ASSUMPTION OF RISK

By registering for/accepting an invitation to participate in any Intramural Sports activity, you understand that:

- Inherent risks are associated with every recreational activity, including participation in intramural sports, and that the potential for personal injury exists.
- You are voluntarily assuming the risk for personal injury by participating.
- You are advised to possess a personal health insurance policy to assist with medical bills incurred as a result of any injuries you sustain while participating in intramural activities.
- You are advised to visit your physician for a pre-participation physical examination to determine your readiness to participate in intramural activities.
- Fordham University is not financially responsible for any medical bills incurred as a result of injuries you sustain while participating in intramural activities.
- The Intramural Sports program will not have medical experts available to answer specific questions related to participation with injury or illness.
- Individuals who are suspected of sustaining a head injury/concussion will be immediately removed from intramural participation and may not return to participation in any intramural sports activity until cleared by a physician.

COVID-19 SAFETY

While we have mostly made a full return to normal activities, it is always possible that a COVID-19 spike will cause safety guidelines to be reinstated, depending on the conditions that are prevalent at the time our activities are conducted. If it is deemed necessary to establish COVID-19 safety guidelines, all participants will be expected to follow the guidelines set forth by Fordham University, New York City Health Department, Fordham University Athletics and the Intramural Sports department. In the event COVID-19 safety guidelines are put into place, the safety rules and any activity modifications will be shared with participants as soon as they are put into place. A document will also be created and shared on IM Leagues to outline any COVID-19 rules. The COVID-19 safety guidelines may include but are not limited to: a requirement for the use of masks, social distancing, restriction of contact, restriction of group celebrations, suspension of close-contact activities, or any other activity modifications that are deemed necessary. It is recommended for all participants who have contracted COVID-19 in the past six months to consult with a physician prior to competing in Intramural Sport activities.

At this time, all Intramural Sports participants are required to have fully completed their vaccination series, including the booster, to participate in Intramural Sport activities.
By registering for any intramural activity, participants agree to familiarize themselves and cooperate with any guidelines that are in place at the time of the activity. Intentional and/or repetitive violations of COVID-19 safety rules will result in removal from intramural activities and a referral of the offending individual to the Dean of Students.

**Health Insurance, Injuries and Safety**

All students participating in the Intramural Sports program are expected to have their own health insurance in the event of any sustained injury. Fordham University offers a voluntary health insurance plan that is available to specific students. Students may enroll in the insurance plan by visiting the Health Center: Student Insurance page under the Health Services webpage.

Participation in Intramural Sport activities are completely voluntary and involve inherent risks of injury, and the nature of the risks may vary depending upon the activity, your physical condition and conduct, and the conduct of others. The on-site Intramural Sports supervisors should be made aware of all injuries at the time they occur. While they are not trained in the treatment of injuries, they are certified in CPR, AED and First-Aid, while also possessing access to a medical kit. Supervisors are instructed to call Public Safety if they deem the injury to be life threatening or professional medical assistance is required.

The safety of our participants is of the utmost importance to the Intramural Sports program. It is imperative that all participants read and familiarize themselves, and follow the rules and regulations of our program, as well as the respective league they are participating in. Such rules are in place to reduce the inherent risk of injury associated with the respective activity.

**Roster Eligibility**

The Intramural Sports program is designed to provide opportunities for recreational competition to the students, faculty, and staff of Fordham University, as long as they meet the following requirements:

**Undergraduate Students**
- An individual who has not earned a baccalaureate or professional degree and who is enrolled in a postsecondary educational program which leads to, or is creditable toward, a baccalaureate degree at Fordham University.
- Matriculated students at Fordham University, whether that be Fordham College at Rose Hill, Gabelli School of Business, School of Law, or Fordham College at Lincoln Center.

**Graduate Students**
- An individual who has earned a bachelor’s degree and is pursuing additional education in a specific field at Fordham University.
- Matriculated students at Fordham University, whether that be Fordham College at Rose Hill, Gabelli School of Business, School of Law, or Fordham College at Lincoln Center.

**Faculty and Staff**
- An individual who is a faculty or staff member at Fordham University. Independent Contractors are not permitted to participate.

**Participation Limitations**

Participants may register for one (1) open division team and one (1) gender-specific division team per sport, per season. Participants may not register for multiple teams in the same division. Participants may not register for a team in the competitive league and the recreational league. Participants may use a One-Night Waiver to play for another team in the same division, which do not affect a team’s roster.

