

University of Delaware
Intramural Sports
Participant Handbook



INTRAMURAL SPORTS PROGRAM MISSION STATEMENT

The Recreation and Intramural Program is provided for the University community as an alternative to intercollegiate competition. Competitive team and individual sports are offered to provide individuals with the benefits of organized competition: self-knowledge, social responsibility, challenge, commitment and leadership. Recreation and Intramural Programs is committed to the creation and maintenance of an environment in which all athletes are encouraged to reach their potential, and where challenge, competition and comradeship mutually exist.

CODE OF CONDUCT

Participants in intramural sports will conduct themselves in such a way as to foster an atmosphere of fair play and mutual respect. Fair play allows for striving to win, but not at all costs. Each participant will agree to play within the rules of the game. Mutual respect demands that every player, official, and spectator be treated with dignity and respect.

Page 2

INTRAMURAL STAFF

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TABLE OF CONTENTS

Registration Procedure	4
Divisions & Levels of Competition	6
Team Captains	7
Free Agents	7
Team Rosters	8
Eligibility Rule	9
Scheduling & Rescheduling	11
Defaults & Forfeits	12
Protest Procedure	13
Attire & Equipment	13
Ejections & Misconduct	14
Reinstatement & Appeals	15
Miscellaneous	16

REGISTRATION PROCEDURE

Online Registration & Payment

1. Information regarding dates of registration (opens and closes), entry fees, etc. for each sport is available on Intramural Sports web pages at the Intramural Sports Office.
<https://goo.gl/ZdgWvw>
2. For all activities, online registration will be available during the specific registration period for each sport. Registration opens at least two weeks prior to the registration deadline for most sports. There are Men's, Women's and Coed Leagues available for most sports.
3. Teams will be required to pay a team registration fee. The fees will be as low as possible. \$3-25 based on the number of players on the court. Teams will play three or four regular season games over a three or four week period and then there will be a post-season tournament for those teams that are still eligible. To be eligible of s a team must have paid the registration fee and either not forfeited or paid the "buy-back-in" fee. NO REFUNDS WILL BE ISSUED AFTER THE SCHEDULE IS CREATED
4. All intramural participants will be required to create an account on IMLeagues.com.

To create an IMLeagues account:

Page 4

Option 1

- Go to www.IMLeagues.com/schools/udel/Registration

OR

Option 2

- Go to www.IMLeagues.com and click Create Account
- Enter your information using your UD email address (@udel.edu, @admin.udel.edu, @math.udel.edu, @mail.eecis.udel.edu) and submit.
- You will be sent an activation email, click the link in the email to login and activate your IMLeagues account.
- You should be automatically joined to your school – If not you can search schools by clicking the “Schools” link

How to sign up for an intramural sport:

Option 1

- Log in to your IMLeagues.com account.
- Click the Create/Join Team button at the top right of your user homepage

OR

Option 2

- Click on the “University of Delaware” link to go to your school's homepage on IMLeagues.
- The current sports will be displayed, click on the sport you wish to join.
- Choose the league you wish to play in (Men's Blue, Men's Gold, Men's White, Women's Blue, Women's Gold, Women's White, Coed Blue, Coed Gold, Coed White) (Blue is our highest level of competition, Gold is our middle level and White is our purely recreational level.)
- Choose the division you'd like to play in. You can join the sport one of three ways:
 - a. Create a team (For team captains)
 - i. Captains can invite members to their team by clicking the “Invite Members” link on the team page. Any invited members must accept the invitation to be added to your team.
 - ii. If they've already registered on IMLeagues: search for their name, and invite them.
 - iii. If they haven't yet registered on IMLeagues: scroll down to the “Invite by Email Address” box, and input their email address.
 - b. Join a team
 - i. Use the Create/Join Team Button at top right of every page
 - ii. Accept a request from the captain to join his team
 - iii. Find the team and captain name on division/league page and requesting to join
 - iv. Go to the captain's player card page, view his team, and request to join
 - c. Join as a Free Agent
 - i. You can list yourself as a free agent in as many divisions within a league as you'd like. You will be visible to all members of the site and can request to join teams, or post information about yourself so teams can request to add you to their team.

