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GENERAL INFORMATION

Mission of Intramural Sports
Our department serves the Ball State University community by providing experiential opportunities leading to healthy citizens of the world. This mission is served by activities designed:

- To provide a variety of programming that permits patrons to participate in a structured format.
- To offer an atmosphere conducive to fellowship and meaningful interactions of all Ball State students, faculty, and staff in the areas of physical and educational activity.
- To coordinate effective and safe scheduling of activities in our own campus facilities.
- To provide leadership opportunities designed to promote educational and professional development.
- To contribute positively to the public relations efforts of the university and to actively promote wellness and the pursuit of healthy lifestyles.

Expectations of our Patrons

- Only Ball State students, alumni, Faculty and staff, and spouses of those previously listed who physically bring their BSU ID to their games are eligible to participate within the Intramural Sports Program.
- All participants are expected to exhibit good sportsmanship, fair play, and abide by all rules of Recreation Services and the scheduled activity, which includes the student and professional staff overseeing the Intramural Sports Program activities.
- Remember that it’s a PRIVILEGE to participate in Intramural Sports, and the privilege to play can and will be taken away due to negative behavior or not upholding the rules and regulation of Recreation Services and the Code of Student Rights and Responsibilities.

Where Can I Find More Information?

- You can find us in Recreation Services Front Office, which is located in the Student Recreation and Wellness Center, Room 201. You can call us at 765-285-1753 or reach us on the Ball State University Recreation website (www.bsu.edu/recreation). At any time, participants are welcome to schedule meetings with the Coordinator of Recreation Programs about any questions or concerns with their team, the program, rules, etc. Please call 765-285-1753 or email at intramurals@bsu.edu to schedule an appointment, or visit www.bsu.edu/recreation for more information.

Frequently Asked Questions

1. Why do Ball State students have to pay in order to participate in Intramural Sports activities?

Ball State students do pay a student fee towards the Recreation Center, but those dollars do not go towards any programs that Recreation Services administers. All programs are self-sustaining and therefore a low cost is associated in order to sustain our programs.

2. Why is there a higher cost to some sports instead of all sports costing the same?

In order to efficiently manage the Intramural Sports program, some of our sports require two – four officials per game which meets the standard across the country per other Intramural Sport programs. The self-officiated or Competitive Sports Lead officiated sports are at a lower cost than officiated sports due to the personnel requirements. Another benefit for participations with this change is that there is now a third game guaranteed prior to tournament play starting.
Responsibilities of Team Captains

Each team entered in any Intramural Sport activity must have a team captain who will act as the official liaison between the team and Recreation Services. Team Captain's duties include, but are not limited to:

- Organize the team and register online at FusionIM before the end of the registration period.
- Complete the online Captain’s quiz.
- Make sure ALL players are signed up on their team roster via FusionIM.
- Keep the team members informed of the time and place of games and assure their attendance.
- Check team members in with the Competitive Sports Lead 15 minutes prior to the scheduled game time.
- Be familiar with all Intramural Sports eligibility rules and see that only eligible players participate.
- Regularly check the online schedules on FusionIM to keep informed of any changes or updates. *During tournament play a daily check is encouraged.*
- Be responsible for the conduct of team players, coaches, and spectators before, during, and after the contest. *Act as the team spokesperson and role model on and off of the playing field.*
- Once the game is over, sign the score sheet to confirm that the game is recorded correctly.
- Notify all team members and fans that the use of alcohol, tobacco products, illegal substances, and vehicles are prohibited in all Recreation Services facilities. No one is allowed to participate while under the influence of alcohol or illegal drugs or substances.

