Intramural Sports
NCAA Bracket Challenge

Equipment

1. At the Student Recreation Center we will have a table set up with brackets and a drop box. We will also provide pens for you to fill out the brackets.

Rules

1. Round one → 1 point per correctly chosen winner
2. Round two → 2 points per correctly chosen winner
3. Round three → 4 points per correctly chosen winner
4. Round four → 8 points per correctly chosen winner
5. Final Four → 12 points per correctly chosen winner
6. Championship → 22 points per correctly chosen winner

Brackets must be turned in the drop box at the Student Recreation Center by March 18th

Tiebreaker

Breakdown to break tie is as follows:

1. Tiebreaker will be the best guess of the final score of the NCAA Championship Game.
2. The person that is closest by the fewest combined points wins.
3. The person closer to the winning team’s score will be the winner.
4. The person with the most correct guesses from the first round of the NCAA Tournament will be declared the winner.
5. A coin flip will determine the winner.

Sportsmanship

1. Sportsmanship is an important part of intramural sports. Teams receive sportsmanship ratings at the conclusion of each game on a scale of 1 to 5 with 5 as an excellent rating. Teams must average a 3.0 during the regular season to qualify for the playoffs.
2. Teams are responsible for keeping their spectators under control. Misconduct of spectators and players may result in ejection and/or forfeiture of the game. Spectators must remain in the out-of-play areas. Only players are permitted in the playing area.
3. Any player who uses foul language, violently protests a call, or curses an official or supervisor, will be removed from the game and will automatically be suspended from his/her team’s next game. Any player who touches an official or supervisor will be placed on suspension from all Intramural activities for a minimum period of one calendar year from the time of the incident.
4. If at any time a team has 2 players or spectators ejected from the game, the offending team will immediately forfeit the game.

5. Teams shall assist in removing trash and equipment from their game area at the conclusion of their game, if the area is determined to be not picked up by the team, the team will face a deduction of sportsmanship rating.

6. Officials and supervisors are college students employed by Campus Recreation to provide a service to the participants of Intramural Sports. Officials are employed regardless of experience to fulfill a need for a large number of officials to cover all the games being played. Officials undergo clinics and evaluations to help them to constantly improve in their abilities. Supervisors are trained to handle conflicts that occur during games and are there to answer questions that participants may have regarding Intramurals. The supervisors can be identified by the IM polo they will be wearing. IM supervisors are veteran officials or trained tournament personnel who have complete authority to make decisions regarding problems or special situations. Supervisors have been selected for their knowledge of intramural sports regulations and rules, maturity, professionalism and a sincere interest in intramural sports.

5 - Excellent - Outstanding sportsmanship. Frequent compliments to officials and/or opponents. No verbal warnings. No instances of excessive physical contact. Captain is in full control of players.

4 - Good - Players kept positive attitude during most of the game. Emotions were kept under control. Limited complaints or disagreements with officials calls. No instances of excessive physical contact. Verbal warning may have been given.

3 - Average - Few instances of negative comments towards opponents and/or officials. Few instances of excessive physical contact. Captain has minimal control over players. Several verbal warnings and no more than three yellow cards given to a team. Teams receiving three yellow cards can receive no higher than a "3" rating.

2 - Poor - Direct confrontation(s) with officials and/or are trash talking with opponents. Captain has no control over teammates. Excessive physical contact, 2 or more yellow cards, or one red card. Teams receiving 2 or more yellow cards or a red card can receive no higher than a "2" rating.

1 - Extremely Poor - Total disregard for authority of officials (including verbal or physical threats). Fights w/ or threats towards opposing team. Multiple red cards. Teams with multiple red cards can receive only a "1" rating.