

## Intramural Sports Program Group Point Distribution Guidelines

**2009-2010**

### RECOGNIZED ORGANIZATIONS

***Fraternities:***

**Group I**

Acacia  
Alpha Kappa Lambda  
Alpha Tau Omega  
Beta Theta Pi  
Delta Chi  
Delta Sigma Phi  
Delta Tau Delta  
Delta Upsilon  
Kappa Sigma  
Lambda Chi Alpha  
Phi Delta Theta  
Phi Gamma Delta  
Pi Kappa Alpha  
Pi Kappa Phi  
Sigma Alpha Epsilon  
Sigma Chi  
Sigma Nu  
Sigma Phi Epsilon  
Theta Chi  
Triangle

**Group II**

Alpha Chi Rho  
Alpha Epsilon Pi  
Alpha Gamma Rho  
Alpha Sigma Phi  
Beta Sigma Psi  
Delta Theta Sigma  
Evans Scholars  
FarmHouse  
Kappa Alpha  
Kappa Delta Rho  
Phi Beta Sigma  
Phi Kappa Psi  
Phi Kappa Sigma  
Phi Kappa Tau  
Phi Kappa Theta  
Phi Sigma Kappa  
Sigma Pi  
Theta Tau  
Zeta Psi

**Sororities:**

Alpha Chi Omega  
Alpha Gamma Delta  
Alpha Phi  
Alpha Xi Delta  
Chi Omega  
Delta Delta Delta  
Delta Gamma  
Delta Phi Mu  
Delta Zeta  
Gamma Phi Beta  
Kappa Alpha Theta  
Kappa Kappa Gamma  
Phi Beta Chi  
Phi Mu  
Phi Sigma Rho  
Pi Beta Phi  
Sigma Alpha  
Sigma Delta Tau  
Sigma Gamma Rho  
Sigma Kappa  
Sigma Lambda Gamma  
Zeta Phi Beta  
Zeta Tau Alpha

**Women's Coops:**

Ann Tweedale  
Devonshire  
Glenwood  
Maclure  
Shoemaker  
Stewart  
Twin Pines

**Men's Coops:**

Circle Pines  
Chauncey  
Fairway  
Gemini  
Marwood

**Residence Halls:**

Cary Quad (MRH)  
Earhart  
Harrison  
Hillenbrand  
Hilltop  
McCutcheon  
Meredith  
Owen  
Shreve  
Tarkington (MRH)  
Wiley  
Windsor (WRH)  
Young/Hawkins

### ACTIVITY BREAKDOWN

Activities will be broken down into four (4) categories. The following will separate activities into their respective categories:

***Major Team Activities***

Team activities that are officiated by RSC employees

**3-on-3 Soccer**

**5-on-5 Basketball**

**Flag Football**

**Indoor Soccer**

**Outdoor Soccer**

**Softball**

**Volleyball**

***Minor Team Activities***

Team activities that are NOT officiated by RSC employees

**Sand Volleyball**

**Wallyball**

**Dodgeball**

**Ultimate Frisbee**

**Bowling**

### ***Tournament Activities***

Team activities that are NOT officiated by RSC employees and have a reduced game schedule

**Billiards Singles  
Tennis (S/D)**

**Cornhole Tournament  
Racquetball (S/D)**

**Darts Singles  
Table Tennis(S/D)**

**3v3 Basketball  
Badminton(S/D)**

\*(S/D) - Singles and Doubles events

### ***Special Events***

One or two day/night event

**3-Point Shootout<sup>†</sup>  
Homerun Derby<sup>†</sup>**

**2 & 4-Person Golf Scramble\*  
Punt, Pass, & Kick<sup>†</sup>**

**Euchre<sup>†</sup>  
Swim Meet\***

\* Prior signup required to enter

<sup>†</sup> All groups entered; just show up to the event

## **PARTICIPATION RESTRICTIONS**

***(\*\*Valid for all program groups except Fraternities. Fraternity participation restrictions are listed below)***

### ***Team Activities***

**Dodgeball\*  
Flag Football  
Volleyball**

**Softball  
5v5 Basketball  
Outdoor Soccer**

**3v3 Soccer  
Indoor Soccer\*  
Wallyball**

**Ultimate Frisbee  
Bowling  
Sand Volleyball**

\*Only one (1) entry per program group

When possible, organizations will be placed into leagues by program group. Organizations exceeding the team limit will have additional teams placed in the Open division. Any team receiving an "F" rating during any league play contest will be INELIGIBLE for the playoffs; regardless of win-loss record and/or overall conduct rating.

