



BUF INTRAMURAL HANDBOOK

Mission

BUF Intramurals exists to: disciple student-athletes for the advancement of the Kingdom, develop character, and display the University's spirit of joy and passion.

Vision

Compete for Christ

Champion Christ in all things

Culture of Character and Comradery

Core Values

Intention - shared purpose to spread the Word of God and to Honor Him in whatever we do

Devotion - with unwavering faith, we remain committed to stewarding the gospel and our gifts in all things

Selflessness - humbly putting the needs of others before our own by serving the Lord and those He places into our lives

Excellence - striving to be disciplined in the details of lives, leading us to maximizing our God-given potential

WHO CAN PARTICIPATE?

1. All part-time and full-time Graceville campus students, faculty, staff members and official volunteers of BUF, except as noted below, are eligible to participate in the Intramural Sports Program. Spouses of students, faculty, staff members and official volunteers are also eligible to participate. Alumni, former students, and faculty or staff children are NOT eligible to participate.
2. Students must be enrolled in a degree program, must be in good standing (not on academic or disciplinary probation), and must be enrolled in at least one class.





3. Individuals must dress according to the BUF dress code.
4. Individuals must be listed on a roster form before participating in an intramural sport. Player names will be listed on the score sheet for each game according to the official roster. Players may be added to teams up through the next to the last week of the regular season with the approval of the Intramural Coordinator or Athletic Director.
5. An individual must be on a team roster for at least one regular season game and play in at least one regular season game to be eligible to compete with that team during playoff competition.
6. An individual may not play on more than one team in any given intramural sport. If a player wishes to transfer to another team, he/she must seek approval from the Intramural Coordinator or Athletic Director. A team may not pick up a player during the season who has played more than half of the regular season for another team.
7. Any player using an assumed name shall be barred from all intramural sports for a period of at least 4 weeks. The team for which he/she played will be awarded at least one forfeit and maybe more.
8. A student who is a member of any intercollegiate varsity athletic team, or who is red-shirting for a varsity team, or who at one time during the school year was a member of a varsity team and has been declared academically ineligible, or is working out (practicing) with a varsity team and continues to do so past that teams first regular season game (including transfer students), is not eligible to participate in the same, or similar intramural sport during the academic year in which they are so listed.
9. If applicable, former intercollegiate Varsity athletes may participate the year following their intercollegiate involvement.
10. Any one intramural team is limited to the following number of former intercollegiate athletes (current and past):
 - a. Basketball and Volleyball - 2
 - b. Soccer and Ultimate Frisbee - 3
 - c. Whiffleball, Kickball, and Dodgeball - 4





These guidelines for Varsity players will be in effect for eight years after their athletic involvement. These guidelines for JV and Club players will be in effect for four years after their athletic involvement.

Individuals who have competed professionally in a particular sport will be ineligible for three (3) years from the date of their last professional participation in that sport.

**Varsity players who were considered "starters" and started at least half of the games on a varsity team will count as two ex-players.*

TEAM CAPTAINS

The team captain acts as a liaison between the Intramural Coordinator, Athletic Department, and the members of his/her team. The primary responsibilities of the team captain are to relay information to team members concerning intramural policies and regulations, inform team members of specific sport rules and game schedules, and to lead team members through godly conduct and responsible behavior. To fulfill these responsibilities effectively, intramural team captains should:

- Read and understand the Intramural Handbook.
- Know all eligibility and participation rules and ensure that these rules are followed.
- Register their team according to the established guidelines. This includes selecting a team name that is God-honoring.
- Obtain, read, and understand the specific rules of play for the sport in which they are signing up and relay this information to all team members.
- Monitor the game schedules on the web pages for relevant information (such as game days and times, locations, proper shirt color, postponements, etc.) and relay such information to all team members.
- Ensure that the team does not forfeit any of its contests by encouraging team members to be at the game site ten minutes before each game.





