



# **Intramural Sports Policy and Procedures Manual**

Updated 07/30/2019



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**Statement of Omission**

In any situation the RecSports staff reserves the right to use their best judgment to decide what is safe and in the best interest of the University of Notre Dame Intramural Sports Program and its participants.

## 1. General Intramural Sports Program Information

### 1.1. RecSports Mission

RecSports embodies a service-oriented environment that fosters positive social interaction through programs and services; we enhance the overall Notre Dame experience and provide recreational and educational opportunities for transformative lifestyles.

### 1.2. Contact Information

The Intramural (IM) Sports Program office and staff are located within the Smith Center for Recreational Sports on the third floor of the Duncan Student Center.

Intramural Sports Program Email: [imsports@nd.edu](mailto:imsports@nd.edu)

Assistant Director of Sport Programs: Arianne Judy, [ajudy@nd.edu](mailto:ajudy@nd.edu), (574) 631-4437

Coordinator of Sport Programs: Kyle Osburn, [kosburn@nd.edu](mailto:kosburn@nd.edu), (574) 631-3536

Coordinator of Sport Programs:

Coordinator of Sport Programs:

Website for current/upcoming IM Sports event information: [www.imleagues.com/ND](http://www.imleagues.com/ND)

For additional Intramural Sports information: <https://recsports.nd.edu/intramural-sports/>

Website for general RecSports general information: <http://recsports.nd.edu/>

### 1.3. Eligibility

1. All participants must show a valid, government-issued photo ID in order to participate in any event. This includes a Notre Dame ID, state issued driver's license, U.S. and foreign government-issued passports, and/or U.S. military ID. The photo must be visible and discernible by the Intramural Sports employee checking IDs. This helps to ensure player eligibility in accordance with the IMLeagues roster.
2. St. Mary's and Holy Cross students are NOT eligible.
3. Spouses of Notre Dame Students, faculty, and staff are NOT eligible.
4. Anyone who presents an ID that does not belong to them will be reported to the Office of Community Standards and the ID will be confiscated.

#### Interhall (IH)

1. Full-time (12 or more credits) Notre Dame undergraduate students are permitted to participate except as indicated in this text.
2. A student taking less than full-time credits (less than 12) is permitted to play if that player is graduating the term of the league/contest. A letter from the participant, signed by the Rector, stating that the player will be graduating the same term of the league/event should be submitted along with the other signed roster forms.

3. A player must compete for the hall in which they reside. Off-Campus students may compete, with rector approval, for their former hall. Rosters must be approved by the Rector and indicate any members who are not hall residents.
4. Off-campus students are still affiliated with their former halls and must compete with them in order to participate in Interhall Competition.
5. If a member of a team moves from one hall to another during the season, they may join the new hall team in that particular sport. They are permitted to finish the remainder of that specific sport season with the original hall but will not be eligible for future competition as a member of the original hall.
6. If a member of a team moves to another hall, they are expected to participate with the hall where they currently reside. If a member has been moved to a new hall due to housing needs, i.e. returning from study abroad, the participant may choose to participate with either the former or new hall. That participant will only be eligible to participate with the chosen hall for the remainder of the year.
7. Hall residents may play for only one team per activity. For example, a player cannot compete for the hall's 'A' and 'B' teams.
8. Captains and athletic commissioners are responsible for the establishment of player eligibility on their rosters. If an ineligible player's name is found on a roster, the team will forfeit all games for that sport. In individual and dual competition, each person is responsible for his/her own eligibility.
9. Halls must register their team/s on IMLeagues and submit a Rector signed [Intramural Sports Interhall Team Entry Form](#) for any sport prior to the entry deadline. Team Entry Forms will be due by 3pm to the RecSports Office by the first day of the league. No Team Entry Forms or Roster Addition Forms will be accepted at the game site.
10. Roster adjustments may be made throughout the regular season. To add players to the roster, a [Roster Addition Form](#) must be signed by the Rector and returned to the RecSports Office prior to that player being eligible for the contest. Rosters become final once the playoffs start, no new players can be added after the final regular season game.
11. A student must have participated in at least one regular season game or event in order to be eligible to compete in playoffs.
12. There is no Club athlete restriction for Interhall sports.
13. Varsity athletes may participate in sports other than the one in which they have varsity status and any related sports. Current varsity athletes should obtain their varsity coach's approval before participating in any RecSports events.