DIVISIONS AND LEVELS OF COMPETITION

Divisions are offered for men's, women's, and co- recreational play for participants of different interests and skill levels. Leagues, tournaments, and events are organized to accommodate participants who desire a competitive atmosphere as well as those who desire a more social, recreational environment. Most team sports will be conducted in two separate leagues for Men's and Women's play in order to schedule competitions according to organizational and competitive interest.

Independent

Independent league teams may consist of any eligible student and faculty/staff personnel and do not require any organizational affiliation. Participants who are ineligible to compete in the Greek league may compete within this league.

The Independent league will include all **Co-Rec** leagues. These leagues will include teams made up of a combination of both male and female participants. Some Co-Rec activities have rule/regulations modifications that have been developed to provide for a positive playing experience for all participants.

Greek (Fraternity & Sorority)

The Greek league will include teams comprised of social organizations registered by the Office of Fraternity & Sorority and recognized by the Inter-Fraternity and PanHellenic Councils. Each team member must be a current, active member of his/her organization to be eligible to participate in this league. No pledge is eligible to represent his/her organization until his/her name officially appears on the official pledge list filed with and recognized by the Office of FSR for the semester in question. If a member of a team discontinues affiliation with an organization during a sport's season, he/she may finish the remainder of the schedule, but will not be eligible for future competitions with that organization.

Page 6

LEAGUE DESCRIPTIONS

Most league team sports and individual/ dual sports offer two levels of competition/ skill within the Independent division as follows:

Competitive

For those teams/individuals that desire a competitive atmosphere and level of play. Team players' abilities range from an intermediate to an advanced skill level.

Recreational

For those teams/individuals who are interested in an atmosphere where emphasis is placed on participation and fun rather than competition and scores. Team players' abilities range from a beginner to an intermediate skill level. *These teams are not eligible to compete to win Intramural Champion Awards.*

The intramural sports coordinator reserves the right to move individuals/teams up or down in competition level or tournament placement.

TEAM CAPTAINS

Each team interested in any intramural activity must have a team captain who will act as the official liaison between the team and the Intramural Sports Office. It is the team captain's responsibility to register his/her team and enter your teams time preferences, check the eligibility of each of his/her players before and during the season, and keep his/her team informed of rules, policies, and regulations governing each sport.

Information sent out by the Intramural Sports Office should be read with care and followed with appropriate action. Each captain **MUST** see that the members of his/her team are given the opportunity to read all pertinent information.

It is a team captain's responsibility to:

1. Organize the team and register it for competition before the entry deadline.
2. Complete the mandatory Captains' Quizzes for designated sports.
3. Keep his/her name, e-mail address, and phone number up to date
4. Be familiar with all intramural eligibility rules and ensure that his/her team consists of only eligible players.
5. Inform team members as to the time and place of scheduled games and make sure that they are present.
6. Ensure that those representing his/her team play according to the rules of the game and conduct themselves as good sports at all times.
7. Verify the team's roster prior to the start of playoffs.
8. Assist in making arrangements for postponed or rescheduled games.
9. Make a regular check of the intramural bulletin boards and website to keep informed of changes and/or updates. During tournament play, a daily check is recommended.

Page 7

FREE AGENTS

The purpose of the Free Agency program is to allow individuals who are interested in participating in an intramural team sport, but who have not already signed up with a team, to be recruited by already-existing teams. Profiles of individuals who register as free agents will be available to team captains who are interested in recruiting team members. Free agents may also be contacted by the Office of Intramural Sports to create teams of free agents if enough interested free agents are available. Note that registering as a free agent does not guarantee that you will be placed on a team.

To become a free agent, register on the IMleagues website for the sport(s) in which you are interested. Team captains are encouraged to use the Free Agency program as a resource to recruit interested players.