- Promote fair play and good sportsmanship among team members and opponents (see Sportsmanship).
- Officiate the game before or after their own game (or assign a team member to do so)

RISK OF INJURY

Participation in any Recreational Activity, including Intramural Sports, is completely voluntary. Each participant must be aware that all recreational activities intrinsically involve the risk of physical injury and by taking part acknowledge and assume the risks inherent therein. BUF seeks to provide a safe environment for recreational pursuits but does not provide the same standard of care as the intercollegiate athletic program. Athletic trainers will not be present during intramural games. When injuries do occur, EMS should be called by the supervisor on duty, the official working a particular game, or sometimes, by the participants themselves. All participants are urged to obtain a physical examination before participating in any of the recreational activities programs. Each participant is responsible for knowing their own physical limitations.

**All participants must have a Medical History Form completed and turned into the Wellness Center Office prior to participating in any Intramural Sport or Recreational Activity.*

PROTESTS

Only protests concerning the eligibility of a player and rule misinterpretation will be considered. Whenever questions arise concerning a player's eligibility, the official and the opponent's team captain should be notified before or during the contest. If a question persists after speaking to the official and the opponent's team captain, ask the official to make a note of the protest on the back of the scorecard, and the Intramural Coordinator will investigate it.





RULE MISINTERPRETATION

Rule misinterpretation protests must be made verbally at the time of the incident and in a respectful manner to the head official, stating that it is an official protest. If a team still wishes to protest after the official has attempted to resolve the problem, the official should note the game situation and reason for protest on the back of the scorecard. From that point, the game will be continued under protest. The protesting team's captain must stop by the Wellness Center Office on within 24 hours to talk with the Intramural Coordinator or Athletic Director. All decisions concerning protests will be ruled on by either the Intramural Coordinator or Athletic Director. Games in which protests are upheld may be replayed from the point of protest. Only those players who were present during the original game may play in a protested game which is upheld and replayed.

FORFEITS & DEFAULTS

If a team or contestant fails to appear at the designated playing site within five minutes of the games scheduled starting time, the official may declare the contest forfeited to the team or contestant ready to play.

A "team" must have at least 75% of the maximum number of players present to play.

- 3 Man Basketball (3) - 2 players
- Basketball (5) - 4 players
- Flag Football (7) - 5 players
- Indoor Soccer (6) 4 players
- Kickball (7) – 5 players
- Ultimate Frisbee (7) - 5 players
- Volleyball (6) - 4 players
- Whiffleball (7) – 5 players

All players must be listed on a team's roster form to legally play in a game with that team. (Note: team rosters can be adjusted by visiting the Wellness Center Office) Teams may not pick up players





who are not on their roster to play a game. Once a forfeit has been called, a team may pick up other players to play a pick-up game.

**Any team receiving a second forfeit during a season for non-appearance will be automatically dropped from further competition.*

DEFAULTS

If a team realizes ahead of time that they will not be able to field a team for a scheduled game, they may default the game and avoid receiving a forfeit. To default a game, a team must notify the Intramural Coordinator by 3:30 p.m. on the day of the game. It should be noted however, that a team is allowed to default only two contests during any sports season. The third default will be treated as a forfeit.

SPORTSMANSHIP

2 Timothy 2:5 says that "...athletes cannot win the prize unless they follow the rules." All individuals and teams involved in BUF Intramurals will be expected to comply with given rules that cover each competitive situation, and they will also be expected to honor the Lord with the spirit they demonstrate before, during, and after competition.

Abusive language and disrespect toward officials and other participants as well as intentional violation of the rules will not be permitted. We want to promote the joy that comes with playing the sport, competing with excellence, becoming fit, and strengthening relationships. We encourage all participants to exhibit attitudes and actions during play which bring honor and glory to the Lord. Game officials are responsible to make decisions whether to warn, penalize, or remove persons or teams displaying poor sportsmanship.