Example:
- **Allowed**
  A male participant registers for a basketball team in both the men’s basketball division and the open basketball division in the same season.
- **Not Allowed**
  A male participant registers for two basketball teams in the men’s basketball division. A male participant registers for a basketball team in the men’s competitive division and the men’s recreational division.

Certain restrictions apply to varsity and club sport athletes when attempting to compete in comparable intramural sports. Varsity/Club sports that are considered comparable are listed below:

<table>
<thead>
<tr>
<th>Varsity/Club Sport</th>
<th>Intramural Sport</th>
</tr>
</thead>
<tbody>
<tr>
<td>Basketball</td>
<td>Basketball</td>
</tr>
<tr>
<td>Football</td>
<td>Flag Football</td>
</tr>
<tr>
<td>Volleyball</td>
<td>Volleyball</td>
</tr>
<tr>
<td>Soccer</td>
<td>Soccer</td>
</tr>
<tr>
<td>None</td>
<td>Kickball</td>
</tr>
</tbody>
</table>

Club athletes meet the club sport policy in the same or a similar intramural sport(s) for the current semester if:

- Any player that is listed on the club sport roster when it is submitted on the third Friday of the semester is deemed a club player for the academic year.
- The athlete removes him/herself from the team before the start of the 3rd full week of scheduled activities/competitions, they are not considered a club sport athlete.
The athlete has participated in/been made available for a scheduled competition.

Intramural teams may have no more than two (2) club sport athletes on their roster for the same or similar sport in which they are a club athlete for. Teams who have two (2) club sport athletes on their roster may not use a club sport athlete as a One-Night Waiver. Teams with at least one (1) club sport athlete on their roster must participate in the competitive division.

Example:
- A female club soccer athlete may not participate in the recreational outdoor soccer league. The individual may only participate in the competitive outdoor soccer league.
- In the middle of October, after participating in practices for six (6) weeks and participating in one (1) game, a club soccer player decides to leave the roster. The individual will be considered a club soccer player for the entire academic year, will count towards the roster limit for any outdoor soccer team and must play in the competitive division.

Current varsity players are not allowed to play intramural sports of the same or similar sport that they are a varsity athlete in. A student is considered a varsity athlete and deemed ineligible to participate in the corresponding intramural sport(s) for the academic year if:
- The athlete has been on a varsity roster at any point during the academic year. If the athlete’s name appears on an official intercollegiate roster list, they are ineligible to compete in the similar or same Intramural Sport during the remainder of the academic year.
- The athlete has competed in an intercollegiate contest.
- The athlete has completed their four years of eligibility.
- If an individual removes themselves from a varsity team within one month after the start of organized practices, they will not be considered a member of the varsity team.
- Students who practice or workout with the team or team members, using intercollegiate equipment or facilities, shall be considered a member of the varsity team.
- NOTE: students who are members of an intercollegiate team in the fall but not in the spring shall be considered rostered members for the entire academic year and are thus ineligible for spring events in the same or similar Intramural Sport.

Any participant who is declared a professional athlete is ineligible from participating in the same or similar intramural sport

Any participant in violation of any eligibility rule may be suspended. The length of the suspension will be determined by the Intramural and Club Sport Manager. Teams in violation of any eligibility rule will forfeit affected games with players in violation of the rules. The Intramural Sports department reserves the right to modify or issue any ruling that is deemed essential to the success of the program.

On-Site Check-In Procedures
All participants, including One-Night Waivers and rostered members, are required to check in with the Intramural Sports scorekeeper upon arriving at the facility and before entering their game. Participants must show their Fordham ID to the scorekeeper to sign in. Participants are asked not to enter their respective activity until they have been checked in by the scorekeeper. The ID may be the physical ID or the virtual ID, but it may not be a screenshot. Screenshots of ID’s, driver’s licenses or other forms of ID will not be accepted. Participants who do not have their Fordham ID will not be allowed to participate in their game.

Participants caught using false identification will have the ID confiscated and given to Public Safety. The Intramural Sports supervisor will ask the participant for their name. If they refuse, the captain will be asked for the information. Failure to provide the information will result in an ejection for the captain and the participant will be ineligible to participate for the remainder of the season. The incident will be referred to Public Safety and the individuals will be susceptible to disciplinary action from Public Safety. The team will face additional repercussions including, but not limited to: removal from the league, ineligibility indefinitely, and a forfeiture of games.

