

# Lamar University Handbook of Intramural Sports



<http://dept.lamar.edu/recsports/intramurals.asp>

**2009 - 2010**

## Introduction

All faculty, staff and currently enrolled students have access to the recreational facilities and may participate in the wide variety of activities and sports that are offered. The Recreational Sports Office is responsible for organizing the activities, which are arranged into three different levels of involvement and competition.

The Recreational Sports Program offers the use of the University facilities for free-time recreation. Published schedule and reservations allow the students, faculty or staff member to exercise and enjoy competition with friends at a leisurely pace. Sports equipment is available to be checked out from the equipment checkout desk across from the climbing wall. Included in equipment are basketball, volleyball, badminton, billiards equipment etc. (for a detailed list visit our website at [dept.lamar.edu/recsports](http://dept.lamar.edu/recsports) and click on equipment rental on the quick links bar).

## Facility Usage and Reservation

All faculty, staff and currently enrolled students have full access to the recreational facility upon presentation of their Lamar I.D. given that membership/tuition fees are paid. Sports equipment is available to be checked out for overnight and weekends excursions or club activities.

Facilities available for free time recreation are Intramural fields, Fitness Center and Gym courts. (Availability of facilities may be altered for varsity athletic events, intramurals or special programs.)

Facilities may be reserved for special activities by completing the University Facility Form (F3.33) and signing an indemnity form.

## Intramural Sports Activities

**The Intramural Sports program** provides an opportunity to participate in supervised, competitive sports between groups for men, women, and co-rec teams within the University community. Fraternities, sororities, student organizations and independents may compete in the All-Sports Division. Persons not involved in varsity athletics are given further opportunity to develop skills learned at the high school level. The winner of the All-Sports receives the All-Sports Championship Plaque. T-shirts are awarded to members of the winning teams and/or winning individual for each sport.

## Who May Participate

All faculty, staff and currently enrolled students of the Lamar University Beaumont and Lamar Institute of Technology Campuses have full access to the recreational facilities and intramurals offered by the program.

### Signing up a team/individual

Signing up yourself or a team requires a representative to fill out the entry form completely and pay the entry fee. These must be done before a team or individual can participate. Entry forms are available at the Information Desk upon entering the Sheila Umphrey Recreational Sports Center and online at our website. A team representative or individual must complete the proper forms and turn them in before the deadline to the Information Desk. Entries received after the sign-up meeting, are late entrants. Late entrants will be kept on file and included in schedules at the discretion of the Intramurals Sports Office. There is no guarantee that late entrants will be included in a schedule.

### Other required forms

**Captains and an individual participant must make sure that everyone one participating, whether a team, a dual or individual sport, must complete the Proof of Insurance and Risk of Liability Forms. These are required before any participant is allowed to participate.**

### Entry and forfeit fees

The following fees will be charged to compete in Intramural Sports:  
For All-Sport teams a one-time fee of \$50, which will cover all sports for a semester, for team sports, there is a \$25.00 per team entry, free (non-refundable) and for individual sports, there is a \$5.00 per individual entry fee (non-refundable) payable at Cashier's Window in the Wimberly Building.

*Turn in receipt to the information desk inside the Sheila Umphrey Recreational Sport Center by the rule meeting date for the particular sport.*

\* Once a team pays the \$50.00 entry fee, that fee allows their team to play all team sports for one semester without paying extra entry fees as long as the captain, whose name the team is registered under, is the same person.

\* If a team forfeits a game, the team must pay a forfeit fee of \$10.00 during business hours before the next scheduled game to be eligible to continue play. Two forfeits will automatically eliminate team/participant from further play.