Registration

To register your team as a captain, please follow the instructions below. For the official “How To Sign Up for Intramurals” please go [HERE](https://recreation.bsu.edu/)

1. Go to [https://recreation.bsu.edu/](https://recreation.bsu.edu/) and log In with your BSU credentials
   a. If you are not sure if you’re eligible to participate (i.e. not a BSU Student, Faculty, Staff) then complete this form and we will be in contact with you concerning your eligibility.
2. Browse the session offerings.
3. As captain, register your team.
   a. Includes name, quiz, waiver, payment, preferences for timeslots for leagues.
   b. Teams will be automatically be placed on the waitlist when captains register their team. They will be moved to the league once the minimum number of people are on the team roster.
4. Payment Options
   a. *Individual* – Players must pay individually, and online payment will be available. The price will differ per sport as some sports have officials and others do not. Players will be prompted online to pay and once that requirement is met then they will officially be on the roster.
5. Complete your team roster. You can invite individuals via their @bsu.edu email within the team roster. Inform your teammates that they must register prior to the team being approved for the league.
6. Once the minimum number of people are on team roster, your team will automatically be moved into the league. Once that league is full, teams that have met the minimum requirement will remain on the waitlist.
7. Refunds will be issued only to those individuals who are on teams that did not get locked in to their specific league. All refunds are at the discretion of the Coordinator of Recreation Programs.
INTRAMURAL SPORTS REGULATIONS

Team Names
If the captain signs their team up with a name that is deemed inappropriate, a different name will be assigned. The team name will usually be “(Captain’s Last Name) Team.” When choosing a team name, please: ensure that the selected name is in good taste and ensure that the name is not offensive to individuals or groups. Recreation Services reserves the right to refuse and change inappropriate team names.

Participant Parameters

Eligibility
To participate in Ball State University Intramural Sports, you must be a currently enrolled Ball State student, alumni, Faculty or staff member, or spouse of the previously listed options and have your BSU ID on you in order to play.

“Associated Sport”
• An associated sport is an activity that may be similar to an Intercollegiate Team that an athlete is a member of at Ball State University. Any person who participates at the intercollegiate level within the current academic school year will NOT be eligible to participate in the associated Intramural Sport or activity as indicated by Recreation Services for that ENTIRE academic year. Medical red shirts, as designated by the NCAA, cannot participate at any time.
  • For example, an intercollegiate basketball player cannot participate in Intramural Basketball but can participate in other sports such as soccer, spikeball, flag football, etc.
• ONLY TWO registered Sport Club team members may participate on an Intramural Sports team in an “associated sport” relating to their Sport Club.
  • For example, two Sport Club athletes total on either the Men’s or Women’s Club Soccer team can play on an Intramural Soccer team together. Once that number is more than two people then that team is eligible for respective consequences.

NO EXCEPTIONS WILL BE MADE TO THE ABOVE POLICIES.

Roster Information
• Individuals can only play on one team in each respective division (men’s, fraternity, women’s, sorority, and open) in each sport. Fraternity members are allowed to participant in the independent division as long as the league or tournament does not combine the two divisions.
• Players must be on the official printed roster in order to participate in their respective sport. Participants not on the printed roster will not be permitted to play in the game for that night.
• If a player is found to be playing on two teams, the first team they played with is the team they are assigned. Other teams any such individual has played for will be assessed forfeits for their illegal activities. If a player arrives and does not have their ID present and is told not to play but does anyways, their team will receive a 1 for sportsmanship and forfeit the game.
• A player must check in and present their valid BSU ID card for each game and meet all other BSU Recreation eligibility requirements. Driver’s license or other forms of a photo ID will NOT be accepted.
• Rosters are locked one day after the season ends for that team. Only players that are on the official roster will be eligible to play in the playoffs/tournament.

Participant Classifications
• Greek (Fraternity/Sorority): Participants from fraternities/sororities must be active, pledges/associates, and dues-paying members of that organization. Social affiliates and alumni are not permitted.
• **Open/Res Life:** This league consists of teams that have no gender restrictions. The only restrictions are for any Intercollegiate and/or Sport Club members. Teams are not required to have affiliation with any hall but are allowed to if they want.