#### **Grad Students/Faculty/Staff (GFS)**

1. Notre Dame graduate students, faculty, and staff are eligible for participation in the "GFS" events.
2. Teams may be comprised of members from one or more departments.
3. Captains are responsible for the establishment of the player eligibility on their rosters. If an ineligible player's name is found on a roster, the team will forfeit all games for that sport. In individual and dual competition, each person is responsible for his/her own eligibility.
4. Team members may play for only one GFS team per activity.

### **CoRec (CR)**

1. Any combination of ND students, faculty and staff or groups/departments may form a team.
2. Living unit or departmental restrictions do not apply.
3. A certain number of women and men are required for a team's on-court/on-field specific line-up. See specific sport rules for more information.
4. Team members may play for only one CoRec team per activity.

### **All-Campus (AC)**

1. Any combination of ND students, faculty and staff or groups/departments may form a team.
2. Living unit (residence hall) or departmental restrictions do not apply.
3. Team members may play for only one All-Campus team per activity.

### **Eligibility Exceptions**

1. Varsity athletes must wait one full calendar year (365 days) from their sport's national championship game before becoming eligible to compete in the Intramural sport they competed in at the varsity level or any sport equivalent to that sport.
2. Professional athletes must wait three academic calendar years before becoming eligible to compete in the Intramural sport they competed in at the professional level or any sport equivalent to that sport.
3. Club Sport athletes: For any Intramural sport that is also a club sport, a maximum of two players from the club sport can play on the same Intramural team unless otherwise noted in the sport rules. Participants are considered on a sports club if they were on the roster or competed at any time during the current academic year.

Exception: This rule does not apply for Interhall sport offerings and rosters.

### **Equivalent Sports**

- Baseball/Softball to Softball, Baseball & Wiffle Ball
- Football to Flag Football & Tackle Football
- Track to Cross Country
- Ice & Field Hockey to Ice Hockey
- Volleyball to Sand & Indoor Volleyball
- Soccer to Indoor & Outdoor Soccer

### **1.4. How to Sign Up**

To register for all Intramural Sports, you must first create an account through IMLeagues using your Notre Dame NetID and password. Once your account is set up, you can now register a team to play or as a free agent during the registration period. Registration opens at 6:00 a.m. and closes at 11:00 p.m. (8:00 p.m. in the summer) on the deadline date. Spots are limited, and will be taken on a first come, first served basis.

- **Registration for All-Campus, GFS, and CoRec leagues:** In order to register your team on IMLeagues, you must follow the prompts and pay for your team at the time of registration. If you do not pay for your team via the online process on IMLeagues, your

team will not be created. If you have any questions, please feel free to contact us at [imsports@nd.edu](mailto:imsports@nd.edu). To sign-up as a “Free Agent”, you do not have to pay a fee. Search for the league and division that you are interested in participating, and you will see the option of either signing up a team, “Create Team”, or registering as a “Free Agent”.

- **Interhall registration:** Once you have completed registering your team online you must turn your [Intramural Sports Interhall Team Entry Form](#) into Smith Center for Recreational Sports in the Duncan Student Center (3rd floor) by the Captains Meeting. There will be no exceptions once the registration period has expired. An Intramural Sports Interhall [Roster Addition Form](#) is required to add players to the roster during the regular season.
- Departments using a FOAPAL should contact IM Sports directly at [imsports@nd.edu](mailto:imsports@nd.edu)

#### How to Register Your Team on IMLeagues

1. Go to [www.imleagues.com/ND](http://www.imleagues.com/ND)
2. Click the white and orange “LOGIN” button in the top right corner
3. Login using your Notre Dame NetID and Password
4. Select “Intramurals Sports” from the Top Menu Bar, near the ND monogram
5. Scroll down to select your desired event
6. Within the division you would like to sign-up for, click “Create Team”
7. Follow ALL registration steps
  - a. Sign the Intramural and Club Sport Waiver
  - b. Accept or decline “Game Day Reminder Emails”
  - c. Pay for your team
8. Invite your teammates to join your team!

After registering a team be sure to attend the MANDATORY Captains Meeting. Those dates can be found on IMLeagues and the RecSports website [Captains Meeting](#) page. A team must have a representative in attendance, it does not specifically have to be the captain. Each team must have a specific representative in attendance solely for their team.

#### 1.5. Free Agents

**What if I don't have a team?** If you don't have a team, or you just have a friend or two that would like to participate, you can sign up online as a “free agent.” There is no fee for registering online as a free agent. Participants are strongly encouraged to create a team as there is no guarantee that free agents will get picked up. The goal of the online free agent system is:

1. For it to be a resource for team captains in our Grad/Faculty/Staff, CoRec, and All-Campus leagues who have already entered teams to contact free agents directly using the information they've provided when those captains are looking to add players to their teams. The free agent system does not functionally serve to have those that register to be placed on existing teams. Traditionally in intramural sports, free agents joining teams does not happen frequently, however, registering as a free agent in the sports you are interested in can never hurt your chances of getting contacted by a team captain.