### ***Tournament Activities***

**Billiards Singles  
Tennis (S/D)**

**Cornhole Tournament  
Racquetball (S/D)**

**Darts Singles  
Table Tennis(S/D)**

**3v3 Basketball  
Badminton(S/D)**

- In all individual/dual activities, each group will be allowed unlimited entries.
- Each individual/dual activity will be conducted as a single elimination tournament. These will also be a one or two night event where all matches will be played at a centralized location.
- The Intramural Staff will assign the participants/teams on a random basis.
- The individual or team that advances the furthest will be the only individual / team from that organization to score advancement points. Up to four teams per organization may earn participation points.
- A participant(s) who forfeits a match in any round of the tournament will LOSE ALL base points and match points that have been acquired.
- If at any point before the tournament begins, a group finds that it will be impossible for the participant(s) to compete, the hall/house can substitute a participant(s). **Substitutions will be accepted up until the tournament starts.** Once the tournament has started, no substitutions will be allowed.
- Prior to beginning play, the Intramural Staff will check the identity of each participant with an ID. A match should not proceed until positive identity is established.

### ***Special Events***

**2 & 4-Person Golf Scramble  
Homerun Derby**

**3-Point Shootout  
Punt, Pass, & Kick**

**Euchre  
Swim Meet**

#### **Punt, Pass, & Kick; Free Throw Contest; Homerun Derby;**

- All program groups will be automatically entered into these events.
- An unlimited number of members may compete. Each participant may compete only one (1) time. Points will be determined from recorded scores during the event.

### Swim Meet

- Each program group may enter one (1) participant in each individual event.
- Each program group may enter one (1) team consisting of four (4) participants for each relay.
- No participant may compete in more than four (4) events. Any participant competing in more than four (4) events will forfeit all team points they have accumulated.

### Golf (2 & 4 -Person Scramble)

- **2-Person Scramble** – Each program group will be allowed to enter a maximum of two (2) teams, however, **only the top team** will earn points for their house.

### \*\*Fraternity Participation Restrictions\*\*

#### *Team Activities (Fraternity)*

<b>Dodgeball<sup>†</sup></b>	<b>Softball<sup>^</sup></b>	<b>Flag Football<sup>^</sup></b>	<b>3v3 Soccer<sup>^</sup></b>
<b>Indoor Soccer*</b>	<b>Volleyball<sup>^</sup></b>	<b>5v5 Basketball<sup>^</sup></b>	<b>Outdoor Soccer*</b>
<b>Wallyball<sup>†</sup></b>	<b>Ultimate Frisbee<sup>†</sup></b>	<b>Bowling*</b>	<b>Sand Volleyball<sup>^</sup></b>

\* Only one (1) team per house; no Black and Gold Leagues

<sup>†</sup> Only one (1) team per house per division (2 total entries; 1 Black and 1 Gold)

<sup>^</sup> Two (2) teams per house per division (4 total entries; 2 Black and 2 Gold); best finish in each league will receive points

When possible, organizations will be placed into leagues with other fraternities. Organizations exceeding the team limit will have additional teams placed in the Men's Open division. Any team receiving an "F" rating during any league play contest will be INELIGIBLE for the playoffs; regardless of win-loss record and/or overall conduct rating.

#### *Tournament Activities (Fraternity)*

<b>Billiards Singles</b>	<b>Cornhole Tournament</b>	<b>Darts Singles</b>	<b>3v3 Basketball</b>
<b>Tennis (S/D)</b>	<b>Racquetball (S/D)</b>	<b>Table Tennis(S/D)</b>	<b>Badminton(S/D)</b>

- In all individual/dual activities, each fraternity will have an unlimited number of participants.
- Each individual/dual activity will be conducted as a single elimination tournament. These will also be a one or two night event where all matches will be played at a centralized location.
- The individual or team that advances the furthest will be the only individual / team from that organization to score advancement points. Up to four teams per organization may earn participation points.
- A participant(s) who forfeits a match in any round of the tournament will LOSE ALL base points and match points that have been acquired.
- If at any point before the tournament begins, an organization finds that it will be impossible for the participant(s) to compete, the organization can substitute a participant(s). **Substitutions will be accepted up until the tournament starts.** Once the tournament has started, no substitutions will be allowed.
- Prior to beginning play, the Intramural Staff will check the identity of each participant with an ID. A match should not proceed until positive identity is established.

#### *Special Events (Fraternity)*

<b>2-Person Golf Scramble</b>	<b>3-Point Shootout</b>	<b>Swim Meet</b>
<b>Homerun Derby</b>	<b>Punt, Pass, &amp; Kick</b>	<b>Euchre</b>

#### **Punt, Pass, & Kick; Basketball Skills Contest; Homerun Derby; Cross Country Meet**

- All fraternities will be automatically entered into these events.
- An unlimited number of fraternity members may compete.
- Each participant may compete only one (1) time.
- Points will be determined from recorded scores during the event.