**PARTICIPANTS MUST PRESENT THEIR ACTIVE BSU ID TO PARTICIPATE. THERE ARE ZERO EXCEPTIONS TO THIS POLICY.**

**LEAGUE/TOURNAMENT PLAY POLICIES**

**Scheduling**

- For Intramural Sports games, instant scheduling will be available for the regular season but **will not** be available for the playoffs. Playoff seeding’s will be determined by a combination of total win/loss percentage, head to head results, total points allowed, total points scored, and sportsmanship rating.
- Tiebreakers are determined per sport within the standings settings on FusionIM.
- In the event that games are not started on time due to facility bookings, weather, injury, etc. the Competitive Sports Lead will use the scoreboard(s) to determine the start time of the next game.
  - For example, if the scheduled game time is 8:45 p.m. and the game before extends past this time, the Competitive Sports Lead will start the timer/scoreboard for the next game to start at the end of the previous game, and will let both team captains know what the new start time of the game is. If a captain is not present, the Competitive Sports Lead will let another member of the team know the start time of their game.

**Awards**

- The winning teams of the Greek, and Open leagues in each sport will receive Intramural Sports Championship T-Shirt for that semester.
- Only participants that have played in **at least one league game as well as** the playoffs will be eligible to receive a Championship T-shirt. Exceptions are only allowed by the Competitive Sports Lead or Coordinator of Aquatics and Recreation.

**Equipment**

- Recreation Services will provide balls, equipment, and jerseys/pinnies for all players and teams. Staff members will clean all equipment proper before and after usage.
- Teams are required to wear the same colored jerseys that contrast with the opponents, and all jerseys have a visible number on both the front and back. If teams cannot provide their own shirts, they may use the provided jerseys/pinnies. Shirts/jerseys/pinnies may not be tied in a manner that creates any type of knot. Using tape as numbers on jerseys is not permitted. (Note all teams must be in one color for the ability to use own jersey.)

**Approved Attire**

To ensure the safety of our patrons, Recreation Services has strict policies on what can and cannot be worn while participating in Intramural Sports events. **NOTE: The Competitive Sports Lead has the ability to remove or disallow a participant if they feel they are wearing an item that is unsafe or could be unsafe to others.** All apparel must be appropriate as well, therefore no items may be worn that have profanity or reference to drug, alcohol, violence, etc. There is a safety concern with jewelry worn by participants during a physical activity. Thus, the following apply to all participants:

- ALL jewelry must be removed before the participant is permitted to play.
• Participants are allowed to tape over a piece of jewelry to participate. If they cannot secure tape, the item must be completely removed (with the exception of religious items). A participant who will not or cannot remove a piece of jewelry will not be permitted to play.
• Players MAY wear kneepads, covered knee braces, or headbands. Any brace must be fully padded with moveable/sharp areas showing. Bandanas are not permitted.
• All hats with hard “bills” must be removed before playing in an Intramural Sports activity of a physical nature. Soft hats (beanies) are acceptable, as long as they have no protruding areas to them.
• Participants must wear athletic shoes and all cleats must have plastic or rubber with no metal.

Forfeit
• If there is at least one person present at time of competition game time, the opposing team is allowed to grant them a five-minute grace period. If the team lacking players does not have enough players after the grace time or there are zero players present to begin with, then that team forfeits.
• The team that is awarded the forfeit will earn a 0 in Sportsmanship. For soccer, the score for that game will be 3-0 to assist in proper seeding. For basketball, the score for that game will be 20-0 to assist in proper seeding. For Wallyball, the score for that game will be 2-0 (21-0 per set) to assist in proper seeding. For Flag Football, the score for that game will be 18-0 to assist in proper seeding. For Volleyball, the score for that game will be 21-0 to assist in proper seeding. For Spikeball, the score for that game will be 21-0 to assist in proper seeding.
• A game that ends in result of a team’s unsportsmanlike behavior (i.e. four yellow cards OR two red cards on one team) will be scored a forfeit against the team that behaved inappropriately.
• Teams that have forfeited two scheduled games or contests will automatically be dropped from future competition.