2. For free agents to use it as a means to contact each other before the team sign-up deadline for a given intramural sport, and form and enter a team comprised of all free agents.
3. In the event there are more than enough free agents needed to form/field a team, free agents in a sport may be contacted by our Office to attempt to get an all-free agent team formed and signed up. To sign up as a free agent, select the sport and league online, then click the 'JOIN AS FREE AGENT' button in all the divisions you are interested in.

## 2. Leagues and Divisions

### Single-Gender versus CoRec and All-Campus Leagues

All events are classified as Women's, Men's, CoRec, or All-Campus. Individuals shall be permitted to participate in Intramural Sports events in accordance with that person's asserted gender identity.

**Women's Interhall and GFS** - For women only.

**Men's Interhall and GFS** - For men (and for women who do not want to/cannot play in the women's division).

**CoRec** - A certain number of women and men are required for a team's on-court/on-field line-up. See specific sport rules for more information.

**All-Campus** - Any combination of women and/or men can make up a team's roster and line-up.

For any one sport, a player is allowed to participate on only 1 men's team OR 1 women's team AND 1 coed team. Example: It is permissible to play on a women's league flag football team and a coed league flag football team in the same season.

After checking-in for a team, that player may not play for another team in that division/league. Once a player checks in on a second team illegally, they are ineligible for all further competition in that sport for the remainder of the league or tournament, and all games they played in after the violation will be forfeited.

## 3. Team Rosters

### 3.1. Online Team Rosters and Waivers

All team members must join their team's roster on IMLeagues in order to be considered legal players, so that the RecSports Intramural Sports Waiver can be signed by each participant, and in order to confirm eligibility. Players must join the online roster prior to checking in for any game.

Players must be checked-in for at least one (1) regular season game in order to be eligible for playoffs.

### **Online Team Rosters and Waivers (cont.)**

Rosters are locked (and no players may be added):

1. Leagues – After the conclusion of the last regular season contest.
2. Tournaments – Players must appear on the roster by the roster deadline. This is usually the business day BEFORE the tournament begins. For pool play tournaments players are allowed to join online rosters through the conclusion of pool play. Please [email](#) or call the Sports Programs office for clarification.

**No names may be added to the roster after they are locked, except in case of injury.** If there is an injury necessitating the addition of a new player, a note of explanation from a physician must be presented to the Assistant Director of Sport Programs before the replacement will be allowed. Any player replacing another player cannot have played on another team in that league/division of that event.

Players present at the game site should ALWAYS check-in with the IM Staff, regardless if the game is played (i.e. forfeit), in order to be considered eligible for playoffs.

### **3.2. Roster Additions and Removals**

Additional players may be added to the roster at any point during the regular season. Players may not be added during playoffs.

Interhall - All additions must have a properly filled out Roster Addition Form that includes a rector's signature. That form can be accessed [HERE](#).

Switching Teams - Once a player checks in for a contest for a team, they may not appear on another team's roster/score sheet (in that league) for the remainder of the event/season.

To remove a member from your team, you must contact Sport Programs staff within the RecSports Office.

### **3.3. Check-In**

It is the responsibility of each player to find the Intramural Sports Supervisor and/or Official working and check-in with them before playing in any Intramural activity. Failure to check in with the IM staff member and playing in any Intramural activity may result in suspension from future intramural activity.

All participants must show a valid, government-issued photo ID in order to play in every event. This includes a Notre Dame ID, state issued driver's license, U.S. and foreign government-issued passports, and/or U.S. military ID. The photo must be visible and discernible by the Intramural employee checking IDs. This helps to ensure player eligibility in accordance with the IMLeagues roster.

## 4. Team Captain Expectations and Responsibilities

### 4.1. General Responsibilities

The team captains/co-captains are responsible for the following items:

- Signing up team on IMLeagues and arranging team payment.
- Attending the mandatory captain's meeting and informing teammates of the IM Sports Policies & Procedures, specific sport rules, dates, times, and locations of contests.
- Ensuring the eligibility of all players. Ensuring each player has registered and signed the waiver on IMLeagues.
- Checking schedules, reading IMLeagues email communications, and contacting Intramural Sports with any weather-related concerns/questions, and then passing that information along to teammates.
- Verifying scores with the Intramural Sports supervisor/official after the game, and signing the scoresheet.
- Checking that contest results and sportsmanship ratings are accurate online prior to the publishing of playoff schedules.
- Controlling the conduct of players, coaches, team fans, and spectators.
- Providing truthful information to RecSports staff upon request.

