



USC AIKEN
INTRAMURALS

Participant
Handbook
2014-2015

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Part I: General Information

Contact Information

Professional Staff

Ahmed Samaha, Assistant Vice Chancellor of Student Life
Ahmeds@usca.edu 641- 3411

Ross Philbeck, Assistant Director of Student Life- Recreational Sports
Rossp@usca.edu 641-3782

Student Staff

Christian Medders, Intramural Intern/Supervisor
MEDDERSC@email.usca.edu

Eric Wehrmann, Intramural Supervisor
WEHRMANN@email.usca.edu

Kelsey Hancock, Intramural Supervisor
KELSEYCH@email.usca.edu

Student Life Office ext. 3412

Campus Police

ext. 4011
Website: <http://web.usca.edu/student-involvement/intramurals/index.dot>

Websites

<http://web.usca.edu/student-involvement/intramurals/index.dot>
www.imleagues.com/usca

Social Media



/USCA.Intramurals



@USCAIntramurals



@USCAIntramurals

Mission Statement

Provide participants with a physically competitive and friendly sporting environment while enhancing their social, team building, and leadership skills.

Program Description

The purpose of the Intramural and Recreational Sports Program is to provide an opportunity for wholesome sport competition that promotes physical, social, and emotional benefits as well as a sense of community and sportsmanship. Intramural Sports provides league play and tournaments for Men's, Women's, and Co-Rec's divisions.

Philosophy

The Intramural and Recreational Sports Program at the University of South Carolina Aiken is committed to promoting healthy lifestyles within the campus community. By offering various programs and services, the Intramural and Recreational Sports Program is dedicated to providing safe, enjoyable, and educational activities for faculty, staff, and students. Involvement in Intramural and Recreational Sports does not require a high degree of skill, knowledge, or physical fitness. Only a sincere desire to participate and have fun is necessary. Our goal is to provide every individual with the opportunity to participate and develop skills and interests in a friendly, competitive environment. The program offers all participants the chance to improve their health, relax from work and study, and the opportunity to meet new people and socialize with others.

Objective

USC Aiken Intramural Sports program will provide:

- An opportunity of better health through satisfactory physical exercise;
- An opportunity for each participant to develop skills and interests which can serve them throughout their lifetime and enable them to live healthier and longer lives;
- An opportunity to develop sportsmanship and honesty in regards to rules, officials, and opponents;
- An opportunity to aid in the holistic development of participants;
- Assist in the fulfillment of the mission and goals of the Office of Student Involvement while offering a wide range of activities and services for the diverse campus community.

Risk Statement

Participation in any Intramural or Recreational Sports activity or event at USC Aiken is purely voluntary and individuals participate at their own risk. Neither the University nor the Intramural and Recreational Sports Program will accept responsibility for injuries sustained while participating in scheduled contests or activities. Participants should be aware of the possibilities of bodily injury and should understand that they are responsible for any and all costs arising out of property damage or bodily injuries caused by participation in activities.

Part II: Regulations for all participants

Sports Registration

- Registration for both team and individual sports can be found online at our webpage <http://web.usca.edu/student-involvement/intramurals/index.dot> by clicking on Online Registration under Intramural Sports or by logging in directly to www.imleagues.com and creating an account.
- Participants are required to attain an IM Leagues account in order to register/participate in a league or tournament. Participants will be allowed to play as long as they have an IM League account - it's easier for us to add/move/transfer a current participant with an IM League account to a team or tournament. If a participant doesn't have an IM League account, they won't be able to participate.
- IM Leagues presents all the sports offered within the semester. Registration deadlines and Captain's Meetings are listed for each sport. Each sport has a limit on the maximum number of teams, therefore registration will be approved according to a first come, first serve basis. Teams must have the minimum number of participants in order for a team to be approved. USC Aiken Student Life reserves the right to refuse or accept any late entry.

Standards of Conduct

The Standards of Conduct serve as a guide to the type of behavior that is expected of all persons who participate in the Intramural Sports program.

The benefits that participants derive through participation are the true value of intramural sports. To achieve that goal, players, team captains, and spectators are expected to conduct themselves in a sportsmanlike manner at all times. Inappropriate or disrespectful behavior is not an acceptable means of expression. The following are merely guidelines of conduct and are by no means all inclusive.

