

Intramural Sports Pyramid Program

Introduction

The Intramural Sports Pyramid Program is a self-run league. Beginning placements on the pyramid will be done by the rankings from the previous semester's tournament for each sport.

The Pyramid Program offers a great opportunity to play people on a regular basis, but individual's schedules can make this difficult. The Pyramid offers a flexible alternative that allows you and your opponent to choose the match time assuming a court is available. This is a single-participant format league. Each individual will only be eligible for one division. Women may sign up for men's play. It's easy to get started.

Getting Started

1. Go to the Information Desk or email (intramurals@lamar.edu) and submit your name, email and which sport's pyramid program you are interested.
2. Then get the pyramid list from the website <http://dept.lamar.edu/recsports/Pyramid.asp> and email one of the other players either on that row or the row above you and challenge them to a pyramid match.
 - a. If they cannot propose a time to play within a two week timeframe, switch places with them (if they are above or ahead of you) making a note of it on a scores sheet which can be picked up from the Information Desk or downloaded from our website at the above mentioned link. Return completed score sheet to the Information Desk.
4. Contact someone else again on that row or the row above or below it.
5. Then schedule your match by calling to reserve a court if available at (409) 880-2306.

Any abusive or unsportsmanlike email shall be sent to Intramurals for review which will result in disciplinary action.

Results will be posted on the Rec Sports Website under the Pyramid Program's page.

Pyramid Rules and Procedures

- It is best to reserve the court for a specific date and time once a challenge is confirmed.
- Rankings increase as you move to the left and up the pyramid. A participant may challenge anyone on their level or one level above them.
- Participants initiate their own challenges. Positions are exchanged if the challenger wins the match.
- An official challenge is one only communicated by email. On site challenges will not count.
- It is the challenger's duty to obtain the score sheet and fill in information prior to match.
- The winner of the match must fill in the scores and both participants must sign it. Then winner returns score sheet to information desk immediately after the match.
- Participants do not have to accept more than one match a week.
- Same players may not have a rematch immediately following their match. Each must play another opponent before their rematch given that both players are within the same challenge zone.
- A player who cannot accept a valid challenge or propose a new time within the two week time frame, regardless of reason, must switch places with the challenger.
- If you do not play a match within 1 month, your name will be moved down to the bottom row again and all names moved up one space.
- If you do not play a match within two months, your name will be removed altogether.
- If you no longer are able to play, Please notify Intramural sports by email and we will remove your name from the board and move everyone up a position.
- All standard Intramural rules shall be used should there be any conflicts.