TO BECOME A FREE AGENT

1. Login to your **IMLeagues.com** account (use UDel username and password).
2. Click **Intramural Sports** at the top of the screen to see a list of available sports.
3. Click on the selected sport to see available leagues and divisions. You may be a free agent for as many leagues/divisions as you'd like. Click on your preferred league(s) or division(s).
4. Click **Register / Signup**, then select **Free Agent**.
5. Provide any additional information about yourself and click **Post Listing**.

TO INVITE FREE AGENTS (BY TEAM CAPTAIN)

1. From your team's page, select **Invite Players**. Click **View**, then **Free Agents** to see a list of available free agents.
2. Click on the participant to view player information (note contact info – name, email address).
3. Enter the participant's name or email address to **Send Invitation** to join the team.

TEAM ROSTER

A team's official roster is the list of all team members who have been added to a team's online roster and who have played with that team in at least one regular season game (league sports) or one tournament game (tournament sports). Once a player has been listed on the official online roster and is eligible to participate with that team, he/she becomes a member of the roster for that team. An individual is not eligible to participate for any team unless his/her name appears on the team's roster.

Page 8

Team captains are responsible for the members entered on their rosters and must be knowledgeable about all participant eligibility rules (see Participant Eligibility). The team captain is also responsible for any roster additions or changes to the team roster.

A participant's name may appear on only one Men's/Women's roster and one Co-Rec roster in each sport in a given season.

- The first team played with (checked in at game site) will be that participant's team. Checking in with the Intramural Staff and being marked on the scoresheet constitutes having participated in a game.
- No player may be dropped from one roster to be added to another team's roster after having been counted as participating on an official game sheet in that sport.
- A participant may remove him/herself from a team's online roster ONLY if he/she has not been counted as having already participated in a game with that team.

Roster Additions

Maximum rosters sizes: Team Sports--20 for all team sports

- In league sports, players may be added to the roster through a team's last game of the regular season. No roster additions may be made in league sports once playoffs begin.
- A player must have participated in at least one regular or playoff contest to be eligible for the championship game with that team. Players who were added online but who have not

participated in a game will be removed from the roster prior to the championship. It is the responsibility of the team captain to verify his/her team's roster before playoffs begin.

- In tournament sports, players may be added to the roster prior to the semifinal round of play in the tournament.

Additions to a team's roster must be made online using one of the following methods. Remember that a participant cannot be added to a roster if he/she has already played with another team in that same league (Men's, Women's, Co-Rec).

ELIGIBILITY RULES

Each participant must show his/her own University of Delaware ID Card to the game official or supervisor each game. No one person may sign-in for the whole team. Anyone who does not appear on the score sheet will not be permitted to participate in that game. (Players may go to the IM office prior to the game to be added to the team.)

The Intramurals staff does not assume the responsibility for checking upon the eligibility of each individual participating, but any case of ineligibility called to the staff's attention will be dealt with according to the following policies.

Team captains are responsible for checking the eligibility of their own players.

Note: The Intramural Sports Coordinator reserves the right to allow or disallow participation based on the intent of eligibility policies. The Intramural Sports Coordinator also has final say on all player eligibility.

1. Teams may not play ineligible players, even by mutual consent.
2. All University of Delaware undergraduate students are eligible for competition except as noted herein.
3. Full-time University of Delaware graduate students (9 credit hours or more) are eligible for intramural competition.
4. All full-time faculty and staff and their spouses are eligible for intramural competition.
5. An individual may participate on only one male/female team and one coed team of the same sport during the season. **The first team played on is considered to be that person's eligible team. Any subsequent participation on another team constitutes the use of an ineligible player.**
6. Any player caught playing on more than one team during a season will be subject to disciplinary action by the Coordinator of Intramural Sports.
7. **The use of a University ID other than one's own is strictly prohibited. False IDs will be confiscated by Intramural Staff and both the participant using said ID and the owner of the ID will be subject to disciplinary action.**
8. Any person eligible to purchase a membership to use the Carpenter Sports Building may do so and be deemed eligible for Intramural Participation.

