

University of Minnesota Morris Digital Well

University of Minnesota Morris Digital Well

UMN Morris Founding Documents Project

UMM Archives

1966

UMM Intramural Sports Handbook, 1966-67

University of Minnesota Morris

Follow this and additional works at: https://digitalcommons.morris.umn.edu/founding_docs

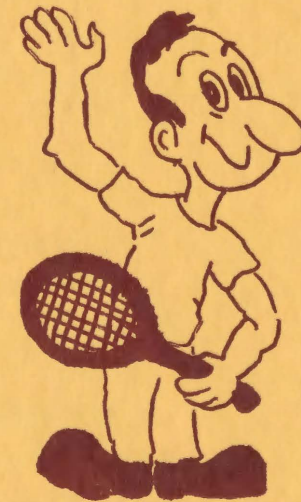
Recommended Citation

University of Minnesota Morris, "UMM Intramural Sports Handbook, 1966-67" (1966). *UMN Morris Founding Documents Project*. 24.

https://digitalcommons.morris.umn.edu/founding_docs/24

This Document is brought to you for free and open access by the UMM Archives at University of Minnesota Morris Digital Well. It has been accepted for inclusion in UMN Morris Founding Documents Project by an authorized administrator of University of Minnesota Morris Digital Well. For more information, please contact skulann@morris.umn.edu.

UMM
INTRAMURAL SPORTS
HANDBOOK



1966 - 67

UNIVERSITY OF MINNESOTA, MORRIS

TABLE OF CONTENTS

| | |
|---|----|
| I. Intramural Staff | 2 |
| II. The UMM Intramural Program | 3 |
| III. The UMM Intramural Council | 3 |
| IV. Objectives of the UMM Intramural Staff & Council... | 4 |
| V. Duties of Team Managers | 4 |
| VI. Intramural Eligibility | 5 |
| VII. Equipment | 6 |
| VIII. Postponements - | 7 |
| IX. Forfeits | 7 |
| X: Protests | 7 |
| XI. Injuries | 8 |
| XII. Team Point System | 8 |
| XIII. Individual Point System | 9 |
| XIV. Awards | 9 |
| XV. Teams | 10 |
| XVI. Rules and Regulations | 10 |
| XVII. Intramural Sports Calendar | 11 |
| XVIII. Team Point Results | 11 |
| XIX. Top Twenty Point Winners | 12 |

INTRAMURAL STAFF

| | |
|--|-------------------|
| Director | Noel Olson |
| Student Director | Dennis Rassmussen |
| Assistant Student Director | Steve Sundby |
| Assistant Student Director | James Heikes |
| Week End Recreation Director | Ron Goff |
| Assistant Student Director for Dormitory Activity..... | John Hellie |
| Secretary | Jan Fredlund |
| Intramural Office Telephone Number | 589-2211, Ext. 57 |

THE UMM INTRAMURAL PROGRAM

The Intramural Program at the University of Minnesota, Morris, is designed to promote active participation in a variety of sports by all male students. It further hopes to foster the development of a high level of sportsmanship, increased physical fitness and an appreciation of the world of athletics. All students and faculty are encouraged to take part in the program whenever possible.

All intramural teams will be established by the director and council in a player draft of the freshman class. Once a student has been placed on a team he remains with that team until he graduates unless he is involved in a player trade with the consent of the intramural council. Participants need not be highly skilled in the various activities. In order for an intramural program to be successful a high percentage of the student body should participate.

It is hoped that the Intramural Program at UMM, through the individual athletic activities and team games of a vigorous and non-vigorous nature, is sufficiently diversified to interest every student. In addition to a healthy recreational extra-curricular activity, there should be a great deal of carry over value after the student has left school.

So why not become one of our active participants? We think you'll enjoy it!

THE UMM INTRAMURAL COUNCIL

The Intramural Council shall be organized in the fall of the year. Membership of the council shall include the following:

1. One team manager from each unit of competition.
2. Student Intramural Director and Assistants.
3. Director of Intramurals.

The council shall elect a president, vice-president, and secretary from the student membership. Intramural Council meetings shall be conducted by the Director of Intramurals according to Robert's Rules of Order. Meetings will be once a month on the second Thursday and any other time the director feels it is necessary.

The duties of the Intramural Council will include ruling on eligibility and forfeits, helping to plan the year's program, and working on any other details of the program which may need their attention. The student director and the director of intra-

murals will be non-voting members of the council. Player trades must be approved by unanimous consent of the council. November 15th will be the deadline for all player trades.

OBJECTIVES OF THE UMM INTRAMURAL STAFF & COUNCIL

1. To promote the development of a broad recreational program which will meet the demands and fill the needs of the students.
2. To seek the highest level of sportsmanship, cooperation, self-discipline, and friendly competition.
3. To seek the unit of competition which will best promote the program.
4. To see that all league schedules and tournaments are set up, posted, and run off with efficiency.
5. To give each team manager the opportunity to develop leadership qualities.
6. To provide all rules and regulations for smooth operation of the program.
7. To provide co-recreation activities if desired.

