

MIT INTRAMURALS

AIR PISTOL RULES

Eligibility

All team members must have a current DAPER membership and be either:

- A MIT undergrad or grad student who is registered for the semester
- A member of the Staff, Faculty, Instructors, Lecturers or Post Docs
- A member of MIT Alumni Club of Boston (MITCOB) who is registered with DAPER
- A spouse or partner of any eligible player who has an active DAPER membership

Varsity/Club Sport Eligibility

After gaining permission from their coach, members of MIT club or varsity teams may ONLY compete in the highest level league offered (ie B league if no A league is offered) in the same sport as their varsity/club sport. These members are eligible to participate in any B or C League as well as any A League of a sport different from their varsity or club. In the event that only 1 general league is offered for the IM sport, then varsity and club sport members are ineligible to compete in the same sport as their varsity/club sport.

IM participants may only compete on one team in each league per sport. Roster changes may be made up to the start of playoffs. During this time, players may join, quit, or switch teams. Once playoffs begin, rosters will be locked.

Cost

The cost is \$25 per person per semester (fall and spring), \$20 for IAP, to cover supplies. Payment can be made to the Intramural Office (W35-297).

Leagues

Here are basic descriptions of levels of skill and competition within each league. Leagues may be combined or split at manager's discretion. Champion t-shirts are awarded to A & B Leagues. See 'Number of Players' section for how many t-shirts will be awarded.

A League - Higher level of competition. Players may have played in high school or have a higher level of skill. Open to men and women with no male-to-female ratios.

B League - Intermediate level of competition. Players' main goal is to be active and have fun. Open to men and women with no male-to-female ratios.

C League - Lower level of competition. Typically players have little to no experience playing and are just looking to try a new sport. Open to men and women with no male-to-female ratios.

Co-Rec - An intermediate level league (approx B level competition) which has specific male-to-female ratios during play. See 'Number of Players' section for male-to-female ratios.

Sportsmanship

-Proper sportsmanship is expected of all teams at all times. Attire and/or behavior that implies, or contains; inappropriate, offensive, or vulgar themes, language, images, or symbols, is not permitted within DAPER facilities. Individuals found with inappropriate attire can be denied participation in DAPER sponsored programs and events. Staff decisions regarding attire policy enforcement are final. Refer to MIT's [Mind and Hand Book](#)'s section on [Harassment](#), [Freedom of Expression](#), and [Institute Expectations of Student Behavior and Integrity](#) for further elaboration of standards and expectations.

-The sport manager reserves the right to remove any player or team from the league without prior warning if there are any incidents of unacceptable sportsmanship.

-Any complaints should be reported to the manager immediately.

Forfeits

-If the minimum number of players are not present by game time, the other team has the option of calling a forfeit on that team OR waiting 10 minutes.

-If a team does not have the minimum number of players by 10 minutes past the scheduled game start, it counts as a forfeit.

-The penalties associated with a forfeit can be avoided by communicating to the sport manager and opposing captain that you will not be able to field a team. Further advance notice reduces the penalty, as it gives the manager a better opportunity to use that field/court time for other games:

- * More than 72 hour advance notice results in no penalty. We will try our best to reschedule the game but are limited by facility space. If the game cannot be rescheduled, it will not count towards your record.
- * 24 - 72 hour notice results in loss if game cannot be rescheduled (but no fine)
- * Less than 24 hour notice results in forfeit and fine

Fines

-Fines will be issued according to the IM Handbook Section XII. Refer to the handbook for more information.

-Failure of either team to commence play at game time will cause either or both of them to be charged with a forfeit and a corresponding fine.

- Failure to attend captain's meeting: \$15
- Forfeited Matches- First infraction: \$25. Second infraction: \$50 and disqualification from playoffs. Third infraction: \$75 and removal from league.
- Dropping out of league (once games have been scheduled): \$75

Injuries

-Most intramural games are played on campus within the Z Center facilities. If an injury occurs, the sport manager will respond according to procedures established for the range and the Z Center.

-Please report any injuries to the Intramural Office via the Injury Report Form (<http://bit.ly/1VwUyAD>)

Reporting Scores

Scores will be recorded by the sport manager and made publicly available on a google doc.

Number of Players

-MIT intramural teams are open to men and women, and there are no male-to-female ratios that need to be adhered. Some sports offer co-ed leagues, in which case there are male-to-female ratios that will be specified.

-All players must register on IMLeagues.com before playing in a game.

-Individual scores are tracked from week to week, but everyone must belong to a team first and foremost.

-A team of 1 is permitted, and a minimum of 3 players is needed to score a game as a team. If a team has more than 3, only the top 3 scores contribute to the team's score. If a team has less than 3, no handicap will be given, and the team score will be the sum of those shooters present. Regardless of players registered, a maximum of 4 champion t-shirts will be awarded per team.

-CoRec guidelines: n/a for air pistol.

Equipment

-All equipment (air pistols, pellets, targets) will be provided by MIT intramurals.

Pistol Range Regulations

-Each new member must attend both theoretical (short classroom session) and practical training. A variety of scheduling options are available.

-Range safety rules will be meticulously observed by all members.

-No cell phones or other digital devices are allowed on the range.

-Only closed-toe shoes are allowed on the range, i.e., no sandals or flip flops.

Game Play

-Matches last 40 minutes. The schedule provides the approximate start time for each match.

-Matches and practices take place on Thursday evenings from 7:30-9:30pm. Occasionally, there are practices on Sunday evenings at 7:30pm.

-Each shooter will take thirty (30) shots for record, i.e., 10 shots on each of 3 targets. If more than ten shots are placed on a target only the lowest ten will determine the score for that target. You will also be given practice targets and may place as many shots as you want on the practice targets.

-Shots that overlap more than one scoring zone shall be credited to the higher score.

-All participants are expected to stay and help score sheets from other members. Teams should not score their own sheets.

-All participants are expected to help re-set the range (clean up) afterwards.

-The Sport Manger will have the final say on all decisions and questions.