**Captain Responsibilities**

**Pre-Season Responsibilities**

1. Create the team on IM Leagues
2. Invite fellow participants to join the team and have the minimum number of players confirmed on IM Leagues by the appropriate deadline
3. Complete the online captain’s quiz by the appropriate deadline
4. Review the Intramural Sports handbook and the league rules. Communicate this information to all team members
5. Notify team members of scheduled games and open games
6. Submit the teams time preferences through IM Leagues

**Season Responsibility**

1. Serve as the team’s spokesperson at games
2. Initiate any necessary protests
3. Sign the score sheet after the game. This indicates that you confirm the information on the score sheet is correct
4. Ensure all participants are eligible for participation
5. Check schedules online weekly and notify teams of any changes
6. Verify scores were inputted correctly and notify the Intramural Sports office of any errors
7. Maintain an open line of communication with the Intramural Sports office
8. Manage the teams time preferences throughout the season

**Registration**

Due to limited facility access and time slots, some leagues will have capped team registration. This is done to ensure the Intramural Sports department has enough time slots to give every
team one game per week. Organizational meetings will be offered for four consecutive weeks on Wednesdays at 4pm through Zoom. Teams who are registered but fail to attend two consecutive organizational meetings will be moved to the waitlist. Teams on the waitlist should plan on attending organizational meetings, as they will be moved to the league from the waitlist should a team drop out during the period when organizational meetings are held. Teams who are still in the waitlist when the organizational meeting period is over will be removed from IM Leagues.

Step One – Create an IM Leagues account

Go to https://www.imleagues.com/spa/portal/home at click the sign-up button on the top right to create an account. Select “Fordham University” under the school/organization. Complete the rest of the sign up using your Fordham e-mail address.

Step Two – Register the team on IM Leagues

Find the league you want to create a team in (i.e. 5v5 basketball, 6v6 volleyball, etc.). Then, select the division you want to participate in (i.e. men’s competitive, open, etc.). Once you enter the division page, head on over to the “+ Create Team” button to get your team registered.

It is the responsibility of the captain to submit a proper team name for their team. The following guidelines for team names are:

- No vulgar language
- No reference to drugs or alcohol
- No innuendos
- No reference to sexually explicit, invasive, or violent activities
- No discriminatory reference (race, religion, color, national origin, age, sex, sexual orientation, height, weight, marital status, handicapped, veteran, etc.)
- No names designed to appear as if the opponent would not have a game scheduled (i.e. No Game Scheduled, By Week, etc.)

If a questionable team name is found, the Intramural and Club Sport Manager or Administrative Assistant will notify the captain and will replace the questionable name with “team (Captain’s Last Name)”. The captain may request a new name change through IM Leagues.

Step Three – Attend an Organizational Meeting

1. After registering your team on IM Leagues and attending an Organizational Meeting, go to your team’s home page.
2. At the top of the page will be a light red bar that says, “The team captain must pass a quiz for this team. To take the quiz Click Here.” Select Click Here.
3. Complete the quiz.
4. Following the quiz, your score will be displayed. You must correctly answer at least sixteen (16) of the twenty (20) questions to pass. If you did not pass, there will be a re-take quiz option. You will also be required to attend another Organizational Meeting.
   - Note: The quiz is due by the end of the day on the Wednesday prior to the start of the season. For teams who are attend the final Organizational Meeting, it will be due by the end of the day that Wednesday.
   - Note: If you are the captain of multiple teams during the same semester (i.e. Fall 2022) on IM Leagues, you must take the quiz for each team you are the captain of. Additionally, you must attend an organizational meeting for each league, unless the meeting is covering both sports you are the captain of.

Each division will have a cap on team registration due to the challenging lack of facility space and time availability to ensure all teams can be scheduled for one game per week. Due to the team cap, there will be a waitlist for each division. Teams will be kept on the waitlist until they attend an Organizational Meeting and pass the Captain’s Quiz. Teams who fail to complete the subsequent Captain’s Quiz or receive less than an 80% on the quiz will be moved back to the waitlist and will have to attend another Organizational Meeting. Organizational meetings will first be held three weeks prior to the start date of the league and will end the week the season begins.