DUTIES OF TEAM MANAGERS

1. Enter your team in the desired sports before the closing date.
2. Notify team members regarding the place, date, and time of contest and see that all are ready to play at the scheduled time.
3. Complete all arrangements for postponed games.
4. Study the playing rules of each game and particularly the eligibility rules governing intramural play.
5. Write very clearly or print on the regulation score card the first and last names of all players participating in each game. Notify the scorer of any change to be made in the line-up.
6. Submit all protests or disputes in writing to the Intramural Council within 48 hours after the contest action.
7. Arrange practice sessions for his team.
8. See that his team does not forfeit.

9. See that everyone that shows up for a scheduled contest gets a chance to participate.
10. Attend all meetings of the Intramural Council.

INTRAMURAL ELIGIBILITY

The basic purpose of the following eligibility rules is to provide an equitable intramural program for UMM students. They are not specifically designed with the intent to "expose" and punish violators. It is hoped this negative procedure will be unnecessary.

The rules have been drawn up to serve as a guide to enjoyable participation. The SPIRIT of the rules is extremely important. To apply a positive approach it is essential for every participant to abide by these rules and to enlist the support of all other members of his team. The net result will be a better intramural program for all students. Remember—a team which violates the rules and wins, realistically hasn't won at all.

All regularly enrolled students as well as the faculty are eligible to compete in intramural athletics except as provided hereafter:

1. All students who have been suspended from the UMM shall not be eligible to compete in intramurals during the time of suspension.
2. Each team shall submit a roster to the Intramural Director prior to the first game of each sport season. Any player whose name is not on the roster at this time will not be eligible to compete in the sport being played. A trade which has been approved by the council would be the only exception to this rule.
3. No player's name can appear on more than one team roster. In order to be on the Fraternity teams the decision must be made by October 15th.
4. A player whose name appears on a given roster may not transfer to another team in that sport after November 15th, except by special approval of the Intramural Council.
5. Any player using an assumed name shall be barred from intramurals for the remainder of the year.
6. The manager of the team or a representative must be present at all Intramural Council Meetings in order for a team to be officially registered.

7. Any player who is guilty of unsportsmanlike conduct may be declared ineligible to compete in intramural sports by ruling of the Intramural Council. This action will require a two-thirds majority of members present.
8. All students must receive written permission to participate from the University nurse or physician and must be in good health on the dates of participation.
9. A student who has received a varsity award from any senior college or university shall not be eligible to compete in intramurals in that particular sport. An exception to this would be junior college athletes or other transfers who can not make the varsity teams at UMM.
10. Any student who has played varsity athletics at any senior college or university and did not letter shall not be eligible to compete in that particular sport until one year has elapsed.
11. A student who was a member of the varsity or junior varsity squad, after the first regularly scheduled game or meet has been played, shall not be eligible to participate in intramurals in the corresponding sports during the same season. A roster will be submitted to the intramural department by the athletic coaches of all varsity and junior varsity squad members.
12. A student barred from varsity athletics because of professionalism shall be barred from intramurals in the sport in which he became professional.
13. The Intramural Council reserves the right to put into immediate effect any new rule regarding intramural sports, but before doing so they will properly inform teams of the change.

EQUIPMENT

Individual students and campus organizations may secure and use intramural athletic equipment without charge except for breakage or loss. The equipment may be obtained from the attendant at the equipment room in the basement of the gym. Identification must be furnished through a fee statement or other reliable sources. All materials must be returned immediately upon request of the Intramural Office. Equipment consists of footballs, basketballs, softballs, baseballs, volleyballs, handballs, squash, racquets and balls, horseshoes, table tennis paddles and balls, catcher's equipment, field hockey goal guard pads, archery tackle, paddle balls, and bicycles.

POSTPONEMENTS

1. If necessary, intramural contests may be postponed, but such postponements should be made with the Intramural Office at least twenty-four hours in advance of the time originally scheduled.
2. This postponement must have the unanimous agreement of both managers and the Intramural Director. Such postponed games must be played before the regular league schedule is completed, and preferably before the next round of play has begun.
3. In elimination tournaments, postponed contests must be played in time that the delay will not slow up the entire tournament.

FORFEITS

1. If a team or contestant fails to appear at the appointed place within ten minutes after the scheduled time for a contest, the official in charge may, at his own discretion, declare the contest forfeited to the team or contestant ready to play.
2. A team shall forfeit any contest in which it uses an ineligible player or one who participates under an assumed name. The ineligible player is barred for the remainder of the season.
3. A forfeit results in loss of 10 entrance team points for the particular sport involved each time.
4. Any team which forfeits three scheduled contests will be dropped from intramural competition in that sport and lose the participation-achievement team points it had gained.