Rating System:

Game officials will evaluate the performance of each team concerning their sportsmanship after each contest based on the following criteria:





- **4 POINTS: EXCELLENT** - An attitude of complete cooperation by all team members throughout game. Respect for, and cooperation with game officials are shown.
- **3 POINTS: GOOD** - Still an attitude of respect for, and cooperation with, the game officials and opponents. No warning or ejections are given out about poor sportsmanship. Only minor infractions of sportsmanship occur.
- **2 POINTS: FAIR** - Still shows cooperation with game officials and opponents but with more complaining and grumbling. Could have one or two warnings or one ejection for poor sportsmanship. A maximum of one ejection and one or two warnings.
- **1 POINT: POOR** - Team fails to show a spirit of cooperation with officials or opponents. They may continuously complain and /or argue to officials about calls and interpretations; they may demonstrate a bad attitude (one or more players); they may play unnecessarily/intentionally rough, causing potential safety hazards. The team may receive several warnings and one or two ejections.
- **0 POINTS: VERY POOR** - Team demonstrates blatant disregard for the spirit of competition and fair play. Play may be dangerous with occasional intent to injure opponents. Team captain shows little to no control over or responsibility for his/her team's conduct.

**For teams to be eligible for playoff competition, they must have a cumulative average rating for sportsmanship throughout the regular season of at least a 2.5 and may not have more than one rating of 1.0 or lower. To continue in playoff competition, teams must earn a "Fair" (2) rating or higher in each game. Teams which earn lower than a "Fair" (2) rating will be eliminated from playoff competition.*

An entire team may be terminated from competition during either the regular season or during playoff competition if in the judgement of the Intramural Coordinator or Athletic Director their sportsmanship is undeserving of further participation. Examples of this would include, but is not limited to, the following: two or more teammates involved in a "fight," repeated disregard for others and/or dangerous plays, and repeated use of foul or abusive language.





**Abusive language will not be tolerated. Players who use foul language such as swearing or abusive name calling will be ejected from the contest without warning. Players who continually provoke or question game officials will also be ejected from the contest. When it comes to speech, think Ephesians 4:29.*

An individual ejected from a contest for displaying poor sportsmanship will automatically be suspended for their team's next game as well. If an individual is ejected from a second game in the same sport season, that individual will be suspended from their team's next two games. A third ejection will result in the individual being removed from the team and from playing that intramural sport for the remainder of the season. He/she will then have to meet with the Intramural Coordinator and Athletic Director to participate in future BUF Intramurals.

Whenever participants are physically abusive, the following penalties will be assessed:

- If a participant is involved in a "minor scuffle" (a pushing match without swings), whether they are the primary aggressor or retaliate, they will be ejected from the contest in which the scuffle took place. They will also be declared ineligible to play for their team's next two games.
- If a participant is involved in a "fight" where punches are thrown, whether they are the primary aggressor or retaliate, they will be declared ineligible for all intramural competition for at least 8 weeks. He/she will then have to meet with the Intramural Coordinator and Athletic Director to participate in BUF Intramurals after the 8-week period has ended.

INTRAMURAL SPORTS OFFICIATING

Sports Officials are vitally important to the success of BUF Intramurals. Here are 6 good reasons why you might want to become an Intramural Sports Official:

- Develop strong leadership characteristics
- Learn new skills
- Improve your confidence and dependence on God
- Meet, get to know, and have fun with many different people
- Opportunity to be around the sporting environment throughout the week





- Good resume builder

Previous officiating experience is preferred, but not required. Training sessions are scheduled for each sport to help teach rules, mechanics, knowledge, procedures, and responsibilities. Individuals may both officiate and play in the same sport. *(Note: Team captains are required to officiate in addition to playing)* Students interested in officiating should plan to attend the appropriate training sessions for the sports they plan to officiate.

BLOOD POLICY

Whenever a player is observed bleeding with any kind of open wound (cut, scratch or puncture), or has blood on his/her clothing, the game should be temporarily stopped and the player removed from the game until the bleeding is stopped, the wound is covered, and the clothing is changed.

AWARDS

The BUF Intramural Program is played at the recreational level where competition and aggressiveness should not be over emphasized. Even though participation and enjoyment for all is emphasized, we do encourage healthy competition by awarding the winners of each Intramural Sports Season a special T-shirt to recognize their achievement. When possible, the championship shirts will be distributed immediately after the championship game at the game site. When that does not work out, shirts may be picked up in the Wellness Center Office by the team captain and distributed to the rest of the team

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