow this procedure:

1. Players must submit a signed consent form for that sport to the Office of Recreation Services (located in Gerhard Fieldhouse).
2. Players must submit this form during office hours (10 A.M. to 4 P.M.). Submissions made after office hours will NOT be added until the next day.

NOTE: Additions can only be made at the Office of Recreation Services. Additions will **not** be accepted at the fields/courts of play. Once the regular season ends, rosters are frozen and no additions are permitted.

TEAM AFFILIATIONS

While teams are allowed to add players at any time during the regular season, once a player has chosen to play on a team, he/she becomes affiliated with that team and cannot play on any other team in that same sport for that league. This includes all levels of play.

SAFETY & ATTIRE

GENERAL INFORMATION

1. Proper attire should be worn for each activity. For your protection, as well as for that of other participants, all jewelry and non-appropriate headgear (e.g., baseball hats in flag football) must be removed before participating in an activity. Persons wearing casts, braces with metal or hard plastic coverings, or wrapped/padded appendages will not be allowed to participate. Individuals will be required to obtain prior approval from the field supervisor for the use of orthopedic devices essential to protect injury.
2. No alcohol is allowed at any Intramural site. Teams and their spectators found in violation of this policy will be asked to leave the game site immediately and may face immediate suspension. If any participant appears to be visibly intoxicated, they will be removed from the game and subject to suspension from intramural play.
3. Illegal apparel - **NO** bare feet, sandals or work boots, metal or screw-in spikes, street/dress shoes, jewelry of any kind, hats/visors.
4. Apparel that incorporates subject matter that is sexual, vulgar, discriminatory, or derogatory is prohibited. Players must remove such equipment immediately or leave the premises.

HEALTH ACCIDENTS AND INSURANCE

Participation in Intramurals is voluntary. Some recreational sports can be quite strenuous, others are only moderately so. The health of individuals participating in the Intramural program is their responsibility. Physical examination and physician's approval are not required by the University in order to participate, however, it is strongly recommended that participants be aware of their limitations.

The Bucknell University Office of Recreation Services will not be held liable for injuries sustained by individuals participating in the intramural program. All participants are advised to have proper medical coverage and accident insurance before participating. Accidents and injuries during Intramural contests are documented and kept on file.

GAME TIME INFORMATION

LEVEL OF PLAY

Whenever possible, different levels of competition in each division will be available.

- A= Competitive
- B= Recreational

GAME TIME PROCEDURES

This section gives pre-game guidance for both Intramural Staff and the participants. Without these policies, Intramurals would not be able to maintain consistent, fair and organized team sports.

Jerseys

All teams must supply their own jerseys. Jerseys are recommended for most team sports. A jersey may simply be all team members wearing similar shirts, just as long as your team is distinct from your opponent's team. Pinnies are available for teams to check out.

Signing In/Rosters

All participants are required to sign in and show Bucknell ID to sports supervisors prior to play.

Participants failing to show proper Bucknell ID will not be allowed to participate until he/she can produce proper Bucknell ID .

Time Limits

1. Teams should arrive at least ten (10) minutes prior to game time.
2. There is a five (5) minute grace period for a team to obtain the minimum number of players needed. However, if at game time there is not a single participant for a particular team, that team will forfeit and does not have the benefit of the grace period.
3. When the five (5) minutes expire, the team or contestant present has the following options:
 - a. Take the win by forfeit. No contest will be played.
 - b. Choose to wait and compete upon arrival of opponent. However, the official game clock will start running as scheduled. The game will commence upon the arrival of the opponent with whatever time running on the clock. Additional penalties will be assessed depending on the sport. The outcome of the game is official.

FORFEITS AND DEFAULTS

Forfeits are detrimental to the entire program and are an injustice to participants who want to play. Players looking forward to playing become disappointed when opponents fail to show up. Therefore, a forfeit fee policy has been instituted to eliminate forfeits.