Participants will:

- demonstrate a cooperative and positive attitude with teammates, opponents, game administrators and spectators.
- be responsible for the conduct of one's team members and followers before, during, and after the contest.
- comply with the requests and directives of the officials and supervisors in a respectful, responsive manner.

Participants will not:

- use profane, abusive or demeaning language or gestures.
- strike, attempt to strike or otherwise direct physical abuse toward an official, opponent, spectator, or other person.
- disrespectfully address, bait or taunt an opponent or game administrator.
- incite undesirable reactions from other participants or spectators.
- consume or possess alcohol before, during, or following a contest or while traveling to and from the event.

Possible penalties range from:

- suspension for one or more games
- suspension for a specified length of time, up to and including a complete dismissal from the program
- referral to University Judicial Officer

University Alcohol Policy

Intramural Sports is committed to the health and safety of all individuals who enjoy participating in our activities and services. USC Aiken has established clear policies and guidelines on the use of alcohol, which applies to participants and spectators. This policy is supported and enforced at all intramural and recreational events. Any participant who is identified as possibly being under the influence of alcoholic beverages will not be permitted to participate, in order to ensure the safety of the individual and other participants. We appreciate active support and cooperation in making the policy work for everyone's safety and enjoyment. All activity will cease without complete compliance. Specific guidelines for legal consumption of alcohol in University areas are presented in the "Student Organization Handbook" publication. Consult this publication, available in the Student Life Office, for complete information.

Eligibility to Participate

All participants must submit a waiver prior participating in our Intramural Sports Program.

A waiver must be submitted for every sport the participant wishes to participate.

- All participants must be enrolled or employed by USC Aiken.
- Only those who are members of the respective teams may participate with that team.
- Varsity athletes are not allowed to participate in their corresponding or related intramural sport. An athlete is considered a varsity athlete until the end of the academic year in which they have participated. All athletes who are redshirted, for whatever reason, are INELIGIBLE for their related sport. Any team with a varsity athlete participating in a sport outside of these guidelines will forfeit all games in which that varsity athlete played.
- The Coordinator of Student Life will be final judge in all cases concerning eligibility.
- Playoff eligibility: Player(s) must have been listed on roster or played in at least 1 regular season game.
- Players may participate on only one team in a specific sport (exception: participants may play on two teams if one of the teams is single sex and the other is a Co-Ed team). The first team that a participant plays with is the only team that participant can play on.
- The Intramural and Recreational Sports Department may check eligibility at any time; however, a team may request a check as well.

No ID, no play. No exception.

Penalties for Eligibility Violations

- Ineligible player: any person participating in an Intramural and Recreational Sports activity found to be ineligible shall be suspended for the remainder of that program's season.
- Teams using ineligible player: any team using ineligible player shall forfeit all games in which the ineligible player participated.
- Assumed name: a player competing under an assumed name shall be barred from intramural competition for the remainder of the season.
- Teams using a player playing under an assumed name: teams using the ineligible player shall forfeit all games in which the ineligible player participated.

Appropriate Attire

Athletic Attire: All participants must wear athletic attire. Jeans and denim shorts are prohibited.

Athletic Footwear: Non-marking shoes are required to be worn inside the SAC gym. No one may play in sandals, bare feet, socks only, metal or ceramic spikes. Rubber cleats may be worn on the Intramural Field.

Consult individual sport rules to determine permissible athletic attire and footwear.

Jewelry: Jewelry is not allowed to be worn by participants during Intramural Sports contests. Definition of jewelry: Ornaments, such as bracelets, earrings, watches, necklaces, or rings, made of precious metals. The following equipment are exceptions to the jewelry rule but not limited to:

- A religious medal must be taped and worn under the uniform.
- A medical alert must be taped and may be visible.
- Hearing aid worn in or behind the ears is legal provided that the device does not create the threat of injury.
- A tooth and mouth protector, shall include an occlusal and labial portion and covering the posterior teeth with adequate thickness, is legal.
- A protective face mask may be worn by a player with a facial injury.
- All permissible artificial limbs must be padded with a closed-cell, slow recovery foam padding no less than a half inch thick.

The Intramural Official(s)/Supervisor have the authority to prevent a participant from playing who they feel would endanger others due to similar types of jewelry. Taping over or using a band-aid to cover restricted jewelry is not permitted as it may not secure the jewelry in question.