9. All Intramural events require participants to present a University of Delaware ID card to participate. The official entry form supplied by the office of Intramural Sports shall be used in all events. Entries will not be accepted on other forms.
10. Any team playing an ineligible player shall forfeit all games that player participated in.
11. All current members of a varsity team are ineligible for intramural competition in their same or related sports during that academic year. (Includes Red-Shirt members)
 - a. A person shall be considered a member of a varsity team once listed on the official University team roster.
 - b. Varsity team members, although ineligible for that same or related sport in which they are participating, may participate in other intramural sports during that sport season or academic year.
 - c. An athlete declared ineligible because of the N.C.A.A. Transfer Rule may not compete in the same or related intramural sport.
12. Any student who quits a varsity team or who is cut from the team for disciplinary reasons shall be ineligible to play in that intramural sport during that academic year, but may compete in other intramural sports.
 - a. If a student is cut from a varsity team for any other reason, their eligibility shall be determined by the Coordinator of Intramural Sports.
 - b. A student has officially quit a sport on the day that all equipment issued for that sport by the Athletic Department is returned to the Athletic Department.
13. Any male/female student, who was a member of a collegiate varsity team, yet did not earn a varsity letter, shall not be eligible to participate in the same or related sport in the intramural program for a full calendar year following the last semester in which he/she was a team member.
14. In the case of club sport activities within the University only three (3) members of an intramural team may be a member of the same or related sport club team.
15. Any player becoming a member of a varsity team after the first scheduled contest is ineligible for the remainder of that season in the same or related sports.
16. Any student on athletic scholarship is ineligible in that IM sport, similar sport, or activity during the same school year.
17. A student who has earned a varsity letter at any college, junior college or university, shall be ineligible to compete in that or similar activities for a period of one calendar year from when they were last eligible and participated on the roster. ****If the school at which the student participated in varsity athletics does not formally award varsity letters, it will be up to the discretion of the Intramural Sports Coordinator to determine whether a letter was "earned" by the level of participation. When in doubt, contact the Coordinator of Intramural Sports to make a ruling on a participant's eligibility before the student participates.**
18. Students barred from intercollegiate athletics because of professionalism shall be ineligible for intramural competition in same or related sports.
19. Any individual who has ever participated in a semi-professional or professional sport is permanently ineligible to participate in that sport, similar sport, or activity.
20. Related Sports:
 - a. Basketball- Basketball League, 3v3 Basketball
 - b. Tennis- Tennis Singles and Doubles
 - c. Soccer- Outdoor Soccer League, Indoor Soccer (Futsal) League
 - d. Volleyball- Volleyball League, Outdoor Volleyball, Wallyball
 - e. Baseball- Softball League

- f. Softball- Softball League
- g. Football- Flag Football

21. Women are eligible to play on men's teams, and men on women's teams, only when there is no same or similar intramural sport offered concurrently for them (including a coed division).
22. Any needed interpretations of eligibility rules shall be submitted to the Intramural Coordinator.

SCHEDULING & RESCDULING

SCHEDULING

Team Sports--Team sports will be scheduled based upon the availability that the team captain submits on IMLeagues.com. Each team will be scheduled for two to four regular season games, depending on the sports. In the event that games are canceled due to weather or other unexpected situations the Intramural Office will make every attempt to reschedule those games. In most cases, the regular season will be immediately followed by a single elimination playoff. Due to space limitations some time preference may be ignored in order to give team the correct number of games.

Individual Sports--In most cases the individual and dual sports are scheduled using a round robin format; however, a single or double elimination format may be employed when necessary.

Tournament Sports--These sports are one-day events, such as the tennis tournament, badminton tournament, cornhole tournament, etc.

RESCHEDULING

Since all intramural teams have the opportunity to specify which days they will be unable to play when they register via IMLeagues.com, rescheduling of contests should not be necessary. However, the Intramurals Sports Office is willing to cooperate in extraordinary circumstances by allowing games to be rescheduled, but because of the many entries and short playing seasons, these will be kept to a minimum.

A scheduled contest may be rescheduled only through the agreement of both teams and the Intramural Sports Program. If all parties involved cannot agree on a new time, then the originally scheduled contest time will stand. If two teams postpone a scheduled game without the sanction of the Intramural Sports Program, both teams will be credited with forfeits.