Forfeits

1. If a team forfeits, the team will not receive its twenty dollar (\$20) deposit at the end of the season.
2. If a team forfeits more than twice, it will be dropped from the league.
3. Games lost by forfeit will not be rescheduled.
4. Teams found to have ineligible players in the game or on the game roster will receive a forfeit. In addition, disciplinary action will follow.
5. After two forfeits a team will be ineligible for league play. To be reinstated the team captain will need to set up an appointment with the Office of Recreation Services, to discuss reasons why the team should be reinstated for league play. If the Office of Recreation Services finds these reasons to be acceptable and beneficial to the league, the team will need to pay an additional \$20 forfeit fee to become eligible for league play and will automatically forfeit the original twenty dollar (\$20) deposit.

Defaults

1. Teams that anticipate hardship in fielding a team for a game which has already been scheduled and cannot be changed should call or e-mail the Office of Recreation Services at least one (1) day in advance of the game and declare a default. With both calls and e-mails, the team representative must provide an explanation as to why a default is needed. A default will be recorded, and your team will still receive your forfeit fee at the end of the season.
2. A default is the same as a loss however the team will receive an "A" sportsmanship rating.
3. A team is permitted one default per sport per session.
4. All defaults must be approved by the Office of Recreation Services.
5. Defaults will not be rescheduled.

TIE BREAKING PROCEDURE

Ties between 2-3 teams will be settled in the following way:

1. Intramural points for that sport

When computing points for Win/Loss record, the following system is used:

Win = 2 pts, Tie = 1 pts, Loss = 0 pts, Forfeit = -2 pts, Default = 0

2. Head-to-Head
3. Point Differential

GAME PROTESTS

The purpose of a protest is to ensure an equal opportunity for victory. Judgment calls may not be protested.

1. Protests will only be allowed for incorrect interpretation/enforcement of a rule and/or in use of an ineligible player or equipment.
2. Protests will NOT be considered if they are based on a decision involving the accuracy or judgment on the part of an official.
3. Whenever a matter of protest arises during a game (other than player ineligibility) the captain of the protesting team shall notify the official(s) and field supervisor that the protest is being initiated immediately after the play in question ends and before the next play begins. The field supervisor or scorekeeper will document the score, time and rule in question.
4. The formal protest must be typed and presented to the Office of Recreation Services before 4 P.M. the following business day. If this procedure is not followed, the protest will be invalid.
5. If the protest is upheld the contest may be replayed entirely or from the point of protest to be determined by the Office of Recreation Services.
6. Any team or player that does not agree with the protest may file a written appeal. If the Office of Recreation Services deems the appeal acceptable, a hearing will be arranged with the Assistant Director of Athletics/Recreation, Head Sport Supervisor, and Head Official.
7. The Office of Recreation Services reserves the right to adjust rules in order to accommodate different situations that may arise.

PLAYOFFS

Playoffs for intramural activities may begin as early as the day immediately following the end of the regular season or as late as one week after the regular season. It is the CAPTAIN'S responsibility to prepare his/her team for playoffs by informing participants of playoff game times. The Office of Recreation Services will determine the amount of teams eligible for playoffs and will inform teams of playoff expectations. Brackets for playoffs will be posted/sent to Captains upon completion of the regular season.

In order to be eligible for the playoffs there are two stipulations a team must meet:

- A team must have a 3.0 sportsmanship rating or above.
- A team must have a positive game point total
Win = 2 pts, Tie = 1 pts, Loss = 0 pts, Forfeit = -2 pts, Default = 0

PARTICIPANT CONDUCT & DISCIPLINARY PROCEDURES

Clearly, sports are important to the participants, but that importance should not become so overriding that players lose sight of civilized behavior. Good sportsmanship is a requirement of all participants, players and fans. The playing field/court is not a venue for physical or verbal abuse! Teams are responsible for the actions of individual members and for spectators directly related to their team. Teams/organizations will be held responsible for their groups' conduct. Penalties are as follows:

Disrespect towards Staff and Officials

Any individual addressing a staff member or official in an unsportsmanlike, discourteous and/or threatening manner will be immediately disqualified and ejected from the game/event. Any attempt to physically contact an official or staff member will result in the maximum penalty.