### Swim Meet

- Each fraternity may enter one (1) participant in each individual event.
- Each fraternity may enter one (1) team consisting of four (4) participants for each relay.
- No participant may compete in more than four (4) events. Any participant competing in more than four (4) events will forfeit all team points they have accumulated.

### Golf (2&4-Person Scramble)

- Each fraternity will be allowed to enter a maximum of two (2) teams, however, **only the top team** will earn points for their house.

## POINT BREAKDOWNS

*(\*\*Certain exceptions apply to Fraternity groups. See “Fraternities Only”)*

### Basic Participation Points

#### Team Activities:

**3v3 Soccer**

**Outdoor Soccer**

**Flag Football**

**Indoor Soccer**

**5v5 Basketball**

**Dodgeball**

**Wallyball**

**Softball (Spring)**

**Volleyball**

**Ultimate Frisbee**

**Bowling**

- Each team from their program group will be awarded basic participation points.
- Teams that play all games (both regular season and tournament games) to completion will receive the maximum number of basic participation points (50 points).
- A team that forfeits a game shall receive one-half of the basic participation points (25 points).
- A team that receives two forfeits at any time during the activity will receive zero (0) participation points.

#### *Fraternities Only:*

- Each team from their respective organization will be awarded basic participation points.
- **Black League** → organizations will receive a possible fifty (50) basic participation points (also for leagues that do not breakdown into leagues; i.e. Indoor Soccer, Outdoor Soccer, and Dodgeball)
- **Gold League** → organizations will receive a possible twenty-five (25) basic participation points
- A team that plays all games (both regular season and tournament games) to completion will receive the maximum number of basic participation points
- A team that forfeits a game shall receive one-half of the basic participation points
- A team that receives two forfeits at any time during the activity will receive zero (0) participation points

#### Tournament Activities

**Billiards Singles**

**Tennis (S/D)**

**Cornhole Tournament**

**Racquetball (S/D)**

**Darts Singles**

**Table Tennis(S/D)**

**3v3 Basketball**

**Badminton(S/D)**

- A program group will be awarded ten (10) basic participation points for each entrant who plays to elimination without forfeiting. A maximum of forty (40) participation points will be awarded to each program group.
- An entrant that forfeits from the activity will receive zero (0) basic participation points.

#### Special Events

**2 & 4-Person Golf Scramble**

**Homerun Derby**

**3-Point Shootout**

**Punt, Pass, & Kick**

**Euchre**

**Swim Meet**

- Each program group will be awarded ten (10) basic participation points for each entrant who participates in the activity. A maximum of forty (40) basic participation points will be awarded to each hall. The only exception is the 2 & 4- Person Golf Scramble.
- Some special events have a sign up deadline; others are automatic entry. Entrants will only receive basic participation points if they participate in the activity.

## *Place Points*

### Team Activities

#### **League Standings**

- The **one** team from each program group that has the best place finish will be awarded league standing points according to the following scheme:  
**Major(s):**  

<b>1<sup>st</sup> Place:</b>	20 points	<b>4<sup>th</sup> Place:</b>	8 points
<b>2<sup>nd</sup> Place:</b>	16 points	<b>5<sup>th</sup> Place:</b>	4 points
<b>3<sup>rd</sup> Place:</b>	12 points		

  
**Minor(s):**  

<b>1<sup>st</sup> Place:</b>	10 points	<b>4<sup>th</sup> Place:</b>	4 points
<b>2<sup>nd</sup> Place:</b>	8 points	<b>5<sup>th</sup> Place:</b>	2 points
<b>3<sup>rd</sup> Place:</b>	6 points		
- The team's league record will determine the league standings. If multiple teams have the same league record, all teams involved will get the highest place points.
- A team that receives two (2) forfeits at any time during the activity will not receive league standing points.

#### ***Fraternities Only:***

- Each team from the organization will be awarded league standing points according to the following scheme:

#### **Black League**

**Major(s):**  
**1<sup>st</sup> Place:** 20 points  
**2<sup>nd</sup> Place:** 16 points  
**3<sup>rd</sup> Place:** 12 points  
**4<sup>th</sup> Place:** 8 points  
**5<sup>th</sup> Place:** 4 points

**Minor(s):**  
**1<sup>st</sup> Place:** 10 points  
**2<sup>nd</sup> Place:** 8 points  
**3<sup>rd</sup> Place:** 6 points  
**4<sup>th</sup> Place:** 4 points  
**5<sup>th</sup> Place:** 2 points

#### **Gold League**

**Major(s):**  
**1<sup>st</sup> Place:** 10 points  
**2<sup>nd</sup> Place:** 8 points  
**3<sup>rd</sup> Place:** 6 points  
**4<sup>th</sup> Place:** 4 points  
**5<sup>th</sup> Place:** 2 points

**Minor(s):**  
**1<sup>st</sup> Place:** 5 points  
**2<sup>nd</sup> Place:** 4 points  
**3<sup>rd</sup> Place:** 3 points  
**4<sup>th</sup> Place:** 2 points  
**5<sup>th</sup> Place:** 1 point

- The team's league record will determine the league standings. If multiple teams have the same league record, all teams involved will get the highest place points.
- A team that receives two (2) forfeits at any time during the activity will not receive league standing points.