### 4.2. Captains Meeting and Waitlist Policy

Attendance at the sport specific [Captains Meeting](#) is required. At some point during that captains meeting, attendance will be taken. A team must have a representative in attendance, it does not specifically have to be the captain. Each team must have a specific representative in attendance solely for their team. Example: A Hall may not have one (1) representative for three (3) separate Interhall teams. Each Hall team must have it's own representative.

Waitlisted teams may take the place of any team not represented at this time at the captains meetings. Waitlisted teams that get placed in the league must be prepared to pay immediately following the captains meeting. Waitlist teams will be given first priority to any available league spots based on when the team was registered on IMLeagues, e.g. a team that was first to register on the waitlist will be given first priority for any available spot, provided they are in attendance at the mandatory captains meeting.

### 4.3. Team Names

The Intramural Sports staff reserves the right to change any team name deemed inappropriate. Team names that are prohibited are any name that may confuse an opponent into thinking there is no game or opponent (ie TBA, TBD, No Game, Forfeit, etc) or grossly sexual in nature, offensive, references to alcohol, and/or drug related.

Intramural team names must adhere to the following policies:

- They are in good taste.
- They do not contain any profanity.
- If a 'play-on-words' is used:
  - It is not offensive to any religion, gender, ethnic background, sexual orientation, or any other student group on campus.

- That switching of letters does not spell an offensive or profane word.
- The play on words has some relevance to the sport.
- When a complaint is received regarding a team name, it shall be reviewed by RecSports staff, who will hold equal discretion on the decision to change a team name.

## 5. Sportsmanship and Participant Conduct

### 5.1. Participant Code of Conduct

Good sportsmanship is vital to maintaining the appropriate recreational atmosphere of intramural sports. All intramural participants, spectators, and coaches are expected to conduct themselves in a civil and sporting manner at all times – before, during, and after contests. Behavior that promotes intolerance or prejudice, degrades any racial, ethnic, gender or religious group, infers an explicit sexual reference, or promotes destructive behavior is considered disrespectful to the University and its members, and will be addressed and dealt with accordingly. This includes intramural team names.

Intramural participants are expected to know and follow all intramural rules and policies.

Participants must also respect intramural sports staff and follow instructions given to them by the staff. Participants, spectators, and coaches are expected to adhere to the following policies:

- Foul language, taunting, or any other unsportsmanlike behavior will not be tolerated.
- Bigotry or disparagement of others has no place within RecSports facilities, programs, or services.
- Verbal or written abuse, threats, intimidation, violence, or other forms of harassment towards participants or staff will not be tolerated.
- All participants and staff are expected to respect the rights of others and to be civil, effective citizens of the Notre Dame community.
- Unsportsmanlike fouls/penalties- Most Intramural events have fouls, penalties, or cards issued for unsportsmanlike behavior which are tracked and recorded within individual games and throughout sport seasons. The following policies will be enforced in regard to unsportsmanlike fouls/penalties/cards:
  - Two such fouls on an individual player in any contest will result in an automatic ejection, if the first foul is deemed flagrant in nature or exceedingly unsporting it will also result in an ejection (i.e. red card)
  - Any participant who receives a conduct technical foul, conduct yellow card, or unsportsmanlike penalty will be asked to fill out an Incident Report with RecSports staff. Any participant who is ejected from a game must meet with the Assistant Director of Sport Programs before becoming eligible to play any intramural sport again. A player ejected from a tournament contest will be suspended for the remainder of that tournament. Any ejected player will remain suspended from Intramural Sports, and possibly from access to RecSports facilities until they meet with the Assistant Director of Sport Programs. It is the responsibility of the ejected player to schedule this meeting in advance through communication with the Assistant Director of Sport Programs.

### 5.2. Fan Code of Conduct

Intramural fans are encouraged to be at our programming events to cheer-on their own team.. Any fan yelling, gesturing, or any other act in a negative manner toward opposing teams,

players, fans, or RecSports staff will be removed from the event. RecSports reserves the right to remove any fan. Any battery or electric noisemakers are not permitted at RecSports events. Other noisemakers will be at the discretion of RecSports staff and may also be deemed inappropriate for use during play.

### **5.3. Participant Alcohol, Tobacco, and Drug Procedure**

Notre Dame Intramural Sports has a zero tolerance policy for alcohol, tobacco, or any other drug at Intramural Sports events on or off campus. Furthermore, RecSports staff reserves the right to remove participants, fans, and/or spectators suspected to be under the influence of drugs or alcohol. The removal process may involve the assistance of authorities such as NDSP or member of The South Bend Police Department.