### Mandatory meetings

We encourage all players from teams to attend the rule meetings. It is mandatory that at least one team player/captain and individual participants attend the rule meetings. **No team or participant will be allowed to participate without having a team representative or the participant at the meeting.** If a team representative/individual participant cannot attend a meeting due to class conflicts or emergency, the Intramural office must be notified no later than one week before meeting. If Intramural Sports is not notified and a team member or the participant does not attend the meeting, the following penalties will be imposed:  
Team sport - Charge a \$10 fee and loss of first game. However, team rep. must still come in and talk with an Intramural official about the rules and policies. All of these must be completed before a team can begin play.  
Individual sport – Charge a \$5 fee, five (5) point disadvantages on first game (or comparable disadvantage depending on the sport) and participant must come and talk with an Intramural official about the rules and policies. All of these must be completed before a participant can begin play.

All participants are reminded that they must meet requirements of Lamar Student Handbook to be eligible to participate in intramural events.

**Extramurals** are off campus tournaments or events where Lamar University Intramural Champions or All-Star teams are sent to compete. The teams sent are expected to have excellent conduct and be responsible during their time away while representing Lamar University. **All participants sent for Extramurals must have a 2.0 grade point average to travel, must not be from a playoff team that had a 0.0 sportsmanship grade, must have conducted satisfactory sportsmanship during the season and playoffs and meet the requirements of the tournament they will be competing in.**

### Liability and Injuries

Participation in the Lamar University Intramural Program is voluntary. **Participants assume the risk for any harm or injuries caused by negligence or an intentional act.** It is required that each individual have insurance prior to participating in current Intramural activities.

The Intramural Office cannot assume responsibility for injuries that occur during practice or for participation in any scheduled activity. In the event an injury occurs, the injured person will be referred to the Health Center and an accident reported will be given to the Intramural Director.

### Rules and Regulations

#### Organization

##### I. INTRAMURAL ADVISORY COMMITTEE

A. The committee will consist of members appointed by the Director of Recreational Sports.

##### B. Duties

1. Furnish leadership in the program as part of the administrative body.
2. Assist in promoting the Intramural Program to students, faculty, staff and administration.
3. Review and make recommendations to the Intramural Director on program, policy and rule changes.
4. Aid in evaluating equipment and facility needs for future programs expansion.

##### II. PROTEST COMMITTEES

A. The protest committee will consist of an equal number of team managers from each division.

1. The Intramural Director will appoint the committee prior to the beginning play of each semester.
2. The protest Committee will serve as needed for the remainder of that semester.

##### B. Duties:

1. Hear and make decisions on protests of rule interpretations and eligibility.
2. Advise the Director on probationary cases that might arise from unsportsmanlike conduct.

##### III. TEAM MANAGERS

(Athletic representatives, coaches, etc.)

A. The team manager is the organizational head of the athletic activities of the fraternity, sorority, or club that is competing for all-sports trophy.

##### B. Duties:

1. Maintain an accurate and up-to-date eligibility list with the Intramural Office.
2. Assign team captains to organize and coach the teams representing the organization.
3. See that all participants complete their liability and insurance forms.
4. See that everyone affiliated with an organization has an opportunity to participate.
5. Responsible for all rules and regulations published herein or otherwise announced, and/or transferring this information to the captains and participants.
6. Maintain good sportsmanship

7. See that a competent replacement is assigned the manager's duties if the job cannot be completed for this full school year.

IV. TEAM CAPTAIN'S DUTIES

- A. Organize and coach the team of a particular sport for an organization, in many cases that will be the team manager.
- B. Maintain a line of communication with the Intramural Office.
- C. Submit a roster of the team members before the entry closing date for the up-coming sport
- D. See that all participants complete their liability and insurance forms.
- E. Be informed of the game rules governing play of the sports.

V. DIVISION ORGANIZATION

- A. Organize and coach the team of a particular sport for an organization, in many cases that will be the team manager.
  - 1. Membership is not denied to anyone based on race, nationality or religion.
  - 2. The membership is not under disciplinary penalty prohibiting participation.
  - 3. The organization wishing to compete for the all-sport trophy files eligibility with the Intramural Office before the first contest of the semester.
  - 4. The organization has chosen a team manager to be responsible for its team throughout each semester.

