



## The Hoosier Grail Intramural Sports Points System

Supported by the Recreational Sports Fraternity Council & Indiana University Campus Recreational Sports

### Description

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The purpose of the Hoosier Grail is to provide exercise, recreation, competition, and fun to all participants in a relaxed yet structured environment. The Hoosier Grail enhances the recreational experience for fraternities that choose to participate in a wide variety of intramural activities. The aim of the Hoosier Grail is to spawn competitive rivalries among fraternities and encourage participation in intramural sports. Sports will be divided into four categories: major sports, minor sports, tournament sports, and special events. The number of points awarded to a team or individual will be dependent upon (but is not limited to) the classification of the activity, performance in the activity, forfeits, sportsmanship, and attendance at meetings. Points for the Hoosier Grail will be awarded based on a fraternity's participation and performance. The overall champion will be selected based on the amount of points accumulated throughout the academic year.

### General Guidelines

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Teams must adhere to the following guidelines to be eligible to accumulate points:

- ❖ Fraternities wishing to compete in the Hoosier Grail must be registered members of the Recreational Sports Fraternity Council in good standing with the University, Campus Recreational Sports, and the Council itself.
- ❖ All points will be cumulated only for activities in the Fall and Spring semesters of an academic year.
- ❖ All team names must include a part of their fraternity in the name (Ex: Sig Ep 1, DU A, Pi Kapps All-Stars, etc).
- ❖ Co-ed teams and members participating in individual sports do not need to include a part of the fraternity in their name. Delegates do, however, need to notify the Executive Secretary if they have members participating on a co-ed team. Delegates should also notify the Secretary if they have members participating in individual/dual sports or special events.
- ❖ In order for a Fraternity to earn credit for a registered co-ed team, 75% of the males on the team must be members of the Fraternity.
- ❖ A fraternity may enter more than one team per sport (Ex: Sigma Chi may enter teams Sigma Chi A, Sigma Chi B, and Sigma Chi C in a sport); however, only two teams per sport league will count toward that chapter's points.
- ❖ All participants on the team must be eligible members of the fraternity that they are representing in order for the team to receive points.

### Points Overview

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The point structure is based on the idea that the team is more important than the individual. Ideally, the victors will be the organizations that are best able to make use of their team members in a friendly, encouraging, and stimulating environment.

Fraternities may earn points for any of the following:

## **Major Sports**

### Competitive League

- ❖ Registration Points: a fraternity may earn points for the first two teams it registers in a sport. 25 points for the first team and 20 points for the second team. Any team registered beyond the second team will not earn any points.
- ❖ Group Position Points: a fraternity may earn points for each team that finishes in the top half of the group. 25 points for a first place finish & 20 points for a second place finish.
- ❖ Playoff Round Points: a fraternity may earn points for advancing to the round of sixteen and beyond. 5 points for the round of sixteen, 10 points for the quarter-finals. 15 points for the semi-finals, and 20 points for the finals.
- ❖ Championship Points: a fraternity may earn points for each team that participates in the championship stage of a sport. The winner of the championship will earn 100 points and the runner-up will earn 60 points.

### Recreational League

- ❖ Registration Points: a fraternity may earn points for the first two teams it registers in a sport. 20 points for the first team and 15 points for the second team. Any team registered beyond the second team will not earn any points.

### Co-ed & Open Divisions

- ❖ Registration Points: a fraternity may earn points for the first two teams it registers in a sport. 35 points for the first team and 30 points for the second team. Any team registered beyond the second team will not earn any points.
- ❖ Group Position Points: a fraternity may earn points for each team that finishes in the top half of the group. 35 points for a first place finish and 30 points for a second place finish.
- ❖ Playoff Round Points: a fraternity may earn points for advancing to the round of 16 and beyond. 5 points for the round of 16, 10 points for the quarter-finals. 15 points for the semi-finals, and 20 points for the finals.
- ❖ Championship Points: a fraternity may earn points for each team that participates in the championship stage of a sport. The winner of the championship will earn 100 points and the runner-up will earn 70 points.
- ❖ Double Bonus: a fraternity may earn 50 bonus points if a team wins a championship in the men's league of a sport and 75% of the same participants of that men's team win a championship in the co-ed league of that same sport.

## **Minor Sports**

### Men's League

- ❖ Registration Points: a fraternity may earn points for the first two teams it registers in a sport. 20 points for the first team and 15 points for the second team. Any team registered beyond the second team will not earn any points.
- ❖ Group Position Points: a fraternity may earn points for each team that finishes in the top half of the group. 20 points for a first place finish and 15 points for a second place finish.
- ❖ Playoff Round Points: a fraternity may earn points for advancing to the round of sixteen and beyond. 3 points for the round of sixteen, 6 points for the quarter-finals, 9 points for the semi-finals, and 12 points for the finals.
- ❖ Championship Points: a fraternity may earn points for each team that participates in the championship stage of a sport.

The winner of the championship will earn 70 points and the runner-up will earn 40 points.