Defaults
• Any team knowing in advance that they will not be able to play a regularly scheduled contest is provided the opportunity to default that contest. In order for a contest to be considered a default, the team captain must contact Recreation Services by 12pm the day of the game.
• A loss will be assessed for the default and the other team will be informed to not show up to the game. Teams will earn a 2 for their sportsmanship rating instead of a 0 which is what a forfeit is. For soccer, the score for that game will be 3-0 to assist in proper seeding. For basketball, the score for that game will be 20-0 to assist in proper seeding. For Wallyball, the score for that game will be 2-0 (21-0 per set) to assist in proper seeding. For Flag Football, the score for that game will be 18-0 to assist in proper seeding. For Volleyball, the score for that game will be 21-0 to assist in proper seeding. For Spikeball, the score for that game will be 21-0 to assist in proper seeding.

Protests
Invariably, disagreements may arise due to a multitude of reasons. A system has been set aside for participants to “protest” two items within an Intramural Sports activity. Those two items are;
• Any eligibility concerns
• A misinterpretation of a published procedure or rule
  o A protest CAN NEVER be filed on the judgment call(s) of an official**

If a team feels that one or both of the following have happened, a team must do the following:
• A protest is considered valid only at the time that the discrepancy has taken place. For eligibility protests, you can only protest between the start and completion of a game. For a rule misinterpretation, a team must
signify their intent to protest at the exact time. If subsequent play has started before the protest is signified, it is too late to protest.

- If a protest is signified in time, the protesting team’s captain must make themselves available to file a protest form with the on-site Competitive Sports Lead. The protest must be filed within the Competitive Sports Lead Report after clicking the Intramural Protest option to be considered valid. This procedure will take a few minutes, as there is important information from participants, officials, and staff. The Competitive Sports Lead will document all necessary information about the protest and game conditions. The game will continue when all information is gathered.

**Disciplinary Procedures**

Any player ejected from an Intramural Sports event will not have access to participate in Intramural Sports activities or utilize Recreation Services facilities until they meet with the Coordinator Recreation Programs. To set up a meeting with the staff, please call 765-285-1753 or email at intramurals@bsu.edu.

- A **NO TOLERANCE** rule is in effect regarding language. Any foul language, no matter whom it is intended for, will not be tolerated.
- Any physical altercations are also prohibited, and will have severe consequences.
- The determination of what behaviors require disciplinary action will be at the discretion of The Office of Recreation Services.

**Code of Student Rights and Responsibilities – Recreation Services Section**

When a violation occurs within or adjacent to facilities of the Office of Recreation Services or in the context of programs sponsored by that Office, the following disciplinary procedures apply.

6.3.1 Preliminary Meeting

- Pending results of an investigative review of an incident, the student’s I.D. or Recreation Privilege Card will be “turned off” and the student will not have the privilege of utilizing facilities or programs within Recreation Services.
- A preliminary meeting will be convened in a timely manner with the student(s) in question and a designated Recreation Services staff person (Coordinator of Recreation Programs) to discuss the incident.
- The student may plead “responsible” for the behavior and the staff member may assign sanctions.
- If a student pleads “not responsible” for the behavior, the case will be referred to an Administrative Hearing.
- A student who fails to appear for a Preliminary Meeting will have their case referred to an Administrative Hearing.

6.3.2 Recreation Services Administrative Hearing

- Administrative Hearings are conducted by a designated Recreation Services staff person (Director for Recreation Services). The student(s) will be given the opportunity to present witnesses or other evidence to support their claims. The staff person conducting the hearing will determine responsibility and, if necessary, assign sanctions.
- A written notice indicating the findings of the hearing and sanctions will be emailed to the student’s Ball State email address.
- When a violation is believed to be a team violation, that team may be represented at the Administrative Hearing by the team captain or another designated team member. Sanctions may be administered collectively to the team or individually against team members.

For the appeal process, referrals or further information, please go to [THIS](#) website.

**SPORTSMANSHIP POLICIES**
No Player, Coach, or Spectator Shall:

- Use foul or derogatory language, threaten, or verbal abuse of any kind towards an Intramural Sports employee or participant before, during, or after the game. This includes trash talk.
- Participate in a game for which they are ineligible.
- Argue or talk back to the game Official, Competitive Sports Lead, or other Recreation Staff employees.
- Intentionally strike, push, or trip another person. Fighting is prohibited.
- Mistreat the facility, equipment, or supplies of Ball State University.