B. Group Affiliation/All-Sports

**1. Each All-Sports team will submit an organization roster.**

**a. Roster will be limited to a specified number at the beginning of the semester.**

**b. Only listed members from the roster are allowed to participate for an organization for the rest of the semester.**

2. A participant must be affiliated with the organization for which he/she is competing.

- a. **Clubs and Organizations – must be registered with the Student Organization Department.**

The participant must be a bona fide member of the organization as determined by the constitution, bylaws or charter of that organization.

- b. **Fraternities and Sororities –**

The participant must be a member according to the constitution of the fraternity or sorority.

1. Pledges who have participated for another organization during the school year must be approved for transfer to the fraternity or sorority roster before they are eligible to play.

**2. An active member must be initiated, active, and the name must appear on the current Inter-Fraternity Council or Panhellenic rolls before competition.**

- C. Those not affiliated with an organization may compete in the Independent Division.
- D. Any organization, if it so chooses may compete in the Independent Division.
- F. Co-Rec Intramurals – is offered for anyone wishing to organize a co-rec team regardless of other affiliations.

### Eligibility

I. Any LU-Beaumont faculty member, staff member or currently enrolled student may participate in the Intramural Programs

II. TEAM REPRESENTATION

A. All organizations wishing to participate in the all-sports competition are required to submit an eligibility list of participating members at the beginning of each semester.

- 1. The list shall constitute official list certifying each member as an eligible participant under the rules and regulations of the Intramural Handbook.
- 2. A player may not participate in competition that is not on the list before the first game of the season.

**3. A person may compete for only one all-sports organization during the school year**

- 4. Pledges who have participated in an organization may transfer to the fraternity or sorority team upon notification of the Intramural Office between sports.  
Independent Division teams must use only players that appear on the first game roster.

III. ATHLETIC EXPERIENCE

**A. Varsity Letterman: A student who has received a varsity letter from recognized senior college shall be ineligible to compete in that sport or associated sports for a period of two years.**

**B. Squad Members: A student whose name appears on the official intercollegiate eligibility list, who received aid (not including BEOG Grants) from a junior college or university athletic team, or practiced with the team shall be ineligible to compete in that sport if associated sports for a period of one year from the end of the semester in which they last participated.**

### C. Professional Athletes:

**A professional athlete is an individual who has received pay for playing a sport and may not participate in that sport or associated sport.**

#### D. Associated sports are:

1. Football – Flag Football
2. Basketball – Free throws or 3 on 3 basketball
3. Baseball – Softball
4. Track – cross country
5. Swimming
6. Soccer – Indoor Soccer

#### E. Club or Interschool Teams

1. A team, which represents Lamar University in club or interschool competition, may not participate as a team in that sport.
2. An Intramural team is limited to two clubs or interschool player in the same or associated sport.

## Infractions

### I. FRAUDULENT ACTS

- A. The use of an assumed name in any manner shall constitute a violation.
- B. A player may be disqualified from Intramurals for the balance of his University career and the team for which he played will be dropped from further competition in that sport if a fraudulent name is used.

### II. PROTESTS

- A. Protests must be made on the field of play directly at the time of the occurrence.
- B. A written explanation of eligibility protest must be submitted to the Intramural Office within 24 hours of the protest. If it occurs over a weekend, the written protest must be turned in on Monday.
- C. The question of the eligibility of a player must be brought up just prior to the contest with the official and opponent notified of the protest. No protest on eligibility will be heard anytime after the contest begins.
- D. All players must be prepared to present their Validated Lamar or LIT I.D. at the game site. **If a player cannot present their validated I.D. at this time, they will not be allowed to participate until the participant can present it**
- E. In resolving a rules interpretation, the game shall be replayed from the point of the protest.
- F. Protests may be resolved by the Director or appealed to a Protest committee, by either party.

## Cancellations

### I. DEFAULTS

- A. If it becomes impossible for a team to play a scheduled contest and if a team manager notifies the Intramural Offices 24 hours in advance, the game will be scored as a loss by default.
- B. A loss by default does not include a loss of All-Sports points.
- C. The Intramural Director shall rule on the validity of reasons for default and shall deduct All-Sports points for invalid excuses.