### **5.4. Coaches**

Coaches are a recognized member of an Intramural Sports team, but do not need to appear on the IMLeagues roster. They are held to the same standards as a fan or spectator. A penalty on a coach or any other fan will be counted toward the team captain or the designated captain for the game. RecSports reserves the right to remove any coach.

It is the responsibility of the captain and coach to identify the acting coach prior to the start of the game with the officials. This will allow officials to identify and recognize the acting coach for each contest. A maximum of two (2) coaches can be recognized for any contest. Only acting coaches can remain on the sideline during the contest.

**In an effort to prevent situations or behavior from reaching an unacceptable or inappropriate level, the Intramural staff reserves the right to temporarily or permanently remove a player(s) from a contest, league, or tournament at any time.**

## **6. Forfeits, Defaults, and Conceding**

### **6.1. Forfeit Procedures**

**Game time is forfeit time.** Game time listed on the schedule is forfeit time, and teams must be checked in and ready to play at their scheduled game time. If, at game time, one team doesn't have the minimum number of players needed to start the game checked in and ready to play, the captain of the team that is ready to play has the following options:

1. Take the win by forfeit, OR
2. Allow 5 extra minutes for the opposing team to field a minimum required line-up and then start the game. NOTE: If this option is chosen, the result of the played contest will stand.

If a team fails to field the number of players necessary to meet the minimum line-up requirements for that sport (including not showing up for a contest), they will lose by forfeit.

Players present at the game site should ALWAYS check-in with the IM Staff, regardless if the game is played (i.e. forfeit), in order to be considered eligible for playoffs.

### **Forfeit Procedures (cont.)**

- In order to win by forfeit, a team must have the minimum lineup checked in, and all CoRec line-up restrictions still apply for CoRec divisions.
- If, at any time, a team falls below the minimum required to play due to an ejection that game will be forfeited. If injury causes a team to fall below the minimum requirement the game can continue if in the judgement of the officials' the shorthanded team still have an opportunity to win; the same will be true for players serving penalty time in certain sports.
- A loss by forfeit will count worse than a regular loss toward a team's record.
- During tournament play, one forfeit will result in the team's removal from the event.
  - If Interhall tournament, the team will receive no participation points.
- Should a team forfeit twice in a season, they will be removed from the league.
  - If Interhall division, the team will receive no participation points.

### **6.2. Default Procedures**

Teams may default a game, and avoid being assessed a forfeit, by calling or emailing the Sports Programs ([imsports@nd.edu](mailto:imsports@nd.edu)) by 3:00 p.m. the day of their game, or by 3:00 p.m. on Friday for weekend games/tournaments. Defaults result in a loss, but not a forfeit. Each team is allowed one (1) default per season.

### **6.3 Conceding**

At any point following the conclusion of the first half of a contest or game, after the first set in volleyball, end of the 3rd inning in baseball or softball, and end of the third game in dodgeball, the losing team has the choice to concede the win to their opponents should they not want to continue playing. If a game is conceded, the score and sportsmanship ratings will be recorded for each team from the point of concession.

### **6.4 Roster Additions During Forfeit/Default/Cancellation**

In the instance that a captain and/or team is contacted about their opponent defaulting or forfeiting a game. The team being notified has until 5pm the day after their scheduled game in order to contact the Sports Program staff with the names of any players that would have participated in the cancelled game.

In the instance of a team showing up for the game, and their opponent forfeiting (not have minimum to participate), ALL players present at the game site should ALWAYS check-in with the IM Staff, regardless if the game is played (i.e. forfeit), in order to be considered eligible for playoffs.

If a game is cancelled by the Sport Programs Office and unable to be rescheduled, all players on the roster for that game will be marked as "played".

\*RecSports reserves the right to adjust playoff eligibility requirements depending on league and tournament duration, cancellations, forfeits, and defaults.

## 7. Protests

### 7.1. Rule Interpretation or Misapplication

Protests involving judgment will not be considered. All judgment calls and decisions by Intramural Sports officials and supervisors will stand. Protests involving a misinterpretation or misapplication of a rule must be lodged by the team captain at the time of the incident. The protesting team must notify the official to suspend play and request that a supervisor be brought to the field/court to make a ruling prior to the continuation of play. The captain must request the game be stopped to obtain a ruling from the IM supervisor. Failure to obtain an immediate ruling before the next 'live ball' action from the IM supervisor will void any future right to protest the incident. If the supervisor at the site is unable to make a ruling at that time, or should the captain still feel the ruling is incorrect, they must IMMEDIATELY:

1. Inform the IM supervisor they are continuing the game under protest, AND
2. Fill out and submit a Protest Form (available from the IM supervisor and/or manager on duty) and submit it to the IM supervisor or the RecSports Office. The team captain must contact the Intramural Sports staff by 1:00 p.m. of the next business day in order to file a formal protest and to discuss the matter with the Assistant Director.
3. The protest will be reviewed and ruled upon by the intramural staff the following business day. Any rule protest received after that time will not be considered.