Step Four – Complete the online captain’s quiz

Following the attendance of an Organizational Meeting, captain’s will be instructed to take the Captain’s Quiz. This quiz will appear in the team page at the top of the page. Captain’s must get at least 16 out of the 20 questions correct to pass the quiz. If the Captain’s Quiz is failed, the team must send someone to another Organizational Meeting. Teams who fail the quiz twice will be ineligible to compete.

Step Five – Have the minimum number of players confirmed on your roster

Required Number of Players:

<table>
<thead>
<tr>
<th>Number of Players</th>
<th>Sport</th>
</tr>
</thead>
<tbody>
<tr>
<td>Five (5)</td>
<td>5v5 Basketball</td>
</tr>
<tr>
<td>Six (6)</td>
<td>6v6 Volleyball</td>
</tr>
<tr>
<td>Seven (7)</td>
<td>7v7 Flag Football</td>
</tr>
<tr>
<td>Seven (7)</td>
<td>7v7 Outdoor Soccer</td>
</tr>
<tr>
<td>Eight (8)</td>
<td>8v8 Kickball</td>
</tr>
</tbody>
</table>

1. Your team must have the required players confirmed on your IM Leagues to be scheduled. Teams will be kept on the waitlist until they have the minimum number of players required for their respective sport, in addition to passing the Captain’s Quiz and attending an Organizational Meeting.
2. **Captain: How to Invite a Player.**
   a. In IMLeagues, go to your team’s home page.
   b. In the middle of the page is a roster box. Select **Invite**.
   c. Enter your team members’ e-mail addresses to invite them or you can search using their first/last names.
   d. The player MUST ACCEPT the invitation to be confirmed and added to the roster.

3. **Captain: How to Confirm/Deny Player Add Requests.**
   a. In IMLeagues, go to your team’s home page.
   b. If players have requested to be added, there will be a light red box near the top of the page that says, “Pending Request! You have # request to join your team. View.” Select **View**.
   c. Select **Confirm** or **Deny** for each pending player. You can also send them a message.

4. **Player: How to Request to be Added to a Team.**
   a. In IMLeagues, click on the sport/league, division, and team name of the team you wish to join.
   b. To the right of the team name, select **Join Team**.
   c. The captain MUST ACCEPT the request for the player to be confirmed and added to the roster.

**Step Six – Edit your team settings**

Once your registration information is set, IM Leagues will take you to mark your availability for the regular season. Teams can mark up to half of the time slots as unavailable. Please note that you can go back and change your time preferences after this page as much as you would like throughout the season. Simply use the team options tab on the left hand side of the screen and scroll down to time preferences to make adjustments.

Click on your name on the top right of IM Leagues and click on your account. Under the notifications tab, you can set yourself up to receive notifications and reminders for when you have a game, as well as other notifications such as announcements, events, requests, messages, etc.

**Types of leagues**

The Intramural Sports program within Fordham University holds the equality and inclusion of participants highly. Every individual has the right and opportunity to participate. When an activity requires a gender designation (such as men’s or women’s), an individual may participate in accordance with their gender identity and expression.
When an individual wishes to participate in a league with a specific gender designation (such as men’s or women’s) and does not identify with a particular gender, the athletics department will provide direction on a case-by-case basis.

All information regarding individual identities and medical information will be kept confidential.

- **Open Divisions**
  A division with no specified gender rules. Any Fordham University student, faculty or staff of any identifying gender may participate in this league with no required ratios. Teams containing one-gender specific rosters will be asked to play in the gender-specific division if one is offered.

- **Men’s/Women’s**
  Gender-specific leagues. In the instance a gender-specific league is not offered, individuals of that gender may participate in the open league.

League play may be divided into two competition levels, competitive and recreational, for leagues within specific sports. The Intramural department reserves the right to place recreational league teams in the competitive division, if, in their opinion, the team in question is performing at a skill level that does not match the purpose of the recreational division or the indicated team is performing at a skill level higher than the rest of the recreational league.

- **Competitive**
  Designed to meet the needs of the highly skilled, highly competitive participant. This league places emphasis on the competitive aspect of sport for those participants who have competed in the sport at an advanced skill level. Intramural teams with Club Sport members in the same or similar Intramural league will be required to participate in the competitive division.

- **Recreational**
  Designed to meet the needs of the participant who emphasizes participation, fitness, socializing, and fun. Participants may range from skilled to beginners who wish to play in a recreational atmosphere.