### II. FORFEITS

- A. Team or individuals not ready to play within two minutes after the scheduled time will lose by forfeit.
- B. A team may begin a contest with fewer players than the allowed number. Check the rulebook for a particular sport for that number.
- C. Any team that forfeits two games will be disqualified from further competition in that sport.
- D. If it is necessary to eliminate teams for a playoff series or tournament, forfeits will be the first criterion used then Sportsmanship grade.

## Sportsmanship

### I. PROPER CONDUCT

- A. If the stated purpose of the Intramural program at Lamar is to be valid, then the guidelines for proper conduct should be emphasized.
- B. In order to encourage proper conduct during the games, officials and supervisors shall make decisions on warning, penalizing, or ejecting persons or teams for poor sportsmanship. These decisions are final.
- C. A team is responsible for the action of individual members of the team.
- D. The conduct of players and spectators before and after the game is as important as the conduct during the game, and organizations will be held for conduct at that time as well as during the game.
- E. Poor Sportsmanship:  
Evidence of poor sportsmanship is:
  1. Profanity

2. Striking or shoving an opponent or official will result in immediate suspension from Intramurals for one calendar year.
3. Arguing with officials concerning decisions (the team captain without penalty)
4. Derogatory and abusive remarks toward an opponent or an official.
5. Any action with the intent of which is to physically injure an opponent.

## II. PENALTIES

- A. Ejection from Intramural contests is automatic upon any participant's exhibition of poor sportsmanship
- B. Anyone ejected from a game will be placed on Intramural probation for the remainder of the semester.
- C. Ejection from a second game will result in suspension from the Intramural program for the remainder of the semester.
- D. Intramural Probation will be the decision of the Intramural Director after hearing the circumstances and listening to the advice of the protest committee for that sport.
- E. The above are minimum penalties.
  1. Unsportsmanlike conduct subjected but not limited to:
    - Abusing/ Damaging Intramural equipment
      - 1 game suspension and charge for damaged equipment
    - Using profanity towards the officials and/or staff
      - 2 game suspension
    - Verbally threatening Intramural staff
      - Season suspension from Intramurals
    - Striking/Choking/Biting an opponent, official, and/or Intramural staff
      - One calendar year suspension from Intramurals

## III. SPORTSMANSHIP RATING SYSTEM

- A. In an effort to promote good sportsmanship, a rating scale will be used.
- B. The rating scale is as follows: After each Intramural contest, a team will be rated on a grading scale A, B, C, D & F with "F" representing poor sportsmanship, and "A" representing excellent sportsmanship. **A team must have a "C" (2.5) average through the regular season to qualify to post-season competition.**
- C. This system will help in our effort to promote a positive experience for all intramural participants who consistently display superior sportsmanship characteristics.
- D. Grading breakdown
  - **A (Excellent)** - given to a team which demonstrates good sportsmanship and maintains an excellent attitude of complete cooperation. Full and complete support of the officials.
  - **B (Above Average)** - given to a team when there is no incident of poor sportsmanship. Respect shown for opponents and officials.
  - **C (Average)** - given to a team when unsportsmanlike conduct is not present in the game except for rare minor infractions. Poor behavior limited to individual/s, not to the entire team.
  - **D (Below Average)** - given to a team if players, other than the captain, persist in questioning officials' decisions; and/or they repeatedly argue with the officials. For frequent use of profane or vulgar language. If spectators, clearly related to the team, fail to cooperate with the officials and the team is not supportive of the officials' efforts.
  - **F (Poor)** - given to a team when a player is ejected and the team does not assist the officials in removing the player from the area. Players disregard warning of unnecessary roughness, unsportsmanlike conduct, abusive language or action, etc. The team refuses to attempt to control their fans after a request to do so from the IM supervisor.
  - A team that defaults will receive a **C**.
  - A team that forfeits will receive a **D**.