Sportsmanship & Conduct

Good sportsmanship is vital to maintaining the appropriate recreational atmosphere of Intramural Sports. The Intramural Sports Program's sportsmanship policy will be strongly enforced by the Intramural Sports Staff. All Intramural Sports participants, coaches and team followers are expected to conduct themselves in a civil and sporting manner at all times - before, during, and after contests. Behavior that promotes intolerance or prejudice, degrades any racial, ethnic, gender or religious group, infers an explicit sexual reference, or promotes destructive behavior is considered disrespectful to the University and its members, and will be addressed and dealt with accordingly. It is the responsibility of each participant to do everything possible to maintain a friendly and fun game atmosphere. This includes Intramural Sports team names.

No participant, coach, or team follower shall:

- use foul or derogatory language, threatens, or verbally abuse any other participant, Intramural Official(s)/Supervisor, coach or team follower before, during or after the game;
- argue or fight with any other participant, Intramural Official(s)/Supervisor, coach or team follower before, during or after the game;
- intentionally strike, push, trip or otherwise physically assault another participant, Intramural Official(s)/Supervisor, coach or team follower before, during or after the game;
- mistreat the facility, equipment or supplies of The University of South Carolina Aiken.

Warnings & Ejections System

A warning and ejection system will be used to enforce the sportsmanship policy. Individuals or teams will be issued a warning as explained below. Two severe warnings in one game on same participant will result in an ejection.

EJECTIONS MAY BE ISSUED WITHOUT ANY WARNINGS!!!

Sport Specific Examples:

a. Basketball

- i. Technical foul = warning
- ii. Second technical foul on same participant or first severe act = ejection
- iii. Four technical fouls on one team = forfeit
- iv. Flagrant fouls may be automatic ejections

b. Flag Football

- i. Unsportsmanlike conduct penalty = warning
- ii. Second unsportsmanlike conduct penalty on same participant or first severe act = ejection
- iii. Four unsportsmanlike conduct penalties on one team = forfeit
- iv. Flagrant fouls may be automatic ejections

c. Soccer

- i. Yellow card = warning
- ii. Second yellow card on same participant or automatic red card = ejection
- iii. Three ejections of same team in one game = forfeit
- iv. Flagrant fouls may be automatic ejections

d. Softball

- i. Verbal admonishment = warning
- ii. Second verbal warning on same participant or first severe act = ejection
- iii. Three ejections of same team in one team = forfeit
- iv. Flagrant fouls may be automatic ejections

e. Volleyball

- i. Verbal admonishment = warning
- ii. Second verbal warning on same participant or first severe act = ejection
- iii. Three ejections of same team in one team = forfeit
- iv. Flagrant fouls may be automatic ejections

These similar guidelines will be put in effect for all other sports not being mention above.

Ejections

a. Any participant, coach or team follower receiving an ejection (due to a severe act) during an Intramural Sport will be immediately suspended from all Intramural Sports. The suspension is indefinite in length, carrying over year-to-year, until reinstated by the Intramural Coordinator.

b. The reinstatement process begins with scheduling a meeting with the Intramural Coordinator. It is the responsibility of the participant to initiate this process with the Intramural Coordinator. The length of the suspension will be determined on a case by case basis, with information gathered on the incident from the officials, supervisors and participant ejected.

c. A participant may submit an appeal for their suspension, but must do so within the next business day. That participant may not participate in any Intramural Sport while the appeal is in process.

d. Once a participant, coach, or team follower has been ejected (due to a severe act), they must leave the facility (if game/event is taking place indoors) or field (if the game/event is taking place outdoors) immediately. If they refuse to leave the facility/field, the game shall end with the ejected participant's team forfeiting.

e. Team captains are responsible for the sportsmanship of their teammates, coach(s) and team followers. Team captains who cannot fulfill this responsibility will be issued a warning and, if necessary, a forfeit against their team.

f. In the case of extreme misconduct, teams and/or individuals will be referred to Campus Police and will go through the Student Judicial Process.

Fighting

a. Fighting is defined as a participant intentionally striking, pushing, slapping, punching, elbowing, tackling, or committing any other malicious act toward another person.

b. Fighting is never permitted in our Intramural Sports Program. Participants who fight will be immediately ejected and suspended from further participation until the outcome of a disciplinary action meeting with the Intramural Sports Coordinator. The meeting will be held anytime during the next three business days following the confrontation. Depending on the outcome of the meeting, the participant(s) may be referred to the Student Judicial Process for violations of the student code of conduct policies.

c. If a game is stopped and not finished due to a fight, the outcome of the game will be determined by the Intramural Sports Coordinator the following business day. Decisions will be final.

d. Penalties for fighting may include suspension and/or probation for a period of one game to an entire academic year or life.

