



Sport Programs

Intramural Sports Policy and Procedures Manual

Updated 08/30/2020



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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

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

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

Coordinator of Sport Programs: Chris Adams, cadams22@nd.edu, (574) 631-2384

Website for current/upcoming IM Sports event information: 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 verifying player eligibility on their rosters with their rector or assistant rector. 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 composed of members from one or more departments.
3. Captains are responsible for verifying 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. 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.
3. 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. 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
- 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. 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 the Smith Center for Recreational Sports in the Duncan Student Center (3rd floor). Team Entry Forms will be due by 12pm to the RecSports Office by the first day of the league. 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. No Team Entry Forms or Roster Addition Forms will be accepted at the game site.
- Departments using a FOAPAL should contact IM Sports directly at imsports@nd.edu

How to Register Your Team on IMLeagues

1. Go to 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 “Intramural 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. A single person cannot attend and represent multiple teams. See section 4.2 for more details on Captains Meeting requirements.

1.5. 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 composed 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. Fall 2020 Leagues, Divisions, and COVID Policies

2.1. League Eligibility:

Hall (Hall): Full-time Notre Dame undergraduate students are permitted to participate within the hall in which he/she resides, with rector-signed approval. This division of play organizes competition between other members of the same hall.

2.2. Tournament eligibility:

Interhall (IH): Full-time Notre Dame undergraduate students are permitted to participate for the hall in which he/she resides, with rector-signed approval. This division of play organizes competition between halls on campus.

Graduate Student (GRAD): Notre Dame graduate students are eligible for the GRAD division.

Off-Campus Undergraduate (OC): Full-time Notre Dame undergraduate students who reside

off-campus are eligible for the OC division.

For any sport, a player is allowed to participate only 1 team within a division/league or tournament offering

After checking-in for a team once, that player may not play for another team in the same division/league.

2.3. Programming Requirements (Fall 2020):

- Masks: Must be worn at all times (indoor and outdoor), regardless of physical distance during the activity. No exceptions.
- Physical Distancing: Activities will follow physical distancing guidelines.
 - a. Rosters will be capped in order to ensure no more than 10 people per area of play.
- Cleaning: Participants may use shared equipment (i.e. spike balls, bags, racquets, footballs), but equipment must be cleaned between each use.
 - a. No personal protective/worn equipment can be shared.
 - b. When able, participants should use their own equipment.
 - c. No pinnies will be provided. Participants are encouraged to wear similar colored clothing to acknowledge team affiliation.
 - d. Participants should bring their own water.
- Contact Tracing: Equipment usage and participants will be tracked for all activities.
 - a. Rosters will be required and strictly adhered to for tracking purposes.
 - b. Roster additions must be finalized by 3pm the day of the game (at the time of printing score sheets).
 - c. Roster additions will not be allowed at the game site.
- Location: Game and activity location will be listed on IMLeagues and will always be scheduled in a facility that has capacity to hold the event/activity.
 - a. All participants must check-in with staff on duty at the facility in order to assure attendance of all participants.

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 being allowed to check-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 in accordance with all sport specific rules and roster restrictions. 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 Sport Programs Supervisor and/or Sports Official working and check-in with them before playing in any Intramural activity. Failure to check in with the Sport Programs 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 Intramural 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 Sport Programs 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 (i.e. TBA, TBD, No Game, Forfeit, BYE, etc) or 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.
 - The 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 final 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 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 sports team names.

Intramural participants are expected to know and follow all intramural sports 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

- o exceedingly unsporting it will also result in an ejection (i.e. red card)
- o 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. Spectator/Fan Code of Conduct

Intramural fans are encouraged to be at our programming events to cheer-on their own team. Any fan cheering, 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. This process may involve the assistance of authorities such as NDPD or members 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 sport officials. This will allow sport 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 Sport Programs 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.

- In order to win by forfeit, a team must have the minimum number of players checked in, and all CoRec line-up restrictions still apply for CoRec divisions. Roster minimums are sport specific and outlined in the sport rules.
- 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. See section 8.1 "Playoffs".
- During tournament play, one forfeit will result in the team's removal from the event.
 - If an 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 an 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) by 3:00 p.m. the day of their game, or by 3:00 p.m. on Friday for weekend games/tournaments. A default results in a loss, but not a forfeit. Each team is allowed one (1) default per season.

A default will not be granted until it is received and confirmed by a Sport Programs professional staff member. A team will be contacted by a Sport Programs professional staff member when it is official. A team should never assume that being contacted by the opposing team serves as notification of the default.

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 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 Sport Programs staff, regardless if the game is played (i.e. forfeit), in order to be considered eligible for playoffs.

If a game is cancelled by Sport Programs 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 Sport Programs supervisor. Failure to obtain an immediate ruling before the next ‘live ball’ action from the Sport Programs 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 Sport Programs supervisor they want to continue playing the game under protest, AND
2. Fill out and submit a Protest Form (available from the Sport Programs supervisor and/or manager on duty) and submit it to the Sport Programs 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 a Sport Programs professional staff member.
3. The protest will be reviewed and ruled upon by the Sport Programs 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 may be investigated at any point during the league or tournament. During a contest, the captain may file a protest with the Sport Programs Supervisor on duty. To file a protest after the contest, the captain should contact Sport Programs via email at imsports@nd.edu.

The University of Notre Dame Sport Programs staff reserves the right to investigate the eligibility of teams and players at any time. These investigations may result in suspension, forfeiture, and/or probation of teams and/or members.

8. Playoffs

8.1. Playoff Qualification and Seeding

Playoff 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

Playoff seeding will be determined in the following order unless stated otherwise in the sport's 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 rescheduled or 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 Sport Programs staff member, participants should clear the outdoor facility and seek shelter. Sport Programs 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 Sports Programs 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's 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's specific rule set outlines what is and is not specifically provided by Sport Programs 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 Sport Programs staff and/or certified officials prior to use. These sports require specific protective equipment that in some instances is provided and required. 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 and Bodily Fluids

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.

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.