### QUALIFYING FOR PLAYOFFS

- A team must have a cumulative **2.5** rating average in order to be eligible for the playoffs.

- A team must have at least a **2.0** rating for each game in the playoffs to advance to the next round. Teams receiving a **2.0** or less are required to meet with the IM Director prior to the next contest.

- Any team that receives a **0.0** in a playoff game will be disqualified from that playoff tournament and the team and players will be suspended from all Intramural & Extramural events for a period of time to be determined by the IM Director. The nature and severity of the incident will be taken into account.

In case of ties and it is necessary to eliminate teams for a playoff series or tournament, the following tie-breaker format will be used:

- 1) Forfeits
- 2) Sportsmanship Ratings
- 3) Head/Head
- 4) Point Differential.

#### IV. INTRAMURAL STAFF PARTICIPATION POLICY

A Participation within recreational activities is an essential key to the development of an individual's physical and mental well-being. Participation relieves undue amounts of fatigue, stress, and everyday concerns by the very physical involvement within a particular activity. Preventing the staff of the Recreational Sports department from participating in activities that strive to reach goals of physical and mental well-being would be a direct opposition to those values.

F. The following guidelines have been established to help the staff member fulfill their responsibilities to the department, and also to help the department fulfill its responsibilities to participants:

1. Intramural staff will be allowed to take a leadership role on a team. Staff is encouraged to assist in the organization and development of teams, but a **staff person is not allowed to be the spokesman or lead person (aka team captain) who deals with conflicts, rules clarifications, confrontations with officials, or supervisors, or any other aspects of a given sport or activity.** Staff is expected to comment and react in a positive manner for the Intramural Sports Program.
  - a. A single warning will be given to a staff violating the above participation statement. The staff member must do the following – relinquish leadership role to a fellow team member.
  - b. A second violation will result in the following:
    1. Immediate suspension from participation in the sport or activity.
    2. Possible dismissal after conference a with Director of Rec Sports at a hearing for the second violation.

#### Awards

I. Champion tshirts will be given to the:

- A. University Champions in the major team sports and individual sports.
- B. Individual University Champions in the major meets for each event (limit one person).
- C. University Championship teams and University Champion in the major tournaments.

II. All-SportsTrophies:

- A. Individual All-Sports champion tshirts will be awarded to each member whose names appears on both Fall & Spring rosters for winning the All-Sports Competition .
- B. The winning team's name and the year the team won will be on the All-Sports Trophy, which will be on display in the Sheila Umphrey Recreational Sports Facility.

# All-Sports Standings 2008 - 2009

<b>Total Fall 2008 - Spring 2009 All Sports Points</b>			
Team Name	Fall 08	Spring 09	Total
1) Hardcore	615	511	1126
2) (REC)ers	335	214	549
3) B.A.M.F's	298	0	298
4) Zeta Tau Alpha	200	105	305
5) Alpha Omega Epsilon	100	0	100
6) Alpha Delta Pi	0	-25	-25

<b>Total Fall 2008 - Spring 2009 All Sports Points</b>			
Team Name	Fall 08	Spring 09	Total
1) Kappa Alpha Order	724	914	1638
2) Pi Kappa Alpha	574	883	1457
3) Friends of India	336	322	658
4) Indian Athletes	288	222	510
5) Alpha Tau Omega	151	380	531
6) Sigma Phi Delta	130	35	165
7) Sigma Phi Epsilon	58	0	58

# All-Sports Point System

Must compete in the first two sports offered in the semester and must compete in at least 60% of sports offered of that semester

## Team Sports

<i>1<sup>st</sup> All University</i>	+ 30
<i>2<sup>nd</sup> All University</i>	+ 10
<i>Points per Victory</i>	+ 10 + 5 (4 on 4 Flag Football & Dodgeball)
<i>Participation</i>	+ 20
<i>Sportsmanship</i>	A = + 30 B = + 20 C = + 10 D = - 10 F = - 20
<i>Teams Captain's Meeting</i> (Team Captain must be present)	+ 10 For all meetings attended pertaining to that sport
<i>Missed Meeting</i>	- 5 and default loss of first game or handicap as described on entry form info sheet