#### **Playoff Standings**

- The **one** team from each program group that advances the furthest will be awarded playoff standing points according to the following scheme:

**Major(s):**  
**Each match won or advanced by forfeit or bye** 10 points

**Minor(s):**  
**Each match won or advanced by forfeit or bye** 5 points

- A team that forfeits at any time during the single elimination playoff will not receive advancement points

**Fraternities Only:**

- Each team from the organization that advances into the single elimination playoff will be awarded playoff standing points according to the following system:

**Black League**

**Gold League**

**Major(s):**

**Each match won** 10 points  
**Advancement by a forfeit/bye** 10 points

**Each match won** 5 points  
**Advancement by a forfeit/bye** 5 points

**Minor(s):**

**Each match won** 5 points  
**Advancement by a forfeit/bye** 5 points

**Each match won** 2.5 points  
**Advancement by a forfeit/bye** 2.5 points

A team that forfeits at any time during the single elimination playoff will not receive playoff standing points.

**Sportsmanship**

- Intramural Sport activities that are supervised have a sportsmanship rating. This rating is assigned by the game officials or supervisor and based upon the team’s conduct during the contest. The program groups average sportsmanship rating will be calculated by taking the total sportsmanship points accumulated and dividing by the number of games played. Sportsmanship points shall be awarded according to the following system:

<b>4.0</b>	30 points	<b>2.0 - 2.4</b>	5 points	<u>Grade Scale</u>
<b>3.7 - 3.9</b>	25 points	<b>1.5 - 1.9</b>	0 points	A = 4.0
<b>3.4 - 3.6</b>	20 points	<b>1.0 - 1.4</b>	-10 points	B = 3.0
<b>3.1 - 3.3</b>	15 points	<b>0.5 - 0.9</b>	-20 points	C = 2.0
<b>2.5 - 3.0</b>	10 points	<b>0 - 0.4</b>	-30 points	D = 1.0
				F = 0.0

- Any program group which has a team receive an “F” rating in a playoff game will be awarded zero (0) total points for that activity. Further, the program group president and chairperson must schedule a meeting with the Intramural Sports administrative staff before the hall/house will be allowed to participate further in the Intramural Sports program.

**Individual/Dual Activities**

**Match Points**

- The individual or team that advances the furthest will be the only individual or team that earns advancement points

**Each match won:** 8 points  
**Advancement by a forfeit or bye:** 8 points

**Special Events**

**Place Points**

- Each program group will acquire team points throughout the activity. In the event of a tie, the teams will each get the highest points possible (i.e. a 2-way tie for 3<sup>rd</sup> Place would give Team A 16 points and Team B 16 points). Place points will be awarded on the basis of team rank according to the following system:

<b>Champion:</b>	20 points	<b>6<sup>th</sup> Place:</b>	10 points
<b>2<sup>nd</sup> Place:</b>	18 points	<b>7<sup>th</sup> Place:</b>	8 points
<b>3<sup>rd</sup> Place:</b>	16 points	<b>8<sup>th</sup> Place:</b>	6 points
<b>4<sup>th</sup> Place:</b>	14 points	<b>9<sup>th</sup> Place:</b>	4 points

**5<sup>th</sup> Place:** 12 points

**10<sup>th</sup> Place:** 2 points

**Punt, Pass, & Kick; 3-Point Shootout; Homerun Derby; Cross Country Meet**

- These are team championship activities with the first ten (10) places being decided by team points. In determining the number of team points, we will score the five (5) participants from each program group with the best score (best time, highest score, etc).

**Swim Meet**

- These are team championship activities with the first ten (10) places being decided by team points. In determining the number of team points, the top five (5) places in all events will be scored. Team points for all events will be awarded according to the following system:

**1<sup>st</sup> Place:** 10 points

**4<sup>th</sup> Place:** 4 points

**2<sup>nd</sup> Place:** 8 points

**5<sup>th</sup> Place:** 2 points

**3<sup>rd</sup> Place:** 6 points

**Golf (2 & 4-Person Scramble)**

- These are team championship activities with the first ten (10) places being decided by team points.
- Each program group will be awarded twenty (20) basic participation points for each team participating in the activity. A maximum of twenty (20) basic participation points will be awarded to each program group.

***General Info Meeting***

Participation points will be awarded for the Intramural General Info Meeting. Each organization represented will receive fifty (50) points for attending the meeting.