PROTESTS

1. **GENERAL**—All protests, except eligibility protests, must be made in writing and presented to the Intramural Office within forty-eight hours after the contest in question.
 - a. Protests based solely on a decision which involves accuracy of judgement on the part of the official shall not be considered.
 - b. Protests based on the misinterpretation of a playing rule will be received. For example: Failure of an official to apply the proper penalty for violation of the rules is protestable.
2. **ELIGIBILITY**—Eligibility protests should be called to the

attention of the Intramural Office before the team concerned has played another game.

INJURIES

All injuries incurred in the UMM Intramural Program or Recreational Program should be reported to the person in charge. If no one is on duty it should be reported to the director at Telephone 589-2756. The University is not responsible for injuries incurred when at intramural or recreational activities, but whenever feasible they will treat the injury in the UMM training room.

TEAM POINT SYSTEM

1. Intramural activities included in the annual organization championship are divided into three areas, league, meets and tournaments. The point system for each is as follows: (the minimum number of participants necessary for receiving entrance points is indicated in parenthesis after each activity that requires a team.)
2. League: Touch or flag football (9) basketball (5) softball (9) volleyball (6). Fifty entrance points, 100 achievement points. 20, 15, 10, 5 place points for first 4 teams if there is a play-off.
3. Meets: Swimming, track and field, wrestling, tennis (4), golf (4) 20 entrance points-achievement points are awarded to the top four teams on a 40-30-20-10 basis.
4. Open Tournaments: Archery, badminton, table tennis, free throw contest, football field day. These sports will not offer any team points, but participants will receive individual points as outlined below.
5. Achievement points are determined by dividing the number of points awarded by the number of games or matches won by the winning organization, thus obtaining a value for each contest won.
6. For example, should team A in the flag football championship by virtue of winning eight games and without forfeiting a game they would receive 50 points for entering a team, 100 points for winning the championship, making a total of 150 points. If they also win the playoff they will receive a bonus of 20 points. To determine the value of each game won by all the other teams in the competition, eight is divided into 100 giving the value of 12.5 points per game. Thus, if team B finished this season in fifth place with a record of

five wins, one forfeit, and two losses, they would receive 40 entrance (50-100) for one forfeit; 62.5 achievement points (5x12.5). Their total for flag football would be 102.5 points.

7. An organization may enter as many teams in a sport as the league or tournament regulations for the sport permits. However, points will be given only to the team finishing the sport with the best record. On occasions certain sports will have a "B" league and points will be established for them at that time.
8. Forfeit Points. For each contest any team or individual representing an organization forfeits, TEN POINTS, will be deducted from the entrance points given to that organization for that sport. When a team enters more than one team in a given sport, forfeit points for all teams will be deducted from the entrance points of the team with the best record.
9. Ten points will be deducted from the total points received by an organization at the end of the year for each managers meeting the organization fails to send a representative.
10. A cumulative record of points earned in each sport by each organization is kept on charts in the Intramural Office. Champion is announced at the end of the Spring Quarter.

INDIVIDUAL POINT SYSTEM

1. Individual participation points are awarded as follows:
 - a. 2 points to each participant playing in a winning contest.
 - b. 1 point to each participant playing in a losing contest.
 - c. Bonus points are awarded for the number of points in a meet or tournament. These will be established before each activity.
2. A record of each individual's participation will be kept in the Intramural Office by his manager. At the end of the year, the 20 individuals with the highest totals will be given recognition for their outstanding participation.

AWARDS

1. TEAM AWARDS—The intramural department will award an appropriate trophy or plaque to the team with the greatest number of points throughout the year. Each team that wins a particular sports activity will receive publicity in the campus and local newspaper.
2. INDIVIDUAL AWARDS—Members of the championship team for the entire year will receive an appropriate trophy

or medal to indicate their membership on the team. In addition an individual award system is being planned for future use which will include yearly awards for each year of school. These awards can be earned by accumulating a certain amount of individual points.

3. SPECIAL AWARDS—

A. **Best Manager Award**—An award to the manager in the opinion of the staff and officials has accomplished the best job with the personnel and organizational problems with which he started the years intramural competition. The following factors will be considered in making the selection:

1. The number of sports in which his team participated during the school year.
2. The number of forfeits by his team and individuals during the year.
3. His cooperation with officials.
4. The sportsmanship exhibited by his team during the year.

The entire award system is subject to change since the program is so new it is felt that the Intramural Council should study all possibilities this year and then arrive at a definite plan.

TEAMS

There will be eight permanent teams established and once you are assigned to a team you will remain with that team throughout your stay at UMM. Each year the team managers will draft players from the freshmen class to add to their carry-over roster. The team rosters will be posted by Monday of the second week of classes each year. The fraternities will be allowed to have teams of their own if desired.