## Individual Sports

<i>1<sup>st</sup> All University</i>	+ 10
<i>2<sup>nd</sup> All University</i>	+ 5
<i>Points per Victory</i>	+ 2 (Singles) + 4 (Doubles)
<i>Participants</i>	Singles: + 5 x's number participating (max 4 participants) Doubles: + 10 x's number participating (max 2 doubles teams)

## Late

<i>Forfeits</i>	- 10 per team game missed - 5 per individual/dual forfeit
<i>Late registration</i>	- 20 (includes: late entry and 1 <sup>st</sup> game default if able to be put into league/tournament)

# All-University Champions 2008-2009

## Fall 2008

<b>Sport</b>	<b>Men</b>	<b>Women</b>	<b>Co-Rec</b>
<b>8Ball Tournament</b>	Alpha Tau Omega – Robert Gonzales	B.A.M.F's – Fallon Scroggs	-----
<b>7on7 Flag football</b>	Them Apples	(REC)ers	(REC)ers
<b>Racquetball(Singles)</b>	David Mosely	Hardcore – Tara Travino	-----
<b>Racquetball(Doubles)</b>	David Mosely / Matt Chisholm	-----	-----
<b>8on8 Cricket</b>	Spartens	Hardcore	-----
<b>Badminton(Singles)</b>	Tula Antan Kumar	Hirwa Pandya	-----
<b>Badminton(Doubles)</b>	Tula Anjan Kumar/ Paul Bernazzani	Hirwa Pandya & Arline	-----
<b>6 on 6 Volleyball</b>	Kappa Alpha Order	Hardcore	Spartens
<b>Football Skills</b>	Pi Kappa Alpha	The B.A.M.F's	-----
Pass	Kappa Alpha Order – Abe Barrera	The B.A.M.F's – Kayla Smith	-----
Punt	Pi Kappa Alpha – Jake Heinz	Hardcore – Dana Guy	-----
FG Kick	Pi Kappa Alpha – Jake Heinz	Hardcore – Tara Trevino	-----
Obstacle Course	Kappa Alpha Order – Justin Senkyrik	The B.A.M.F's – Emily Pacetti	-----
<b>Swim Meet</b>	Sigma Phi Delta	Hardcore	Screams Awesome
200 Yard Medley Relay	Sigma Phi Delta	-----	Screams Awesome
50 Yard Backstroke	Jorge Jimenez	Hardcore-Dana Guy	Screams Awesome
50 Yard Free	Jorge Jimenez	Leika Aguinaldo	Screams Awesome
50 Yard Breaststroke	Sigma Phi Delta - Vewiser Turner	Hardcore-Dana Guy	Screams Awesome
200 Yard Free	Jorge Jimenez	-----	Screams Awesome
100 Yard Individual Medley	Josh Shiach	-----	Screams Awesome
1 Meter Diving	Kappa Alpha Order – Bill Travis	-----	-----
200 Yard Free Relay	Sigma Phi Delta	-----	-----
<b>Weightlifting</b>	Kappa Alpha Order	-----	-----
Weight Class 91 - 105	-----	Haley Addison	-----
Weight Class 133-148	Team Napalm-Nathan Minshew	-----	-----
Weight Class 149-162	Kappa Alpha Order – Keith Skiles	-----	-----
Weight Class 163-178	Kappa Alpha Order-Ricky Ironside	-----	-----
Weight Class 179-194	Kappa Alpha Order – Bill Travis	-----	-----
Weight Class 195-224	Kappa Alpha Order- Brian Pearson	-----	-----
Weight Class 225 +	Pi Kappa Alpha – Matt Riley	-----	-----