**Free Agents**

Individuals that do not have a team but would like to join one are considered free agents. Individuals can register themselves as a free agent to make themselves eligible to be picked up by a team by visiting IM Leagues. Individuals should go to the division(s) they would like to participate in and select the green “Join As Free Agent” button to register as a free agent. Captains may log in to IM Leagues and view free agents by league.

Free agents also have the opportunity to request to join teams that are looking for free agents. On IM Leagues, free agents should look for teams that marked “yes” for Free Agents Wanted. This can be viewed under the teams list on the right-hand column. Some captains will set their teams to require approval for free agents to join, while others will allow anyone to join.
Individuals also have the ability to create a team on IM Leagues and fill out their roster by adding free agents to their team.

**Equipment**

- **Jewelry**
  Across all Intramural Sports, jewelry is completely prohibited. This includes, but is not limited to, earrings, bracelets, watches, wearable fitness trackers, necklaces, billed hats, and rings. Wearing jewelry while participating in Intramural Sports is a safety concern, as participants may get caught in other participants' jewelry or worse. The Intramural Sports staff will kindly ask for all jewelry to be removed, including any jewelry with religious or sentimental purposes. Medical jewelry is allowed, but must be taped down and the Intramural Sports staff will not provide tape.

- **Jerseys and Suitable Attire**
  For most Intramural Sports leagues, all participants are required to follow the jersey policy as stated below
  - Numbers must be on the front OR back of the jersey, approximately 4 inches in height or larger and they must be clearly and easily visible
  - Teams may not have team members with the same number on their jersey
  - The color of the jerseys must all be the same or similar color
  - Teammates may not share the same jersey during the course of the game
  - Numbers may not be taped on to avoid numbers falling off during the game

  For the safety of all participants, jeans, cargo pants/shorts, skirts, loafers, open-toed shoes, and boots are not prohibited. Metal cleats are prohibited for all outdoor sports.

- **Sport-specific considerations**
  **Flag Football:** Articles of clothing with pockets are strictly prohibited. This includes, but is not limited to, shorts, pants, or hoodies. Articles of clothing with pockets are only allowed if they have the ability to be zippered. Those articles of clothing must stay zippered at all times.
  **Outdoor Soccer:** Shin guards are highly recommended, but not provided.

**Mercy Rules**

In an effort to provide a more enjoyable experience for all participants, most leagues have automatic and elective mercy rules in place to give teams the option to end the game when the conditions are met.

**Automatic Mercy:** Neither team has the option to continue playing. Once the conditions for an automatic mercy are met, the game is over.

**Elective Mercy:** The captain of the team that is trailing will be given the option to discontinue the game once the set conditions are met. Only team captains can make the decision to discontinue a game. If the team that is trailing elects to continue playing, the game shall
continue to its conclusion, until the conditions for an automatic mercy are met OR until the
game ends. When the elective conditions are met, the officials shall call an official’s timeout,
stop the clock, and inform the captain of their choices. Play will resume from the point of
interruption or in accordance with the regular resumption of play rules.

<table>
<thead>
<tr>
<th>League</th>
<th>Mercy Rules</th>
</tr>
</thead>
<tbody>
<tr>
<td>5v5 Basketball</td>
<td>Automatic: Team is trailing by 25+ w/&lt;2’ left in the 2&lt;sup&gt;nd&lt;/sup&gt; half</td>
</tr>
<tr>
<td></td>
<td>Elective: Team is trailing by 35+ points at any point in the 2&lt;sup&gt;nd&lt;/sup&gt; half</td>
</tr>
<tr>
<td>6v6 Volleyball</td>
<td>Automatic: None</td>
</tr>
<tr>
<td></td>
<td>Elective: None</td>
</tr>
<tr>
<td>Kickball</td>
<td>Automatic: Team is trailing by 10+ runs after the completion of 5 innings</td>
</tr>
<tr>
<td></td>
<td>Elective: Team is trailing by 15+ runs after the completion of 3 innings</td>
</tr>
<tr>
<td>Flag Football</td>
<td>Automatic: Team is trailing by 19+ points w/&lt;2’ left in the 2&lt;sup&gt;nd&lt;/sup&gt; half</td>
</tr>
<tr>
<td></td>
<td>Elective: Team is trailing by 37+ points at any point in the 2&lt;sup&gt;nd&lt;/sup&gt; half</td>
</tr>
<tr>
<td>Outdoor Soccer</td>
<td>Automatic: Team is trailing by 10+ goals w/&lt;5’ left in the 2&lt;sup&gt;nd&lt;/sup&gt; half</td>
</tr>
<tr>
<td></td>
<td>Elective: Team is trailing by 10+ goals at any point in the 2&lt;sup&gt;nd&lt;/sup&gt; half</td>
</tr>
</tbody>
</table>

**Point Differential**

For most leagues, standings are determined by points earned for a win, forfeit win, forfeit loss and tie, followed by total point differential, sportsmanship rating and a number of other factors. While the inherent objective of each team is to outscore their opponent, there are certain times when there is a mismatch of talent levels of opposing teams.