Sportsmanship Ratings

Intramural Official(s) give ratings to teams after each contest. These ratings reflect behavior before, during and after the contest.

A team must have a "C" (2.0) average or better sportsmanship rating during regular season games to be eligible for the playoffs; they must also keep a "C" (2.0) average or better sportsmanship rating during playoffs. The average sportsmanship rating will be calculated similarly to the grade point-ratio.

Sportsmanship ratings are based on the following criteria:

"A" or 4.0 = Rating (Excellent): Excellent conduct and sportsmanship. Participants cooperate with official(s) and team member(s). The captain calmly Teams receiving two severe warnings or one ejection (severe act) will receive no higher than a "C." A team which defaults a game will get a "C".converses with official(s) and has full control of the team.

"B" or 3.0 = Rating (Good): Good conduct and sportsmanship. Team members complain about official(s) and show minor conflict, which may or may not merit a warning. Teams that receive one severe warning will receive no higher than a "B."

"C" or 2.0 = Rating (Average): Average conduct and sportsmanship. Team members complain about official(s) and/or the opposing team, which may or may not merit a warning. The captain exhibits minor control over self or team. This also applies to discussions or arguments that occur between teammates.

"D" or 1.0 = Rating (Below Average): Below average "poor" conduct and sportsmanship. Team members continuously dispute the official(s) calls or abusively speak to the official(s) or opposing team. The captain exhibits minor control over self or team. Teams receiving three or more severe warnings or two ejections (severe acts) or not wanting to sign a scorecard will receive no higher than a "D."A team which forfeits a game will get a "D."

"F" or 0 = Rating (Unacceptable): Unacceptable conduct and sportsmanship. Team members are completely uncooperative. The captain has no control over self or team. Some examples of behavior warranting an "F" include:

1. Any game forfeited for fighting or other abusive, violent behavior.
2. A team has been warned about unnecessary roughness that jeopardizes the safety of participant(s).
3. A participant, coach or team follower clearly associated with a team, shouts obscenities, gestures, or commits other threatening actions, which could endanger the safety of participant(s), coach(s), team follower(s), official(s), or Supervisor(s).
4. A game with three ejections on a team will result in immediate forfeit of the game and inability of that team to participate in playoffs.

Any team receiving an "F" during the pre-season, regular season or playoffs will be ineligible for playoffs.

Teams have until 12 noon of the next business day after the contest to appeal a rating to the Intramural Coordinator. All decisions made by the Intramural Sports Supervisor regarding evening or week-end tournaments are final.

Special Sportsmanship Situations

a. A team losing by default gets a "C" (2.0) and a team that loses by forfeit will receive a "D" The team winning by default or forfeit will receive an "A" (4.0).

b. Special sportsmanship policies exist in order to keep advancing in the playoffs. Teams must have a "C" (2.0) sportsmanship average or better during regular season play in order to keep advancing in the playoffs. Any team with an average of "D" or "F" (lower than 2.0) during regular league game will be ineligible from advancing to the playoffs.

c. Special sportsmanship policies also exist during the playoffs. Teams must have a "C" sportsmanship average or better in order to continue advancing in the playoffs. Any team with an average of "D" or "F" (lower than 2.0) during the playoffs will be removed. If a team wins, but gets a grade of "D" or "F" (lower than 2.0) during the playoffs, they will grant their spot to the team they defeated.

Protests

- Only team captains can file protests when a rule has been violated which affects the outcome of the event. The captain must immediately inform the Intramural Sports Supervisor that they wish to put the game under protest.
- The protest Form must be turned in by 12 noon of the next business day after the event to the Intramural Coordinator. Grounds for protest are eligibility concerns and rules interpretations. An official's judgment or interpretation of a participant's actions does not constitute grounds for protest. Eligibility protests may be filed by any captain throughout the season.