Tournament games must be played as scheduled. No reschedules will be considered.

Steps taken to reschedule a contest should include the following:

1. All Rescheduled (excluding weather) must be done through IMLeagues.com
2. If you need to reschedule please go to your team page via IMleagues.com and click the large blue reschedule button for the game you wish to reschedule.

3. Next you will be brought to a page that has all of the available times and fields that you could reschedule to.
4. Once you have found a time that work you will need to select that time and a request will be sent to the opposing team captain.
 - a. It is a good idea to contact the other team captain via phone or email to inform the that you have sent a request
5. Once your opponent approves the request the IM office will review and either approve the request.
 - a. Request must be received 4 pm the day prior to your game (or 2 pm on Friday for a Sunday game)
6. If your request is approved you will receive a notification and the new game time and location will appear on your team schedule.
 - a. If the request is declined by either the IM Staff or the other team you will receive a notification and the game will remain unchanged
 - b. If the opposing team denies the request you are allowed to send another request.
7. The request is not valid until final approval has been made by the Intramural Sports Coordinator.

DEFAULTS & FORFEITS

Page 12

The object of any Intramural Sports program is to involve its participants in an active program. If a team forfeits a game, the objectives of the program are not met and students, faculty, and staff are deprived of active participation. It is with this principle in mind that the following rules governing defaults and forfeits have been made.

Defaults

Any team or individual knowing in advance that it will not be able to play a regularly scheduled contest is provided the opportunity to default that contest. In order for a contest to be considered a default, the team captain must contact the Intramural Sports Office by 12:00 PM on the day of the game (by 3:00 PM on the previous Friday for Sunday games). A loss will be assessed for the default, but a forfeit will be avoided. A team is permitted to default only one contest during a sport's season. A second default will be treated as a forfeit and will result in any applicable penalties for a forfeited game.

Forfeits

A forfeit will be assessed to an individual or team for the following reasons:

- A. Use of a player who is ineligible or participates under an assumed name
- B. Nonappearance at a scheduled contest (not having the minimum # of players)
- C. Unsportsmanlike conduct

If a team or individual fails to appear at the scheduled time (after a 5 minute grace period), the game or match shall be forfeited to the team or individual ready to play.

For every minute a team or player delays the start of a game their team will be penalized a certain amount of points as determined by that specific sport. This penalty includes time after the grace period (i.e. a team that arrives slightly before the 5 minute period is over, will still be penalized for minutes after the grace period.)

If a team forfeits one game during the regular season, they will no longer be eligible for the playoffs. However, that team will have the option of paying a “buy-back-in” fee which will make them eligible for playoffs.

Any team that forfeits twice during the regular season will be removed from the league for the rest of the year and will not be allowed to pay the “buy-back-in” fee. Also the captain of a dropped team will not be allowed to delete/leave the dropped team.

PROTEST

There are two types of protests recognized by the Intramural Sports program. Those are ineligible player and misinterpretation of playing rules by a game official. Note that matters involving an official's judgment are not eligible for protest.

1. **Player Eligibility**- All protests concerning player eligibility must be made in writing, and submitted to the Intramural Office no later than the end of business hours on the day following the contest in question. Player eligibility can be protested throughout the season.
2. **Misinterpretation of Playing Rules**- The initial protest must be made immediately following the play in question, prior to play becoming "live" again. Game officials and the site supervisor must be notified that the contest is being protested. If the protest cannot be resolved at that time by the supervisor on site, a written protest, including the specific rule that was misapplied, must be submitted to the Intramural office at the time of the incident via the protesting player and site supervisor. The Coordinator of Intramural Sports will rule on the protest. Any protested contest where the protest is upheld may be replayed from the point of the protest or left to remain as is.

Page 13

ATTIRE & EQUIPMENT

For all participation in each team sport, each team is encouraged to have some type of dress that provides uniformity in color for all participants. In cases where teams do not have uniforms of one distinguished color, all players will be required to wear colored jerseys supplied by Intramurals.

In the event two teams have the same color jersey or a color that blends with officials' uniforms, the away team will be asked to wear intramural jerseys.