To discourage teams from running up the score on their opponents or manipulating matches, a maximum point differential is in place for most leagues. For games where the final score exceeds the maximum point differential, the scoresheet will reflect the score of the game, while IM Leagues will reflect the score adjusted for the maximum point differential. In those instances, the score of the team who won will manipulated to meet the maximum point differential.

<table>
<thead>
<tr>
<th>League</th>
<th>Maximum Point Differential</th>
</tr>
</thead>
<tbody>
<tr>
<td>5v5 Basketball</td>
<td>25</td>
</tr>
<tr>
<td>6v6 Volleyball</td>
<td>None</td>
</tr>
</tbody>
</table>
### Sportsmanship

- **Sportsmanship ratings**
  
  In order to be eligible for playoffs, teams must end the regular season with a sportsmanship rating of a 2.5 or higher. During the playoffs, teams must maintain a sportsmanship rating of a 2.5 or higher to continue to advance. Teams who fall below a 2.5 will be ineligible to advance in the playoffs, and their opponent will be advanced.

<table>
<thead>
<tr>
<th>Sportsmanship Rating</th>
<th>Player/Team Behavior</th>
<th>Automatic Rating/Penalties</th>
</tr>
</thead>
</table>
| 4.0                  | o Respect for equipment, facility, opposing team, staff  
                        o Accept officials’ judgement  
                        o At least 5 minutes early to game time  
                        o Good sportsmanship toward teammates, opponent, and staff  
                        o Honor the spirit and intent of game rules and/or program policies | No unsportsmanlike conduct penalties |
| 3.0                  | o Teams start at this level and receive this if there are no positive or negative actions  
                        o Good conduct and sportsmanship for majority of contest  
                        o Verbal complaints about some decisions but do not merit unsportsmanlike conduct penalties  
                        o No aggressive dissent toward staff or opposing team | Maximum one unsportsmanlike conduct penalty  
Opposing team forfeits game |
| 2.0                  | o Moderately disrespectful and moderate arguing or complaining about officials  
                        o Verbal dissent which may or may not result in | Multiple unsportsmanlike conduct penalties  
Forfeits |
<table>
<thead>
<tr>
<th>Unsportsmanlike Conduct Penalty</th>
<th>1.0</th>
<th>0.0</th>
</tr>
</thead>
<tbody>
<tr>
<td>Minor control over teammates/spectators from captain</td>
<td>Frequent disrespectful actions to officials or opposing team</td>
<td>Threatening or making physical contact toward staff or opponents</td>
</tr>
<tr>
<td>Occasional use of profanity not directed towards opponent or staff</td>
<td>Frequent arguing or complaining about staff</td>
<td>Team members under the influence of alcohol or drugs</td>
</tr>
<tr>
<td>Captain is unresponsible and uncooperative in helping to control team members</td>
<td>Continuous dissent toward staff or opponents</td>
<td>Complete disregard for authority</td>
</tr>
<tr>
<td>Use of abusive or inappropriate language toward opponents or staff</td>
<td>Use of abusive or inappropriate language toward opponents or staff</td>
<td>No control of team members from captain</td>
</tr>
<tr>
<td>Captain is unresponsible and uncooperative in helping to control team members</td>
<td>Captain is unresponsible and uncooperative in helping to control team members</td>
<td>Captain is unresponsible and uncooperative in helping to control team members</td>
</tr>
</tbody>
</table>

Any team that receives a “0.0” or multiple “1.0” sportsmanship ratings will be suspended from any future competition until its captain meets with the Intramural and Club Sport Manager. The team may face disciplinary actions, including but not limited to, removal from the league or suspensions.