#### Co-ed & Open Divisions

- ❖ Registration Points: a fraternity may earn points for the first two teams it registers in a sport. 25 points for the first team and 20 points for the second team. Any team registered beyond the second team will not earn any points.
- ❖ Group Position Points: a fraternity may earn points for each team that finishes in the top half of the group. 25 points for a first place finish and 20 points for a second place finish.
- ❖ Playoff Round Points: a fraternity may earn points for advancing to the round of sixteen and beyond. 3 points for the round of sixteen, 6 points for the quarter-finals, 9 points for the semi-finals, and 12 points for the finals.
- ❖ Championship Points: a fraternity may earn points for each team that participates in the championship stage of a sport. The winner of the championship will earn 70 points and the runner-up will earn 45 points.
- ❖ Double Bonus: a fraternity may earn 40 bonus points if a team wins a championship in the men's league of a sport and 75% of the same participants on that men's team win a championship in the co-ed league of that same sport.

### **Tournament Sports**

#### Men's League

- ❖ Registration Points: a fraternity may earn points for the first two people/teams it registers in a sport. 15 points for the first person/team and 12 points for the second person/team. Any person/team registered beyond the second team will not earn any points.
- ❖ Group Position Points: a fraternity may earn points for each person/team that finishes in the top half of the group. 15 points for a first place finish & 12 points for a second place finish.
- ❖ Playoff Round Points: a fraternity may earn points for advancing to the round of sixteen and beyond. 4 points for the round of sixteen, 8 points for the quarter-finals, 12 points for the semi-finals, and 16 points for the finals.
- ❖ Championship Points: a fraternity may earn points for each person/team that participates in the championship stage of a sport. The winner of the championship will earn 50 points and the runner-up will earn 30 points.

#### Co-ed & Open Divisions

- ❖ Registration Points: a fraternity may earn points for the first two teams it registers in a sport. 20 points for the first team and 15 points for the second team. Any team registered beyond the second team will not earn any points.
- ❖ Group Position Points: a fraternity may earn points for each team that finishes in the top half of the group. 20 points for a first place finish & 15 points for a second place finish.
- ❖ Playoff Round Points: a fraternity may earn points for advancing to the round of sixteen and beyond. 4 points for the round of sixteen, 8 points for the quarter-finals, 12 points for semi-finals and 16 points for finals.
- ❖ Championship Points: a fraternity may earn points for each team that advances to the championship stage of a sport. The winner of the championship will earn 50 points and the runner-up will earn 35 points.
- ❖ Double Bonus: a fraternity may earn 30 bonus points if a team wins a championship in the men's league of a sport & 75% (50% for dual sports) of the same participants on the men's team win a championship in the co-ed league of that sport.

## **Special Events**

- ❖ Registration Points: a fraternity may earn points for the top two people/teams it registers in a Special Event. 10 points for the first person/team and 8 points for the second person/team. Any person/team registered beyond the second person/team will not earn any points.

## **Bonus Points**

- ❖ Perfect Sportsmanship: a fraternity may earn 25 bonus points (except for Individual/Dual sports and Special Events) for each team that has an overall Sportsmanship Rating of 2.5 at the end of each season.
- ❖ Perfect Attendance: a fraternity may earn 20 bonus points for a Delegate that attends every scheduled Rec Sports fraternity Council meeting throughout the academic year.
- ❖ Refer a Friend: a fraternity may earn 15 bonus points for referring an all-female team and getting the team to register and \*participate in an intramural sport.  
*\*Participation is defined as showing up and playing all scheduled matches. Any forfeit or 2 more defaults does not count as participation.*

## **Tie Breaker**

In the event of a tie in the overall point standings, the winning fraternity will be determined by the following:

1. Total number of championships won.
2. Overall average sportsmanship rating in all sports combined.
3. Total number of wins in all sports combined (including playoffs).

*Note:* Any team removed permanently from league play due to conduct related issues will forfeit all points accumulated within that sport; this decision will be made by the Honor Board of the Recreational Sports fraternity Council.

## **Point Deductions**

A fraternity may lose points for the following offenses:

- ❖ Forfeits: a fraternity may have 25 points deducted each time a team/person forfeits a match (or defaults for the second or more time).
- ❖ Default: a fraternity may have 10 points deducted each time a team/person defaults a match.
- ❖ Poor Sportsmanship: a fraternity may have 20 points deducted for each team that has an overall Sportsmanship Rating of less than 2.0 at the end of each season.
- ❖ Ejections: a fraternity may have 15 points deducted for each time a team has a \*participant ejected from a match during any intramural sport/event.  
*\*Players, spectators, coaches, and anyone associated with the fraternity are defined as participants.*
- ❖ Poor Attendance: a fraternity may have 5 points deducted for each unexcused absence for a Council meeting.

## **Appeals**

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In the case of a fraternity being deducted points, the fraternity will be afforded the opportunity to appeal the point deduction. The

fraternity will have 2 weeks from the date of being notified about the point deduction. The fraternity will have to submit a formal appeal letter to the Executive Board. An appeal hearing will be granted to the fraternity upon receiving the letter. The hearing will be conducted by the Honor Board, with the Rec Sports Fraternity Council Vice President presiding over the proceedings. The Honor Board shall vote on a fair and impartial decision. The Vice President shall not have an opinion or manipulate the decision of the Honor Board in a way, shape, or form. In the event of a tie in the voting, the President shall submit a vote to break the deadlock.

## **Rewards**

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The fraternity that wins the Hoosier Grail will receive the following rewards for their accomplishment:

- ❖ The fraternity will have their names engraved on the Hoosier Grail which will be displayed in both the Wildermuth Intramural Center and the Student Recreational Sports Center.
- ❖ The fraternity will be given a Championship Plaque for display within their organization signifying their accomplishment.
- ❖ A pizza party catered by Mother Bears Pizza.