All participants are required to wear proper or appropriate footwear and personal equipment for competition. Specific information concerning permissible equipment for each sport or activity will be included in the information sheet and/or rules for that sport.

The following policies serve as general guidelines for appropriate equipment:

1. Jewelry, including watches, rings, necklaces, earrings, bracelets, etc., may not be worn during play. Any player wearing exposed permanent jewelry (i.e. body piercings) will not be permitted to play.
2. Participants shall not play barefooted.

3. Regulation rubber-soled cleats, plastic cleats, and tennis shoes are permissible for outdoor play. No metal-tipped, ceramic, screw-in, or detachable cleats shall be worn. No exposed metal cleats or spikes may be worn.
4. Regulation non-marking tennis shoes or court shoes are required for play in the gymnasiums and on court surfaces.
5. Participants may wear soft, pliable (non-rigid) pads or braces to protect an injury. Braces made of any hard, unyielding material must be fully covered on all sides by at least $\frac{1}{2}$ -inch of padding. Under no circumstances will a participant wearing a cast or splint be permitted to play.
6. Headwear must be soft and shall not be made of any rigid material. Caps with a bill are not permitted in most sports. Stocking caps and rubber/cloth elastic bands may be used to control the hair. Bandanas that are tied with a knot are not permitted.
7. It is at the discretion of the intramural staff to ban the use of any equipment.

EJECTIONS & MISCONDUCT

Participants and spectators that choose to display unsportsmanlike behavior before, during, or after a contest, whether directed toward an opponent or an official, may be ejected from that contest. A game official, intramural supervisor, or any member of the intramural staff may administer the ejection. Any unsportsmanlike behavior, profane language or any derogatory behavior directed at staff, student or professional, at any time may also result in a suspension from Intramurals.

Examples of unsportsmanlike conduct which will result in ejection include, but are not limited to, the use of profanity, vulgar and abusive language, disrespect toward an official or staff member, unnecessary roughness, excessive technical or unsportsmanlike fouls, flagrant actions toward an opponent, flagrant actions toward an official, and fighting or inciting a fight.

1. Any participant who is ejected from an Intramural program will be automatically suspended from that program until official reinstatement meeting.
2. Any player, coach, or spectator who is ejected from an intramural contest as a result of unsportsmanlike conduct shall be required to leave the facility immediately. Failure to cooperate with the staff and leave the facility immediately will result in further disciplinary action.
3. Any player, coach, or spectator who is ejected from an intramural contest as a result of unsportsmanlike conduct is automatically suspended from all intramural activity until official reinstatement.
4. The minimum sanction for any ejection is a one-game suspension in the activity from which the person was ejected plus a three-month probationary period. The period of suspension will be dependent upon the severity of the incident. A second offense during the probationary period will result in (at minimum) the immediate suspension of further participation in that sport.
5. Any player, coach, or spectator who willfully causes the destruction of or damage to equipment belonging to Intramurals shall be held financially responsible for all subsequent damages.

6. Any player, coach, or spectator who verbally threatens, strikes, or physically abuses any intramural staff member or official will be immediately suspended from all participation for a minimum period of one year. Such actions will be referred to the Office of Student conduct for review, and further disciplinary action may be pursued if warranted. *Please be aware that any and all types of verbal and/or physical abuse toward any Recreation or Intramurals staff member will not be tolerated under any circumstances.*
7. Physical contact by a participant with intent to intimidate or harm a staff member or another participant shall result in a minimum one-year suspension from all intramural sports activities. This also includes an attempt to strike, even though there may not be contact.
8. If the instigator(s) can be identified, involvement in a fight shall result in a minimum one-year suspension from all intramural sports activities. “He/she hit me first” and “I was just defending myself” are not acceptable excuses for fighting. A participant in a fight is considered to be any player or spectator that enters the field/court during the fight.
9. Any team, its individual players, and associated spectators that are involved in a “team” fight (most or all the team members or spectators present) will be immediately suspended from further participation in that sport. This is the minimum period of suspension that may be increased, depending upon the severity of the incident. In addition, individual instigators/participants that are identified will be subject to individual disciplinary sanctions. Leaving the bench area will cause the team(s) to forfeit the contest and its team members to be placed on disciplinary probation for a period of one year. A team will include all participants listed on the game sheet at the time of the fight. Members that are not present will not be subject to suspension.
10. Minimum Suspension
 - a. ID Misuses – 2 weeks
 - b. Poor Sportsmanship – 1 game
 - c. Flagrant/Rough Play – 1 game
 - d. Damage/Destruction of property – 1 Semester
 - e. Obscene/Profane Language – 2 games
 - f. Disrespect Towards Official – 2 games
 - g. Verbal Threat (players) – 2 games
 - h. Verbal Threat (staff) – 3 games
 - i. Fighting – 1 year