Suspension: minimum of two (2) games, maximum of 365 days.

Probation: All Participants and teammates will be placed on Intramural Probation. Probation means that your team and any of its members are on probation for the remainder of the academic year. If any of the members of your team violate the probation (i.e., Sportsmanship, fighting, or other unacceptable behaviors.), they will be immediately terminated from the league and the incident will be forwarded to the Dean of Students and the University Judicial Board.

NOTE: Abusing an official or staff can also result in the filing of an incident report with Public Safety and the University Judicial Board.

Dangerous/Harmful Behavior

Anyone engaging in behavior that may cause physical harm to another will be disqualified immediately. In addition, the individual will be suspended from competition for a minimum of their next two scheduled contests. Teams, team members, captains, coaches or spectators may be asked to leave the playing area.

Suspension: minimum of two (2) games, maximum of 365 days.

Probation: All Participants and teammates will be placed on Intramural Probation. Probation means that your team and any of its members are on probation for the remainder of the academic year. If any of the members of your team violate the probation (i.e., Sportsmanship, fighting, or other unacceptable behaviors.), they will be immediately terminated from the league and the incident will be forwarded to the Dean of Students and the University Judicial Board.

Fighting

Anyone engaging or becoming involved in a fight will be disqualified immediately. If the instigator(s) can be identified, they will be suspended from that sport. “She/he hit me first” or “I was just defending myself” are **not** acceptable excuses for fighting.

Suspension: minimum of two (2) games, maximum of 365 days.

Probation: All Participants and teammates will be placed on Intramural Probation. Probation means that your team and any of its members are on probation for the remainder of the academic year. If any of the members of you're team violate the probation (i.e., Sportsmanship, fighting, or other unacceptable behaviors.), they will be immediately terminated from the league and the incident will be forwarded to the Dean of Students and the University Judicial Board.

Team Member/Spectator Participation in Altercations

Team members and/or spectators who leave the benches/viewing area to negatively engage or participate in any isolated altercation will be suspended. “I was defending my team/teammate” is **not** an acceptable excuse for leaving the viewing/bench areas.

Suspension: minimum of two (2) games, maximum of 365 days.

Probation: All Participants and teammates will be placed on Intramural Probation. Probation means that your team and any of its members are on probation for the remainder of the academic year. If any of the members of your team violate the probation (i.e., Sportsmanship, fighting, or other unacceptable behaviors.) They will be immediately terminated from the league and the incident will be forwarded to the Dean of Students and the University Judicial Board.

Disruptive Behavior from Spectators

Spectators engaging in behavior that persistently disrupts or threatens the well-being of any games or its officials or participants will be asked to leave the site immediately. Refusal to leave can result in a forfeit by the team affiliated with said spectator. Teams are responsible for their spectators even if they do not know the spectators themselves. Players refusing to assist in the control of their team’s spectators or encouraging spectators to continue/increase disruptive behavior will result in an immediate forfeit and the player’s immediate suspension from the sport.

Suspension: minimum of two (2) games, maximum of 365 days.

Probation: All Participants and teammates will be placed on Intramural Probation. Probation means that your team and any of its members are on probation for the remainder of the academic year. If any of the members of your team violate the probation (i.e., Sportsmanship, fighting, or other unacceptable behaviors.), they will be immediately terminated from the league and the incident will be forwarded to the Dean of Students and the University Judicial Board.

Fraudulent Acts

Any individual who is found to have engaged in any fraudulent act will be disqualified from Intramurals. The team will forfeit all its games in which the illegal player participated. Some examples include, but are not limited to: misrepresentation of a score, playing while ineligible or under suspension, participation under an assumed name, playing on more than one team, violating any eligibility rules.

Suspension: minimum of two (2) games, maximum of 365 days.

Probation: All Participants and teammates will be placed on Intramural Probation. Probation means that your team and any of its members are on probation for the remainder of the academic year. If any of the members of your team violate the probation (i.e., Sportsmanship, fighting, or other unacceptable behaviors,) they will be immediately terminated from the league and the incident will be forwarded to the Dean of Students and the University Judicial Board.