- **Ejections**

Any player that receives two yellow cards or a red card in Outdoor Soccer, two unsportsmanlike conduct penalties in flag football, two technical fouls in basketball will result in an automatic ejection. Any player that is automatically ejected from a game or outright ejected by a staff member will be suspended from Intramural contests in the sport they are ejected from until a meeting is held with the Intramural and Club Sport Manager. The team’s captain is also expected to attend that meeting. It is the responsibility of the ejected participant and the
captain of the team to schedule the meeting. The suspended individual may face further suspensions.

Captains are responsible for identifying all players and spectators associated with their respective team. Any captains who are asked to reveal a person’s identity, either participant or spectator, and are uncooperative will be immediately ejected from the game and face potential suspension. Captains are also responsible for the actions and control of all participants and spectators associated with their respective team and may be issued an unsportsmanlike conduct penalty if they cannot or will not control them. If a captain is issued a second unsportsmanlike conduct penalty for a lack of control over their team members or spectators, they will be ejected from the game and could face suspension.

- Playoff sportsmanship rating
Teams who finish the regular season with a 2.5 sportsmanship rating or higher will be eligible for the playoffs. Once the playoffs begin, teams must maintain a sportsmanship rating above a 2.5 to continue to advance to the next round.

If a team’s sportsmanship rating dips below a 2.5 during the playoffs, that team will be immediately eliminated from the playoffs. The team in which the poor rating was earned will be automatically awarded to the opposing team.

A team that receives a sportsmanship rating of a “1.0” or “0.0” will have their game reviewed by the Intramural Sports office along with sportsmanship ratings from the regular season. Based on the outcome of that review, the Intramural Sports office will determine if the winning team advances or not.

- Unsportsmanlike penalties
Unsportsmanlike conduct penalties or ejections may be administered before, during, or after an Intramural game

- Individual sportsmanship
All unsportsmanlike conduct penalties and ejections received by an individual will be tracked throughout the year using the following point system

  o Unsportsmanlike conduct penalty (technical foul, yellow card, etc.) = 1 point
  o Ejections = 2 points

An intramural participant that accumulates:

  o 4 points in a semester = Suspended for the remainder of the semester from all leagues. Participants must meet with an administrator before they are eligible to be reinstated. Failure to meet with an administrator will keep the suspension until the meeting is held. It is the responsibility of the participant to schedule the meeting.
- Intimidation/threats
Any individual or team that threatens or tries to intimidate a staff member or opponent will be immediately ejected from the game. Disciplinary actions may include, but are not limited to, suspension from all intramural activities from the duration of their enrollment at Fordham University, forfeiture of games, or fines. Each incident will be handled on a case-by-case basis by the Intramural and Club Sport Manager. Depending on the severity of the incident, it may be referred to Public Safety and the individual that was threatened reserves the right to file charges, if they wish to do so.

- Fighting
Any participant who participates in a fight before, during, or after an intramural game will be immediately ejected from the facility. Individuals who participate in the fight may be suspended from all intramural activities up to the remainder of their enrollment at Fordham University. Teams may be forced to forfeit the game the fight took place in and may face suspensions. Each incident will be handled on a case-by-case basis by the Intramural and Club Sport Manager. Depending on the severity of the incident, it may be referred to Public Safety and the individual that was threatened reserves the right to file charges, if they wish to do so.

- Alcohol/controlled substances
Participants will not be allowed to participate in any Intramural Sports activity if it is suspected that they are under the influence of alcohol or drugs. Spectators and participants are prohibited from bringing and/or consuming alcohol and drugs at an Intramural contest facility. Individuals found to be in violation of this policy will be removed from the facility immediately. Participants who violate this policy will be removed from the game and facility, in addition to a suspension from the team’s next two scheduled contest. Teams who have a team member removed from an Intramural contest due to a violation of the alcohol/controlled substances policy, do not cooperate with the Intramural Sports staff in resolving a violation of the alcohol/controlled substances policy by spectators associated with their team or is found consuming alcohol at an activity shall automatically receive a “0.0” for a sportsmanship rating and may be removed from the league.