# Spring 2009

Sprt	Mtn	Wmen	CoRec
5on5Basketball	Gs	Unrated	(RE)Cas
Tennis-Singles	Friends of Inde- Bushan Joshi	Hrdcoe-Christine Felix	_____
Tennis-Doubles	Phi Kappa Alpha Dan Simpson/ Shelby Ganger	Hrdcoe Tara Trevino/Dana Guy	(Tara Trevino/Nikhil Adkar)
8on8Gidat	Furious 8	Hrdcoe	_____
9Bill Ptd	Friends of Inde-Pavan Parikh	Hirva Paraje	_____
Floor Hockey	Kappa Alpha Octa	Hrdcoe	_____
Air Hockey	Phi Kappa Alpha-Austin Pidenore	Hrdcoe-Tara Trevino	_____
Table Tennis-Singles	Friends of Inde- Bushan Joshi	(RE)Cas- Aline Pugliesi	_____
Table Tennis-Doubles	Friends of Inde Bushan Joshi/ Deep Eui & Bushan Joshi/ Shubhanshu Saxena	(RE)Cas Aline Pugliesi/Marcy Bungal	Mita Leon Jason Harrington/ Aline Pugliesi
Basketball Skills	2Ball Kappa Alpha Octa-Isaac Diaz/Bill Travis 3Pirt Phi Kappa Alpha-Mike Otiz Free Throw Joshua Jackson Bill handling Kappa Alpha Octa-Isaac Diaz	(RE)Cas- Share Warren/ Shurtavia Moore Hrdcoe- Tara Trevino Hi Nguyen Unrated-Ashley Washington	Joshua Jackson/Share Warren _____
Chess	Gresh Subhsvany	_____	_____
Regball	Alpha Tau Omega	_____	_____
Indoor Soccer	Vanos Loco	Hrdcoe	Les Tigres
Dodgeball	_____	_____	(RE)Cas

## Summer I 2009

Sprt	Mn	Wmen	Co-Rec
8Bill Pool	Pavan Paikh	_____	_____
9Bill Pool	Anil Mhindake	_____	_____
Air Hockey	Bhazari Madas	Mrcy Bngel	_____
4on4 Flag Football	The Decepticons	_____	_____
3on3 Basketball	Da Con Squad	_____	Billetdics
Vii Bowling	Muthi Verla	Shardé' Water	_____

## Summer II 2009

Sprt	Mn	Wmen	Co-Rec
8on8 Gidget	Skull	_____	_____
Chess	Tejas Bratt	_____	_____
Carom Singles	Mirchar Palle	_____	_____
2on2 Football	Arkit Iyer, Jain Lad & Jason Lambert	_____	Kuckles of Fury Lalitha Mandavilli / Jason Harrington
Badminton Singles	Dileep Eluri	Shrutavia More	

# Intramural Track & Field Records

## Men's Division

<u>Event/Record Holder</u>	<u>Record</u>	<u>Year</u>
<b>LONG JUMP</b> Nathan Jackson	23' 5 ¾"	1989
<b>SHOT PUT</b> Melvin Dews	55'	2003
<b>HIGH JUMP</b> Ren Rice	6' 9"	1985
<b>DISCUS</b> Melvin Dews	148' 6"	2003
<b>SOFTBALL THROW</b> James Devault	350' 10"	1984
<b>100 METER DASH</b> Joshua Travis	10.10.28	2003
<b>200 METER DASH</b> Daniel Stagg	21.7	1983
<b>400 METER DASH</b> Kurt Phoenix Ren Rice	50.0 50.0	1977 1983
<b>800 METER DASH</b> Randy Allbritton	1:57.9	1981
<b>MILE RUN</b> Paul Falgout	4:30.3	1984
<b>2 MILE RUN</b> Paul Falgout	10:13.3	1984
<b>110 INTERMEDIATE HURDLES</b> Jajuan Ross	13.2	2007
<b>400 METER RELAY</b> Jets (Greely, McDaniel, White, Henson)	42.7	1987
<b>1600 METER RELAY</b> The Team (Henson, Patterson, Moore, Shavers)	3:24.1	1988
<b>CROSS-COUNTRY</b> Will Lindgen	12:27	1989