The following names have been chosen as team names:

- | | |
|------------|------------|
| 1. Bears | 5. Giants |
| 2. Vikings | 6. Browns |
| 3. Rams | 7. Packers |
| 4. Eagles | 8. Lions |

Faculty may organize teams for any activity they desire on a no point basis.

RULES AND REGULATIONS

All rules and regulations for each activity will be posted on the intramural board in the gymnasium. Each team manager will also be furnished with copies of all rules and regulations. Anything not covered by the rules will be referred to the Intramural Council.

**INTRAMURAL SPORTS CALENDAR
1966 - 67**

| Activity | Fall Entries Close | Starting Date |
|---------------------------|-----------------------|------------------------------------|
| Touch Football League | Oct. 3 | Oct. 5 |
| Bowling | Oct. 10 | Oct. 13 |
| Co-Recreation | | Oct. 11 (every 2nd & 4th Tues.) |
| Place Kicking Contest | Oct. 14 | Oct. 14 |
| Basketball League | Nov. 14 | Nov. 16 (Jamboree) |
| Table Tennis Tournament | Oct. 17 | Oct. 18 |
| Cross Country Run | Oct. 28 | Nov. 1 |
| Winter | | |
| Badminton Tournament | Jan. 9 | Jan. 11 |
| Table Tennis Playoff | Cont'd from fall | Jan. 19 |
| Basketball League | Cont'd from fall | Jan. 4 |
| Free Throw Contest | Feb. 3 | Feb. 3 |
| Swimming Meet | Feb. 27 | Mar. 1 |
| Volleyball League | Feb. 23 | Feb. 27 |
| Spring | | |
| Volleyball League | Cont'd from winter | Mar. 27 |
| Slo-Pitch Softball League | Apr. 17 | Apr. 19 |
| Golf League | Apr. 17 | Apr. 19 |
| Archery Tournament | May 4 | May 4 |
| Tennis Tournament | May 5 | May 5 |
| Golf Tournament | May 6 | May 6 |

**TEAM POINT RESULTS
1965 - 66**

| | Flag Football | Basketball | Volleyball | Swimming | Bowling | Softball | Total |
|---------------|------------------|------------|------------|----------|---------|----------|-------|
| Packers | 150 | 75 | 150 | | 111 | 124 | 610 |
| Lions | 137½ | 135 | -14 | | 89 | 48 | 395 |
| Rams | 112½ | 125 | 33 | 10 | 94 | 30 | 404 |
| Greeks | 90 | 100 | 116 | 16 | 150 | 150 | 622 |
| Eagles | 90 | 135 | 22 | | 131 | 83 | 461 |
| Vikings | 55 | 142½ | -40 | | | 121 | 278½ |
| Browns | 35 | 75 | 12 | | | -20 | 102 |
| Bears | 55 | 170 | -22 | | | 48 | 295 |
| Giants | 10 | 100 | -14 | | | -20 | 76 |
| Faculty | no team | 50 | 74 | | 125 | | 258 |

TEAM STANDING — TOTAL POINT FINAL

| Team | Points |
|------------------|---------------|
| 1. Greeks | 622 |
| 2. Packers | 610 |
| 3. Eagles | 461 |
| 4. Rams | 404 |
| 5. Lions | 395 |
| 6. Bears | 295 |
| 7. Vikings | 278½ |
| 8. Faculty | 258 |
| 9. Browns | 102 |
| 10. Giants | 76 |

MANAGER OF THE YEAR: Robert Retrum

INTRAMURAL PROGRAM — UMM

Top Twenty Point Winners 1965-1966

| | | |
|---------------------------|---------|-----|
| 1. William Frame | Packers | 77 |
| 2. Larry Hansing | Greeks | 70 |
| 3. Jerry Stigman | Packers | 65½ |
| 4. Ron Goff | Eagles | 62½ |
| 5. Wally Svor | Vikings | 61½ |
| 6. James Darr | Packers | 59½ |
| 7. Allen Zahn | Packers | 59½ |
| 8. Mike Katzenmeyer | Rams | 58½ |
| 9. James Klug | Packers | 58 |
| 10. John Fricke | Lions | 55 |
| 11. Harry Friedman | Faculty | 54 |
| 12. Ron Kaess | Rams | 54 |
| 13. Phil Sorenson | Greeks | 48 |
| 14. Paul Tangen | Eagles | 46 |
| 15. Jim Ford | Bears | 45½ |
| 16. Ron Peterson | Vikings | 43 |
| 17. David Lohman | Packers | 42½ |
| 18. Curt Larson | Greeks | 42 |
| 19. Scot Nelson | Eagles | 42 |
| 20. Dennis Winter | Eagles | 41½ |