Alcohol, Tobacco, or Drug Use

Alcoholic beverages and drugs are not permitted on or around the intramural playing areas. Students who appear impaired due to alcohol or drug use will not be permitted to participate. The officials and staff assigned to the game have the authority to make the decision and will always rule on the side of safety. All team/individuals guilty of alcohol infractions will be asked to leave the intramural playing area and may be banned from further participation.

Suspension: minimum of two (2) games, maximum of 365 days.

Probation: All Participants and teammates will be placed on Intramural Probation. Probation means that your team and any of its members are on probation for the remainder of the academic year. If any of the members of your team violate the probation (i.e., Sportsmanship, fighting, or other unacceptable behaviors,) they will be immediately terminated from the league and the incident will be forwarded to the Dean of Students and the University Judicial Board.

NOTE: The use of alcohol and/or drugs will also result in the filing of an incident report with Public Safety and the University Judicial Board.

Destruction of Property

Any person/team that willfully causes destruction of or damage to equipment/game site shall assume full responsibility for the damage and will be assessed the full cost of repairs or replacement.

Suspension: minimum of two (2) games, maximum of 365 days.

Probation: All Participants and teammates will be placed on Intramural Probation. Probation means that your team and any of its members are on probation for the remainder of the academic year. If any of the members of your team violate the probation (i.e., Sportsmanship, fighting, or other unacceptable behaviors,) they will be immediately terminated from the league and the incident will be forwarded to the Dean of Students and the University Judicial Board.

NOTE: The Office of Recreation Services can address specific/unique issues within each sport and authorize special penalties relating to the situation at any given time.

Sportsmanship

Any player, coach or spectator removed from an Intramural contest or playing area for conduct of an unsportsmanlike nature is automatically ineligible from further competition in the contest, and may be suspended from future contests depending on the severity of the infraction. Notification of disciplinary action will be sent to the individual, team captain and other University departments if necessary.

All ejected players must leave the playing area/facility when ejected (i.e., the mod fields, Kenneth G. Langone Athletics and Recreation Center, any Intramural sanctioned sites). If the player refuses to leave within two (2) minutes, the game will be forfeited and Public Safety may be called to remove the ejected player. The team manager/captain & players will be held responsible for the ejected player's actions.

In cases occurring late in the sport season or the academic year, a suspension may carry over into the next sport or next intramural year. An Intramural Disciplinary Report will be completed and placed on file in the Office of Recreation Services along with the University Judicial Board.

REINSTATEMENT

Captains or players removed from a contest must meet with the Office of Recreation Services before the next scheduled contest to discuss the incident. The players will remain ineligible until this appointment is completed.

After reinstatement, anyone involved in a second major offense during the course of the intramural year will be banned from participation for 365 days. Depending on the severity of the incidents, the individual may be banned from all programs and services offered by the Intramural Department.

Remember that all participants in the Intramural program at the University are subject to all provisions in the University Judicial Code.

NOTE: The decision of an official or Intramural staff member to eject a player for unsportsmanlike conduct (be it verbal or physical) will be firmly upheld by the Office of Recreation Services. Protests of this type will not be accepted. Absolutely no exceptions!

SPORTSMANSHIP RATINGS

Good sportsmanship is a requirement of all participants. Players and coaches are to conduct themselves properly at all times. The Office of Recreation Services reserves the right to suspend or disqualify individuals or groups for unsportsmanlike conduct. The team captain assumes full responsibility for the conduct of the team and spectators. Unsportsmanlike conduct includes actions which are unbecoming to an ethical, fair, honorable individual; it consists of acts of deceit, disrespect or vulgarity and includes taunting.

Each team will receive a sportsmanship rating from the official(s) and/or supervisor at the conclusion of the game.