Warning/Ejection/Game Forfeit

- A warning/ejection/game forfeit system will be used to enforce the sportsmanship policy. Individuals will be issued a warning for unsportsmanlike behavior. A second penalty will result in an ejection. Ejections may be issued without warnings in specific situations, including all those that involve fighting.

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<th>Sport</th>
<th>Warning</th>
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<th>Game Forfeit</th>
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<tbody>
<tr>
<td>Spikeball/ Cornhole/ Kickball/Tennis/Alternative Programming Sports</td>
<td>1st Verbal Warning (-0.5 SPS pts)</td>
<td>2nd Verbal Warning (-1.0 SPS pts)</td>
<td>3rd Verbal Warning on team (-1.5 SPS pts)</td>
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<tr>
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<td>Class B Technical Foul/Invalid Jersey Return (-0.5 SPS pts)</td>
<td>2nd Technical Foul (-1.0 S SPS C pts)</td>
<td>3rd Class A Technical Foul on team OR 4th Technical Foul on team (-1.5 SPS pts)</td>
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<tr>
<td>Soccer/Futsal /Volleyball/ Wallyball</td>
<td>1st Yellow Card (-0.5 SPS pts)</td>
<td>2nd Yellow Card/1st Red Card (-1.0 SPS pts)</td>
<td>4th Yellow Card OR 2nd Red Card (-1.5 SPS pts)</td>
</tr>
<tr>
<td>Flag Football</td>
<td>1st Unsportsmanlike Penalty (-0.5 SPS pts)</td>
<td>2nd Unsportsmanlike Penalty (-1.0 SPS pts)</td>
<td>3rd Unsportsmanlike Penalty on Team (-1.5 SPS pts)</td>
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- Team captains are responsible for the conduct of their players, coaches, sidelines and spectators.
- During our 5v5 Basketball sessions, a team will receive a warning (-0.5 SC pts) if they do not return the jerseys on the correct loop to the Competitive Sports Lead.
- Fighting is defined as a participant intentionally striking, pushing, slapping, punching, elbowing, tackling or committing any other malicious act toward any other person. Fighting is never permitted during Intramural Sports contests. Participants who fight will be ejected immediately and suspended from all further participation until the outcome of a disciplinary action meeting with Recreation Services.

Sportsmanship Rating System

- If a team’s sportsmanship is below a 3.5 average after league play is complete, they will not be eligible to move on for playoffs.
- Teams MUST receive a 3.5 Sportsmanship Classification each game during tournament play. Failure to comply will result in REMOVAL from the tournament.
  - Cannot forfeit with no members present more than once.
  - Cannot forfeit more than once without one member of team present at game time.

The Intramural Sports Program has developed a Sportsmanship Rating System that is intended to be an objective scale where Competitive Sports Staff evaluate attitude and behavior throughout the game. After
each game, the Officials and Competitive Sports Leads will rate each team on how well they acted before, during, and after each Intramural game. To be eligible for the playoffs, each team needs to achieve a 3.5 or better average throughout the regular sport season. Officials will dock points off for foul language, fighting with the opposing team and spectators, and harassing the officials. Each Team Captain is responsible for educating and informing all players and spectators affiliated with their team about the system. To encourage acceptable conduct before, during, and after Intramural Sports contests, Intramural Officials, Competitive Sports Leads and/or other staff members shall make decisions whether to warn, penalize, or eject persons and/or teams for poor sporting behavior. The Intramural Sports Program staff reserves the right to review and/or change any sportsmanship rating given. Team Sportsmanship Rating information will not be provided at the contest site. Captains inquiring about their team’s sportsmanship rating can view the rating they received by visiting FusionIM.

5 – Excellent Conduct and Sportsmanship
- 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. Teams that win by forfeit will receive a “5.”

4 – Good Conduct and Sportsmanship
- Team members verbally complain about some decisions made by the Officials and/or show minor disagreement, which may or may not merit a yellow card (soccer), unsportsmanlike flag (flag football), and technical foul (basketball).

