PARTICIPATING WARNING
There are inherent risks of mental and physical injury while participating in the Intramural Sports Program. Our goal is to reduce or eliminate as many risks as reasonably possible to provide a safe and fun program. This does not mean that injuries will not happen. We ask for your full cooperation in following instructions regarding proper conduct, proper use of equipment and facilities, and adherence to the rules of each sport as established by the Intramural Sports Program. Participants are responsible for the cost of any injury; therefore, you are encouraged and recommended to have adequate health insurance.

Eligibility Requirements
1. Current USU students, faculty and staff, spouses of students/faculty/staff who have purchased membership to the ARC.
2. Players must bring a valid physical ID to EVERY game
3. NO ID = NO PLAY, NO EXCEPTIONS!

The Game & Field
1. Boards will be placed 27 feet apart in a straight line
2. Game Length: a team that scores (or exceeds) 21 points before their opponent or has the best score after 30 minutes of play will be declared the winner. Games may be shortened due to time constraints or weather at staff’s discretion
3. If a team gets forfeited on, they will automatically receive the win and a score of 21-0

Equipment
1. Each team is provided the boards & bags for play

Gameplay
1. Teams consist of two players standing at opposite boards facing each other
2. Each team plays with 4 bags. Teams must use the bags provided by Intramural Sports
3. Opponents at the same board alternate tosses
4. Round is scored after all 8 bags have been thrown
5. The last team to score receives “honors” meaning they are the first to throw the next round
6. Bags cannot “bounce” on the ground and then land on the board
Scoring

1. A bag that lands and stays on the board counts as 1 point
2. A bag that lands or slides completely through the hole counts as 3 points
3. The score at the end of each round is the difference of the points scored by each team during that round or “cancellation scoring”
4. A team will receive 3 points for any bag pushed through the hole by an opponent’s toss
5. Any bags that touch the ground or are tossed out of turn do not count
6. If a bag that was settled on the board is knocked off of the board, it does not count

Penalties

1. Foot fouls: no player throwing the bag may step past the front of the board on their side
   a. This is considered a foot foul and any points scored will not be counted
   b. Opponents may call foot fouls and they must be honored
   c. All disputes will be settled by the staff member on site and their ruling is final
2. Players may not distract or deceive opponents. They will be given one warning by staff. If a second offense occurs the game will be terminated and the offending team will forfeit regardless of the score
3. The staff member on site will be the final authority on all disputes and matters involving play

Injured Player(s) Policy

If someone on your team becomes injured, please contact the Intramural Program staff at intramurals@usu.edu or 435-797-8388 24 hours before your next scheduled game to inquire about replacing the injured player on your team. A Doctor or Athletic Trainers note may be required. Intramural Sports Program staff has the authority to determine if an injured player will be allowed a substitute. There are limitations when it comes to who can substitute during tournament play. If someone becomes injured during the tournament, an eligible participant may play in their place. Once the injured individual becomes approved to play again, that substitute is then removed from the team roster.

Sportsmanship Rating System

The sportsmanship rating system is intended to be an objective scale by which teams’ attitudes and behaviors can be assessed. Behavior before, during, and after a contest is included in each rating. Each team captain is responsible for educating ALL players and spectators affiliated with his/her team about the system. Teams must maintain a 3.0 average in order to qualify for tournament play. Teams must also receive AT LEAST a 3.0 in order to advance in tournament play. The Intramural Staff will determine the score for the teams after each intramural contest. The Intramural Staff reserves the right to review and/or change any sportsmanship rating given. Captains inquiring about their team’s sportsmanship rating can do so in a few ways:

- Contacting the Coordinator of Competitive Sports or Graduate Assistant of Competitive Sports by emailing intramurals@usu.edu the next day
- Asking the Supervisor at a break in the game that is currently being played
- Checking online in the “Rankings” area of FusionIM

<table>
<thead>
<tr>
<th>Sport Code</th>
<th>Description</th>
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<tbody>
<tr>
<td>4.0</td>
<td>Team members cooperate with and demonstrate good sportsmanship toward members of opposing teams, spectators, and ALL campus recreation staff. Team manager exhibits control over his/her team and spectators, converses reasonably and rationally with officials about rule interpretations, and cooperates by providing any information requested by any intramural staff member.</td>
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<td>3.0</td>
<td>Team members verbally complain about some of the decisions made by the officials and/or show minor dissensions, which may or may not merit an unsportsmanlike conduct penalty. Teams receiving one unsportsmanlike conduct penalty will receive no higher than this rating. A team defaults the contest, meaning they contact the Intramural Sports office before noon on the day they are scheduled to play to let them know they will not attend.</td>
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<tr>
<td>2.0</td>
<td>Team shows verbal dissent toward officials and/or the opposing team throughout the game, which may or may not result in an unsportsmanlike conduct penalty. There may be one player who consistently question calls in a rude behavior or speak negatively towards the opposing team throughout the game. A penalty may not be enforced as no one instance may warrant that, but the overall behavior may award the team this rating in sportsmanship. Team captain exhibits minor control over team/spectators, but is in control of himself/herself. Teams receiving more than one unsportsmanlike conduct penalties will receive no higher than this rating. Team is unable to produce a team at game time resulting in a forfeit.</td>
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<tr>
<td>1.0</td>
<td>Team continually dissents the officials and/or opposing team from the court/sidelines. There may not be an unsportsmanlike penalty enforced as no one scenario may mandate that, but if multiple players exhibit rude or negative behavior toward the staff or the opposing team, they will be awarded this rating. Team manager exhibits little or no control over team/spectators or himself/herself. Teams that have a player ejected will receive no higher than this rating. The team captain will be required to meet with a Competitive Sports Administrator</td>
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<tr>
<td>0</td>
<td>Team is completely uncooperative; manager has no control over team/spectators/self. Teams play with ineligible participants or withhold any information requested. Damage or destruction of any Campus Recreation facility/equipment. At least one player ejection or causing a contest to be forfeited by any reason than not having enough players will receive this rating. Any threatening behavior (verbal/nonverbal) towards any player, spectator, or campus recreation employee. The team captain will be required to meet with a Competitive Sports Administrator</td>
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</table>

Teams that receive a sportsmanship rating lower than a 3.0 during any Tournament contest will automatically be disqualified from the tournament.

For full details and our entire Intramural Sports Program Manual, please visit https://www.usu.edu/campusrec/intramural_sports/homepage_intramural

Everything is at the discretion of the Coordinator of Competitive Sports and/or Graduate Assistant of Competitive Sports. If you have any questions, contact them at intramurals@usu.edu or 435-797-8388