Part III: Team Sport Information

Team Captains' Responsibilities

- Team captains should attend or send a representative to the captain's meeting prior to the start of the season. Captains are responsible for knowing all policies and procedures published herein, as well as information covered in the team captain's meetings. Team captains must be familiar with all game rules and inform the rules to their teams.
- Team captains are responsible for making sure all their team members are signed up through IMleagues.com.
- The team captains must assume responsibility for participant eligibility. This means team captains are responsible for knowing:
 - i. if student is currently registered for the current semester.
 - ii. if student is a current/former athletic scholarship student competing in their specific or associated sport.
 - iii. if participant is a current/former professional athlete competing in their specific or associated sport.
- Team captains should be familiar with the sportsmanship policy and should be aware that poor sportsmanship will jeopardize their team's future participation.
- Team captains should notify the Intramural Sports Coordinator whenever their team must default a game/match as soon as possible. Teams have a minimum of two hours prior to a scheduled game/match to notify their absence - failure to do so within the two hour time limit will result in a forfeit.
- Team captains are responsible for notifying their team members of all schedule games: date(s), location, and time(s). It is the captain's responsibility to have their team ready to play as scheduled.
- In case of severe weather or any other emergency situation, team captains must check the Intramural Sports Social Media sites two hours prior to their scheduled game time in order to find out if game/match will be cancelled or rescheduled.

Free Agents

Free Agents are individuals that are not members of a team but would like to join one. Individuals wanting to be picked up by a team should open an account through WWW.IMLeagues.com and sign up as a free agent as soon as entries become available. Team Captains in need of additional participants are strongly encouraged to utilize the Free Agent List. We strongly encourage Free Agents to attend the Captain's Meeting and league Games to have the opportunity to get picked up by a team.

Please remember there is no guarantee that a free agent will be picked up by a team.

Participant Awards

For award purposes, Intramural Champion t-shirts will be awarded only to individuals listed on the roster that participated or checked-in at least one regular league game. If you are absent the day the t-shirts are awarded, make sure to present your USC Aiken Student ID to the Intramural Sports Director to redeem your Intramural Champion t-shirt.

Eligibility for Playoffs

- In order to be eligible for playoffs in team sports, a participant must have checked in with the Intramural Sports Supervisor in at least one regular league game with the team they represent.
- A team that wins a regular league game by default or Forfeit may count all participants on their roster as if they played that regular game.
- Teams can keep adding participant(s) until last regular season game, but no new participants may be added during playoffs.

Forfeits and Defaults

- A forfeit occurs when a team fails to have the required number of participants present (5 minutes after scheduled game time). Consult individual sport rules for the minimum number of participants required to begin play. A team which forfeits a game will get a "D" (1.0) in sportsmanship rating. The score on a forfeit will be subject to the sport specific penalty.
- A double forfeit is declared when both teams fail to have the required number of participants present (5 minutes after scheduled game time). The score on a double forfeit will be subject to the sport specific penalty.
- Two forfeits from a team will result in the team being dropped from league or tournament play; during leagues, teams with two forfeits are ineligible for playoffs.
- Default occurs when a team notifies the Intramural Coordinator in advance that they will not show up for a scheduled game/match. Teams have to notify us through email by 4pm on game day with team name, league and schedule time of game. Failure to do so will result in a forfeit, instead of a default. Defaults may not be rescheduled. A team which defaults a game will get a "C" (2.0) in sportsmanship rating. The score on a default will be subject to the sport specific penalty. No points will be given for a default.

Re-entry Fee

For ALL unannounced forfeits, a re-entry fee of \$25 must be submitted before the team or any member of that team is eligible to compete. The fee must be submitted by 5pm of the next scheduled game day for that team or the game will be marked down as a 2nd unannounced forfeit, resulting in disqualification. Checks may be made out to the USC Aiken Student Life Office-intramurals.

Reschedules & Special Game Situations

In team sports, a regular league game contest may be rescheduled, *but there is no guarantee*. The Intramural Sports Supervisor/Coordinator will decide to cancel or reschedule a game due to severe weather or any other emergency situations.

Special Game Situations during Games:

1. Flag Football & Soccer – All games stopped in the first half due to severe weather or any other emergency situations will result in a tie for both teams. Games stopped at half time or afterward will be considered official games and the score will stand as is.
2. Softball – All games stopped prior to the end of the third inning due to severe weather or any other emergency situations will result in a tie for both teams. Games stopped after the completion of three innings or when the home team is leading after the visiting team has batted in the top of the third will be ruled an official game and the score will stand as is.