3 – Average Conduct and Sportsmanship/Default
- Team shows verbal dissent towards officials and/or the opposing team, which may or may not merit a yellow card, unsportsmanlike flag or technical foul. Captain exhibits minor control over their teammates but is in control of themselves.

2 – Below Average Conduct and Sportsmanship
- Teams constantly comment to the officials and/or the opposing team from the field and/or the sidelines. The team captain exhibits little or no control over teammates and/or himself/herself.

1 – Poor Conduct and Sportsmanship
- Team is completely uncooperative. Captain has no control of teammates, and/or themselves. A team which receives multiple ejections can receive no higher than a “1” rating.

0 – Unacceptable Conduct and Sportsmanship/Forfeit
- Individuals/teams participated after the consumption of alcohol or drugs. If the contest has begun when discovered, the player or players will be immediately removed from the facility, and the contest will be forfeited to the opponent. Participant(s) threaten (verbal or non-verbal) or harm a Recreation Services employee or participant/spectator during or after the contest. Team members failed to cooperate with Intramural Sports Program staff/university officials while performing their duties or falsely represented or withheld any information requested.

Note: Yellow Card = Technical Foul in Basketball; Unsportsmanlike Conduct Penalty in Flag Football etc.

The following situations will result in the following scores being assigned:
Team winning by forfeit – 5
Team losing by default – 3
Team losing by forfeit – 0

PATRON SAFETY
Weather

- ALWAYS assume that games will be played if you have not heard otherwise. In the event that inclement weather arrives in the middle of the activity, the Competitive Sports Lead will make the call on weather. They will also decide if the game is going to be rescheduled from that time or if the game is final. If the weather becomes dangerous, patrons participating in outdoor events are advised to seek shelter immediately.

Insurance/Liability

- Each participant is responsible for knowing what their own physical and psychological limitations are, and they are responsible for their participation within the program relating to Recreation Services. Recreation Services does not provide insurance to its participants, and they play at their own risk.
- All participants are strongly urged to have a physical examination before they participate in an Intramural Sports event. There is an inherent risk in any recreational activity that you participate in. Please know that each time you register, you are required to sign a waiver to release all risk and harm to Recreation Services and Ball State University.

Blood Spills/Fluid Spills

- Any person showing signs of blood on their person or clothing will be immediately removed from a game or activity, and will not be permitted back until the clothing has been removed and the blood has been stopped. Therefore, players and teams are asked to bring extra clothing to their games for such an occurrence.

Injuries

- Competitive Sports Leads are trained in CPR, First Aid, and AED through the American Red Cross. They are not athletic trainers and will not diagnose injuries. An Accident Report will be filled out by the staff, and patrons will be asked to give the information necessary to keep a record of injuries that occur during participation.
- Return to Play For individuals who are diagnosed with an injury that prohibits them from participation (i.e. concussion, break, etc.) a note from a medical professional must be provided to Recreation Services professional staff prior to returning to play. This is to verify that the individual is using safe practices and that the club, department, and university are also following best practices.

**COMPETITIVE SPORTS STAFF**

There are several Ball State students that will make up the Competitive Sports staff within Recreation Services. These students are responsible for many of the on-site Intramural Sports activities and events. You can identify them by their “BSU Recreation Services” shirts and name tags, and they will be able to assist you. They are trained by Recreation Services professional staff and will:

1) Be on-site for all activities and will have full authority to operate an Intramural Sports activity.
2) Assist with scheduling and other administrative responsibilities.
3) Have the power to make decisions on weather, scheduling, and eligibility related issues.

**EMPLOYMENT POSSIBILITIES**

Recreation Services will have a variety of employment opportunities available to Ball State students throughout the year. Please stop by the Career Services Office (Lucina Hall) to retrieve a yellow referral slip, and complete the online application [here](#). Be sure to reference the Cardinal Career Center Link for a full list of open positions.

**STATEMENT OF AUTHORITY**
The Office of Recreation Services reserves the right to change or alter any of the above guidelines with or without notice, and may take action not noted in this document. Every policy, issues, and situation has unique aspects and will be addressed on a case by case basis.