## Women's Division

<u>Event/Record Holder</u>	<u>Record</u>	<u>Year</u>
<b>440 RELAY</b> The Question (Samuel, Smith, Brooks, Prater)	52.7	1988
<b>110 METER LOW HURDLES</b> Vicki Adkins	19.1	1978
<b>100 METER DASH</b> Kim Pradia	13.21	2003
<b>200 METER DASH</b> Vicki Briones	26.8	1980
<b>880 YARD RUN</b> Boi Lan Van Chau	2:51.4	1986
<b>880 YARD RELAY</b> The Dream Team (Ross, Hay, Spriggins, Dorsey)	1:54.0	1988
<b>HIGH JUMP</b> Lisa Furlow	4' 10"	1980
<b>LONG JUMP</b> Connie Mack	17' 5"	1987
<b>SHOT PUT</b> Peggy Adams	29' 2 1/2"	1978
<b>SOFTBALL THROW</b> Connie Mack	246' 0"	1987

# Intramural Swim Meet Records

## WOMEN

<u>Event/Record Holder</u>	<u>Record</u>	<u>Year</u>
<b>50 YARD FREE</b> Leika Aguinaldo (Hardcore)	57.59	2009
<b>50 YARD BACKSTROKE</b> Dana Guy (Hardcore)	39.44	2009
<b>50 YARD BREASTSTROKE</b> Dana Guy (Hardcore)	53.18	2009

## CO-REC

<u>Event/Record Holder</u>	<u>Record</u>	<u>Year</u>
<b>200 YARD MEDLEY RELAY</b> Screams Awesome (Beaudry, Guy, Jimenez, Gattis)	2:30.37	2009
<b>200 YARD FREE RELAY</b> Screams Awesome (Gattis, Beaudry, Guy, Jimenez)	2:11.06	2009

## MEN

<u>Event/Record Holder</u>	<u>Record</u>	<u>Year</u>
<b>200 YARD MEDLEY RELAY</b> Barracudas (Bergersen, Lansing, Cole Osborn)	1:52.3	1984
<b>200 YARD FREE STYLE</b> David Cole (Barracudas)	1:58.3	1985
<b>50 YARD FREE STYLE</b> Khalid Al-Rayes	23.6	1991
<b>100 YARD MEDLEY</b> Jon Fleener (Sigma Phi Epsilon)	59.0	2001
<b>1 METER DIVING</b> Jon Fleener (Sigma Phi Epsilon)	24	2001
<b>50 YARD BACK STROKE</b> Gary Gardner (Phi Delta Theta)	27.9	1983
<b>50 YARD BREAST STROKE</b> Mike Lansing (Barracudas)	29.7	1984
<b>200 YARD FREE STYLE RELAY</b> Pi Kappa Alpha (Davis, Fischer, Luke, Brantley)	1:39.6	1984
Barracudas (Bergerson, Cole, Ewy, Osborn)	1:39.6	1985

# Intramural Weightlifting Tournament Records

<u>WOMEN</u>	<u>NAME</u>	<u>WEIGHT LIFTED</u>	<u>YEAR</u>
90-UNDER	<i>Vacant</i>		
91-105	Haley Addison	220	2008
106-120	Tymple Cody	360	1991
121-135	Pamela Spencer	360	1988
135-149	Caron Holt	570	1989
150-164	Jeanne Conde	370	1990
164-OVER	Vanessa Lewis	580	1990

<u>MEN</u>	<u>NAME</u>	<u>WEIGHT LIFTED</u>	<u>YEAR</u>
132-UNDER	Jeff Ayers	725	1988
133-148	Jason Jenkerson	765	2002
149-162	Paul Hantrakul	835	2002
163-178	John Read	905	2007
179-194	Rodney Caveness	1040	1988
195-224	Dan Kroesch	1215	1988
225-ABOVE	Derrick Clark	1395	1991