### 7.2. Player Eligibility

Protests involving the eligibility of a player in a contest must be lodged by the captain with the IM supervisor before half of the contest has been played. [Before the end of the first half; before the end of the first set in volleyball; before the end of the third inning in softball; before the end of the third game in dodgeball.] If the player in question checks in during the second half of the contest, the protest must be made before the end of the contest. [Before the end of the second half; before the end of the final set in volleyball; before the end of the seventh inning in softball; before the end of the sixth game in dodgeball.] The captain must, by that time:

1. Inform the IM supervisor they are continuing the game under protest, AND
2. Fill out and submit a Protest Form (available from the IM supervisor) and submit it to the IM supervisor or the RecSports office by 1:00 p.m. the following business day.

The protest will be reviewed and ruled upon by the intramural staff the following business day. Any player protest received after that time will not be considered.

The Department of Recreational Sports reserves the right to investigate the eligibility of teams and players. These investigations may result in suspension, forfeiture, and/or probation.

## 8. Playoffs

### 8.1. Playoff Qualification and Seeding

Playoffs qualification will be determined in the following order unless stated otherwise in the sport rules.

1. Win/loss record
2. Head to head competition
3. Points allowed
4. Points scored
5. Coin toss

If a tie in division play occurs, the tiebreaker for who advances to playoffs is the same as listed below (taking into account forfeits, defaults, and losses). Once one team has been eliminated, the tiebreaker goes back to head to head competition between the two remaining teams.

Playoff seeding will be determined in the following order unless stated otherwise in the sport rules.

1. Win/loss record
  - Losses, forfeits, and defaults will be weighted accordingly: Loss < Default < Forfeit (weighted heaviest)
2. Points allowed
3. Points scored
4. Coin toss

## 9. Schedules, Cancellations, and Inclement Weather

### 9.1. Online Schedules

All schedules will be made available online within five business days after the event sign-up deadline. Due to time and facility constraints, games will not be rescheduled once schedules are published.

### 9.2. Inclement Weather

During inclement weather the Intramural Sports staff will make the decision to either play or not to play based on the safety risks and field conditions. These games will be rescheduled if possible. If games are cancelled and not able to be made up, both teams/opponents will receive a win. RecSports staff will contact captains if cancellations occur. Decisions will not be made until one hour prior to the first scheduled game or contest, unless there are severe weather circumstances.

If a game is postponed due to weather just prior or during the contest players are expected to check with the IM supervisor on site before leaving to confirm whether or not that game will be resumed after the delay. Teams who leave without checking-in with the IM supervisor will be assessed a forfeit should that game be resumed.

**Air horn:** If an air horn is blown twice by a RecSports staff member, participants should clear the outdoor facility and seek shelter. RecSports staff members will direct participants to the closest shelter depending on the site.

### **9.3. Weather/Game Updates**

In cases of potential inclement weather conditions, all participants are encouraged to expect that games will be played unless otherwise notified by email by the Intramural Sports Office staff. Decisions will not be made until one hour prior to the first scheduled game or contest.

## **10. Equipment**

### **10.1. Game Balls and Player Equipment**

Each sport will have specific equipment rules. RecSports only provides game balls and player equipment for certain sports. It is each participant's responsibility to be aware of the equipment requirements of the sports they participate in. The list of legal and illegal equipment is stated in each sport specific rule set. Example: Shirts must be worn for all Intramural Sports. Any participant using a RecSports jersey must wear a shirt under it. Jewelry is not allowed in any sport. Metal cleats are illegal in every sport with the exception of Interhall baseball league.

Typically, teams are responsible for providing a game ball. The game ball will be decided upon by both teams. If a decision cannot be made, the Intramural Sports staff member will make the decision on which ball to use. Each sport specific rule set outlines what is and is not specifically provided by RecSports for the given sport. Please refer to the sport rules to ensure that your team is adequately prepared.