Other Game Situations - Any other game situation not mention in Intramural Policy will be decided by the Intramural Supervisor/Coordinator on site.

League Playoffs Structure

- League Playoffs will be determined by the overall record of each individual team and will be designed by the Intramural Coordinator. Playoff games will be held on a specified date and are mentioned in advance during Captain's Meetings. Playoff games will not be rescheduled unless severe weather or any other emergency situation has been called by the Student Life Office.
- If a team cannot make their scheduled playoff game, they must immediately notify the IM office.
- League play day and time will not be guaranteed during the playoffs.

Pool Play Format

The following rules will determine the order of finish after pool play:

1. WIN-LOSS RECORD
2. HIGHEST SCORE DIFFERENTIAL - Determined by taking total points favored minus total points allowed.
3. HEAD TO HEAD
 - a. When two (2) teams tie for a position:
 1. The team which defeated the other is ranked higher.
 - b. When three (3) teams tie for a position: If one of the teams is 2-0 in games against the other 2 teams, that team is ranked higher
4. Coin Toss

Tournament Structure

- Tournaments are usually run one day. If there is an unexpected event to occur that prevents the tournament to continue, then captains will be notified about the final outcome from the Intramural Coordinator.
- Teams are allowed to add or recruit participants that haven't played on another team any time before the 2nd round. There will be no adding or recruiting participant(s) after the 2nd round.

The Pacer Cup: All-Campus Championship

The Pacer Intramural Point System is used to award an all-campus team champion in the Men's and Women's, leagues. The Pacer Cup is divided into League and Tournament sports categories. A team accumulates points throughout the year through the following system:

League Sports: (Flag Football, 6v 6 Volleyball, Ultimate Frisbee, 5v5 Basketball, Softball and Outdoor Soccer)

Participation = 100 points
Regular season win = 25 points

First place: 80 points
Second Place: 40 Points

Sportsmanship: (all games played including the playoffs)

Average of 4 = 50 points
Average of 3.5-3.99 = 25 points
Average of 3.49-3.99 = 15 points
Average of 2.0-2.99 = 5 points
Average of < 2.0 = -25 points

Forfeits: Two forfeits eliminate that team from the league. All points gained during the season in that particular sport are lost. When one forfeit occurs a team will lose 25% of their points for that sport.

Team Tournament Sports:

Participation = 50 points
Win = 10 points

First place: 50 points
Second place: 25 points

Individual Tournament Sports:

Participation = 5 points
Win = 5 points

First place: 25 points
Second place: 15 points

A maximum of 5 singles participants can be applied to one team.

To receive points for the all-campus championship, teams must inform the Intramural Sports Staff at time of registration that you want your participation to be added to the all-campus point system. Teams will not be allowed to receive points for their team after a tournament has been completed if they did not ask to accumulate their tournament points during registration. A permanent plaque/trophy will be presented to the Pacer Cup Champions at the conclusion of the academic year (the team with the highest point total for the year). The plaque will be on permanent display in the Student Activities Center. A team must participate in at least four (4) Intramural Sports per semester to be eligible for the All Campus Championship Trophy.

Student Employment Opportunities

Interested in becoming an Intramural Sports Official? Prior officiating and/or playing experience is preferred, however, it is not required. We offer two training clinics (one in the classroom and one on the fields) for each sport, to equip you with knowledge of the basic rules of the sport in question as well as how to apply them. The Intramural Sports Program is always in need of quality student officials. Student officials are an integral component of a well-rounded, successful program. If you are interested in becoming an official or any other position of employment offered through the Intramural Program, email us at rossp@usca.edu.

Rec Check

The Intramural Sports Program offers various types of sporting item for check out or rent. More information about how to check or rent equipment can be obtained by calling the Student Involvement Office at 641-3436.

Questions/Comments

We welcome any comments, suggestions or concerns you might have. Feedback from our participants is necessary in making the Intramurals Sports Program better able to serve you. Please refer any comments, concerns or questions regarding Intramural Sports to the Assistant Director of Student Life- Recreational Sports at (803) 641-3782 or through email at rossp@usca.edu.



Student Life and Services

UNIVERSITY OF SOUTH CAROLINA AIKEN

Student Activities Center
471 University Parkway
Aiken, SC 29801
Office: (803) 641-3782
Email: RossP@usca.edu