Page 15

REINSTATEMENT AND APPEALS

Any player, coach, or spectator who is ejected from an intramural contest is automatically suspended from all intramural activity until official reinstatement. To be reinstated, an ejected/suspended participant must meet with the Intramural Sports Coordinator and/or his/her appointee as soon as possible following the ejection to determine appropriate sanctions and the period of suspension. Meetings will take place at the availability of the Intramural Sports Coordinator and must be scheduled appointments.

The Intramural Sports Coordinator will determine any sanctions/suspension and schedule a date for reinstatement. No individual will be reinstated prior to a personal visit with the Intramural Sports Coordinator or his/her appointee. Note that any period of suspension for an ejected participant will not begin until the ejected participant has met with the Intramural Sports Coordinator.

All disciplinary sanctions by the Intramural Sports Coordinator may be appealed for review by the Assistant AD/Recreation Programs. Individuals wishing to appeal a decision must submit a written request to the Assistant AD/Recreation Programs within two (2) weeks after notification of the decision by the Intramural Sports Coordinator. In the event of an appeal, any suspension or sanction imposed by the Intramural Sports Coordinator will remain in effect until a recommendation is made by the Assistant AD/Recreation Programs. All decisions by the Assistant AD/Recreation Programs are final.

MISCELLANEOUS

OFFICIALS

1. No official shall be a member of a team or organization participating in the present contest.
2. Regardless of the sport, officials are in charge of the game to the limit of their jurisdiction as described in the University Intramural Official's Handbook or a corresponding Federation/FIFA/USA/N.C.A.A./N.I.R.S.A. guide.

AWARDS

1. A team picture will be taken at the conclusion of the tournament of each winner. It will be posted on the Intramural Website.
2. Teams will be awarded Championship T-shirts. Any member on the roster is eligible as long as they are attended at least two different games during the season.

Page 16

Only the following leagues list below will be eligible to receive a Championship T-Shirt (Leagues listed as Recreation will not be award a T-Shirt):

League Sports

- Fraternity
- Men's Competitive
- Sorority
- Women's Competitive/Open
- Co-Rec Competitive

Tournament Sports

- Men's
- Women's
- Co-Rec

Individual Sports

- Men's Competitive
- Women's Competitive/Open
- Co-Rec Competitive

Special Events

Appropriate awards will be presented to all winners in each event or class. Novelty or special awards may also be given.

Methods of determining championships:

1. Competition will be round robin with league champions being determined by won/lost percentages, and/or a team's compliance with certain league requirements.

2. League champions will compete for the campus championship for that level in a single elimination tournament.

CHAMPIONSHIP GAME FORFEIT

1. Any team that forfeits a championship game in a 4 week league sport have all members of its team suspended from all Intramurals and each member will be required to pay a \$5 suspension fee. The captain will be suspended and have to pay an amount equal to the registration fee of that sport.

INJURIES

1. All injuries must be reported immediately to the sports supervisor, who will fill out an official accident report.
2. Injuries sustained in intramural competition should be treated at the University Student Health Center.
 1. A student may use a physician of his/her choice if desired. It is recommended that each participant be covered by insurance. The Department of Recreation assumes no liability for injuries sustained in competition.
3. The sports supervisor shall determine if an injured player needs Public Safety to transport him/her to the Student Health Center or if an ambulance should be called.