### **Baseball, Tackle Football, Ice Hockey, and Lacrosse**

For most sports, players are expected to provide their own equipment. The above listed sports allow for players to use their own personal equipment, but it must be inspected by RecSports staff and/or certified officials prior to use. These sports require specific protective gear that in some instances is provided and required by RecSports. A list of what is and is not provided for each sport is documented in the sport specific rules. Please contact the Assistant Director of Sport Programs for any specific questions.

### **10.2. Equipment - Hard Casts and Braces**

A player may play with a cast and/or large-unyielding brace if they adhere to the following rules. These rules are governed by the National Federation of State High School Associations (NFHS).

- Hard and unyielding items (casts, braces, etc.) on the hand, wrist, forearm, elbow, or upper arm, must be padded with a closed-cell, foam padding no less than 1/2" thick. This padding must completely cover the surface of the "unyielding item."
- Why it needs to be foam padded: Foam will absorb the shock if impact is made.
- This CANNOT be bubble wrap, or some other type of product that would "pop"/lose its padding on impact, and CANNOT be a t-shirt the team has wrapped around the cast.

### 10.3. Jerseys

All participants are required to wear jerseys with a different number than teammates for the sports listed below. In sports that require numbers, RecSports will provide jerseys for teams. If teams have their own jerseys they will need to have permanent numbers on their jerseys. Tape will not be allowed to mark numbers. Number must be clearly visible.

Sports requiring numbers: Flag Football, Tackle Football, Broomball, Basketball, Ice Hockey, Soccer (all leagues), and Lacrosse

### 10.4. Blood

Any participant who is bleeding, has blood on their clothing, or has any other bodily fluid, such as vomit, on their clothing must leave the game. Players may return once the clothing item has been replaced.

## 11. Return To Play Policy

1. Participant sustains a suspected head injury
2. Participant is removed from participation
3. Injury report is filed by authorized employee, or designee (ATC, Medical Doctor)
4. Participant is suspended from Intramural and Club Sport participation until being cleared by a University Health Services (UHS) medical doctor.
5. Participant is responsible for being seen and cleared by a UHS medical doctor.
6. Participant receives Electronic Correspondence with medical doctor clearance.
7. Participant forwards Electronic Clearance to Assistant Director of Sport Programs, and the suspension from Intramural and Club Sport programs is removed.

## 12. Refunds

**12.1.** Refund Policy - Refunds will not be issued after the team sign-up deadline and after online schedules have been posted. The only way to be removed from the league and receive a refund is if your spot is filled by another team (or individual in singles play). If there is not another team to fill your spot, then you will not receive a refund.

**12.2.** How to Request a Refund

1. The individual that paid for the team (whose name appears on the receipt) must complete and submit a Refund Request Form in person at the front desk of Smith Center for Recreational Sports (Monday - Friday, 8:30 a.m. - 5:00 p.m.).
2. The refund will be submitted to the Assistant Director of Sport Programs for approval and may take up to 10 business days to process.

## 13. Interhall Championship Points Policies

**Purpose:** To foster friendly competition between halls as they compete in an accumulation of points to determine the Kelly and O'Leary Cup Winners.

## Interhall Championship Points Policies (cont.)

### Eligibility:

- A. Interhall teams are limited to current residents or off-campus students that meet Interhall eligibility requirements.
- B. Rector Entry Signed Forms are due to the office by 3pm the day of your first game, or 3pm on Friday for all teams playing on Sunday. Any halls not turning in complete (with rector's signature) Roster Entry Forms by this time will be ineligible for that day's/night's game.
- C. Roster Addition Forms are due to the office by 3pm the day of your game, or 3pm on Friday for all teams playing on Sunday, if you want to have players eligible for that day's/night's contest. Any forms not turned in by this deadline will result in players not being eligible for that night's contest. These players will be labeled as "ineligible/unpaid" on IMLeagues.
- D. Halls that are approved to combine with other halls in **certain sports** will receive full Participation Points, and split the points the combined team accumulates for the Final Standing Points. Team combinations will be limited to two halls, three halls will not be allowed to combine for any league or tournament. For example, if Hall A and Hall B combine, each will receive full Participation Points and half ( $\frac{1}{2}$ ) of the points accumulated for Final Standing Points.
  - Sports Included:
    - Tackle Football
    - Ice Hockey
    - Women's and Men's Lacrosse
  - Exceptions:
    1. Men's halls that have women participants on their teams, example Ice Hockey, will not split points with the women's hall. The men's hall will receive full points as long as they are not combining with another men's hall.
    2. If a women's hall does not have the ability to field a team in the women's Interhall division due to low numbers/cannot combine with another hall, up to two members may join a hall in the men's division. In the instance a woman/women joining the men's team, their hall will receive 25 participation points. If more than two members from a hall are interested in playing, they will look to combine with another women's hall.
- E. Halls wishing to combine (no more than two) for any sport not listed above will receive half ( $\frac{1}{2}$ ) Participation Points and half ( $\frac{1}{2}$ ) of the points accumulated for Final Standing Points.
- F. Regardless of the number of teams entered by a particular hall, only one team will be eligible to accumulate points. However, any or all teams from a hall will receive deductions. The team that finishes highest in the playoffs will be the team that will accumulate Final Standing Points.