1. The officials will rate each team using the following guidelines:
 - 4 (Excellent)** – given to a team which demonstrates excellent sportsmanship and maintains an excellent attitude of complete cooperation. Full and complete support of the officials, staff and supervisor.
 - 3 (Above Average)** – given to a team when there is no incident of poor sportsmanship. Respect was shown for opponents, staff and supervisor.
 - 2 (Average)** – given to a team that is beginning to show poor sportsmanship, disrespect towards staff and officials, minor infractions are present. Poor behavior limited to individual(s), not to the entire team.
 - 1 (Below Average)** – given to a team if players other than the captain persist in questioning official's decisions, repeatedly argue with the officials and staff, use profane or vulgar language, endanger the welfare of others, alcohol or drug use by players or spectators has been determined, and/or spectators clearly related to the team fail to cooperate with the officials and staff.
 - 0 (Poor)** – given to a team when players possess all the behaviors of a 1 rating. In addition, they disregard warning of unnecessary roughness, unsportsmanlike conduct, abusive language or action, etc. Examples include fighting, bench clearings, and players ejected for fighting, destruction or damage to Intramural property. There is no attempt of a team to control its fans and their interference in a game, striking an official or staff member.
 - A team that defaults will receive a 4.
 - A team that forfeits will receive a 0.
 - A team must have a 3.0 average sportsmanship rating in order to be eligible for the playoffs.
 - A team must have at least a 3.0 rating for each game in the playoffs to advance to the next round.
 - Any team that receives less than a 3.0 rating in a playoff game will be disqualified from that playoff tournament. The Office of Recreation Services will make the final decision.

CUP POINTS INFORMATION

POINT SYSTEM

The Deans, Ewan and Pangburn Cups are to encourage participation in all Intramural activities and to offer incentives beyond the desire to excel in just one activity. At the end of each Intramural year, championship teams will be given special prizes in Men's, Women's, and Co-Recreational Divisions.

Ewan, Dean, and Pangburn Point System

Major Team Sports

Team Entry Bonus: A: League 20 pts. B: League 10 pts.

Playoff Winner Bonus: A: 40 pts. B: 20 pts.

Playoff Runner-up Bonus: A: 20 pts. B: 10pts

Win/Win by Forfeit: A:5 pt. B: 3pts

Tie: 4 pts.

Loss: A: 3 pts. B: 1pt.

Default/Forfeit: 0 pts.

Minor Team Sports/Individual Sports

Team/Individual Entry Bonus:

A League 10pts. B League 5pts.

Playoff/Tournament Winner Bonus:

A: 20 pts. B: 10 pts.

Playoff/Tournament Runner-up Bonus:

A: 10pts. B: 5 pts.

Win/Win by Forfeit: 3 pts.

Tie: 2 pts.

Loss: 1 pt.

Default/Forfeit: 0 pts.

****All sporting events are eligible for points unless stated by the Office of Recreation Services****

1. All points scored by a team/individual shall be credited to their team; the correct team name must be listed on the entry form.
2. If a team forfeits, they will lose all points earned for the sport in which they forfeited.
3. If a person transfers from one team to another during the year, all points earned previously by that individual shall remain with the original team.
4. The actual cup will be kept on display inside the Athletic Center with the names of the previous championship teams.

EMPLOYMENT OPPORTUNITIES

The Office of Recreation Services has several opportunities for student involvement through employment. The Office sustains 20-25 student employees per semester and is always accepting applications from interested individuals. These positions with the Office of Recreation Services can offer a Bucknell University student an array of skills and mechanics that can be carried over into real world applications. Many employers today are looking for people who can operate in a team environment, effectively communicate with consumers, manage a given program, and can learn to identify and resolve disharmony in a situation. All of these skills will be learned by an individual who seeks to become a part of the Bucknell University Intramural Program. No experience is necessary; we will provide all the training! You can work and play, we schedule around your schedule. Work-study students are encouraged to apply. The following positions are available:

Sport Assistant

Office Assistant

Intramurals Official

Revised 9/1/10

For question and concerns, call:

Joe Santorine- Assistant Director of Athletics/Recreation- (570) 577-1656