### Awards:

- A. A traveling cup for men and another for women will be awarded to the Kelly and O'Leary Cup. The cups will remain with the respective champions until the next year's Champion is determined.
- B. A plaque recognizing past and present champions will be displayed in the Rolfs Sports Recreation Center/Smith Center for Recreational Sports.

- C. The women's hall receiving the Flag Football "A" League Championship will receive an engraved trophy to display in their hall until the next year's championship game.
- D. The men's hall receiving the Tackle Football Championship will receive an engraved trophy to display in their hall until the next year's championship game.

### **Point System Leagues:**

Halls will be able to register one (1) team for points in league sports. In league sports that offer A and B divisions, halls may enter their team in the B league for half ( $\frac{1}{2}$ ) of the total points of an "A" league team. Deductions will remain the same for all leagues levels. If space allows, halls can register more than one team in each league and/or division, but they will not count towards the hall's total points. If only one division is available in the league, the team will receive "A" league points.

- A. Participation Points:
  - Entering a qualifying Interhall team "A" level event 100 pts
  - Entering a qualifying Interhall team "B" level event 50 pts
- B. Final Standings Points
  - Team leagues (B League team will receive half the listed points)
    - 1st place 200 points
    - 2nd place 150 points
    - 3rd & 4th place 100 points
- C. League Championship Bonus
  - In league sports only: A hall may receive bonus points for winning the number of championships listed below:
    - 3 League Championships= 50 Point bonus
    - 4 League Championships= 100 Point bonus
    - 5+ League Championships= 150 Point Bonus

### **Point System Tournaments (Singles/Dual Events):**

Halls will be able to register one (1) team for points in each of the tournaments. If space allows, halls can register more teams into the tournament, but they will not count towards the hall's point total.

- A. Participation Points
  - Entering a qualifying Interhall team in Single/Dual event 50 pts
- B. Final Standings Points
  - 1st place 100 points
  - 2nd place 75 points
  - 3rd & 4th place 50 points

### **Special Events:**

- A. Halls may get 10 points per person up to 100 points (10 participants) for Domer Run.
- B. Participants must be registered AND participate in the event to receive points for their hall.

- C. Roster Entry Forms must be turned into the RecSports Office in the Smith Center (3rd floor Duncan Student Center) by Friday before Domer Run Event.

**Deductions:**

A. Forfeits:

- In league sports, halls will receive a (-25) point deduction for the first forfeit and will receive no points for a sport after a second forfeit.
- In tournaments, teams forfeiting a game/match will forfeit all points for the tournament and be removed from tournament play.

B. Defaults:

- If the Intramural Sports staff is notified by 3pm the day of the game or by 3pm on Friday for a weekend event it will be considered a “default” and will carry no deduction.

- C. Team Responsibilities- Each team will receive a point deduction for failing to fulfill team responsibilities. Examples are, but not limited to:

- Failure to have a representative at the captains meeting. (-50)
- Failure to have a representative at the Athletic Commissioners meeting. (-25)

- D. Ejections - Each ejected player will result in a (-25) point deduction for his/her team.

- E. Extraordinary acts of poor sporting behavior-this type of behavior may result in additional point deductions as determined by the Assistant Director of Intramural Sports.

**Qualifying Interhall Leagues and Tournaments:**

**Fall Semester:**

- IH Field Day (Tug of War, Spikeball, Bag Toss) (M/W) - 1 Day Tournament
- IH Baseball (M) - League
- IH Tennis Singles (M/W) - League
- IH Tennis Doubles (M/W) - League
- IH Sand Volleyball (M/W) - League
- IH Flag Football (M/W) - League
- IH Football (M) - League
- IH Cross Country (M/W) - 1 Day Tournament

**Spring Semester:**

- IH Basketball (M/W) - League
- IH Bowling (M/W) - 1 Day Tournament
- IH Ice Hockey (M) - League
- IH Lacrosse (M/W) - League
- IH Volleyball (M/W) - League
- IH Racquetball Doubles (M/W) - Weekend Tournament
- IH Soccer (M/W) - League
- IH Table Tennis Doubles (M/W) - Weekend Tournament