- Abusing Equipment or Facilities
Any participant or spectator defacing, abusing, or wrongly using Fordham University property, including facilities or intramural equipment, will be immediately ejected from the contest, and will be asked to leave the facility. Participants will be suspended and the incident will be referred to Public Safety. Spectators will be referred to Public Safety and the team will face a potential suspension for their actions. Any team leaving trash at athletic facilities will be subject to lower sportsmanship ratings, suspensions or bans.
Forfeits

There are situations where a team can be issued a forfeit for their game:

- Teams who have a scheduled game through IM Leagues and do not attend their game
- Teams who show up more than 5 minutes past the scheduled start time of their game
- Teams who do not have the minimum number of required players to begin the game within 5 minutes of the scheduled start time of the game
- Teams who fail to meet the jersey policy
- Teams who attempt to cancel a scheduled game after 5pm the day prior to their scheduled game

Teams who forfeit a game will be issued a loss for the game and lose 3 points from the standings. Teams will be issued a rating of a -2 for the forfeit. Teams who reach or exceed a rating of -3 will not be scheduled for any additional games.

Cancellations

Captains are given the option of cancelling their game. To do so, captains must email the Intramural and Club Sport Manager by 5pm the day prior to the scheduled game. Any cancellation request made after that deadline will not be accepted and the team will be issued a forfeit. Teams will be given a -1 rating for any accepted cancellation request. Teams who reach or exceed a rating of -3 will not be scheduled for any additional games.

For Sunday games, the cancellation request must be made by Thursday at 5pm. For Monday games, the cancellation request must be made by Sunday at 5pm.

Upon approval of a cancellation request, the team will be removed from their scheduled game. The remainder of the league will have the option to take the slot of the team that cancelled the game. In the event no team takes the game, it will be outright cancelled and removed from the schedule.

Forfeits vs Cancellations – What’s the Difference?

<table>
<thead>
<tr>
<th></th>
<th>Forfeits</th>
<th>Cancellation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Negative Points Assigned</td>
<td>-2</td>
<td>-1</td>
</tr>
<tr>
<td>Issued a loss for the game</td>
<td>Yes</td>
<td>No</td>
</tr>
<tr>
<td>Advanced notice required</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>Replacement team will be found</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>Lose points in the standings</td>
<td>Yes</td>
<td>No</td>
</tr>
</tbody>
</table>

Inclement Weather
In the event of inclement weather, notifications will be emailed to the captains of the effected games to inform them of the cancellation. The Intramural Sports department will attempt to reschedule games, when possible, but in the event it cannot be rescheduled, they will be outright cancelled. It will be dependent on field availability, staff availability, time availability and time preferences of the effected teams.

**Pre-Season scrimmage week**

In an effort to give the Intramural Sports staff the opportunity to gain experience officiating and scorekeeping prior to working games that count towards the standings and to get participants experience with our program, each league will be having a scrimmage week the week prior to the beginning of the season. Only teams that are approved will be scheduled for the scrimmage week. Teams will not be issued a loss or a win for games that take place during the scrimmage week, but will be issued a forfeit for games they do not attend.

Teams will be expected to follow the jersey policy for the scrimmage week. All Intramural rules and policies will be in effect for the scrimmage week.

**Late Arrivals**

Participants are respectfully asked to make every effort to attend scheduled game, and to show up to the facility at least 5 minutes prior to the scheduled game time. Games will not be started late if more than 5 minutes has passed since the originally scheduled game time, or if, in the opinion of the Intramural Staff, the late start would cause a delay in the start of the next game/would exceed the end time of the facility reservation.

Forfeited/cancel games will NOT be rescheduled, and forfeited games will count as wins/losses in the standings in accordance with the aforementioned rules regarding forfeits. Game clocks will be started at the time the game is scheduled to begin if one or both teams are not ready to begin play. Additionally, if the minimum number of players required to begin a game are present, the game is required to start. Teams may not elect to further delay the start of a game in order to wait for additional players.

**One-Night Waivers**

Team captains are able to add any Fordham University student, faculty or staff that meets the eligibility requirements to their team prior to the start of any league game. The individual may be on another team or on no team at all. Team captains must work with the individual they would like to play on their team for that one game to complete the One-Night Waiver request form, which can be accessed by speaking with the Intramural Sports supervisor on duty. The individual must complete the waiver form and the aforementioned on-site check-in procedures before participating in the game. The following restrictions apply:
Only one One-Night Waiver may be used by a team per game.

Each individual may only participate on one additional team per night of competition. For example, an individual may not be a One-Night Waiver for two separate basketball teams on the same night.

One-Night waivers do not affect the roster status of the individual. Captains who wish to make changes to their rosters must still do so using the regular drop/add procedure.

A One-Night Waiver may only be utilized if it does not cause the team to exceed the maximum roster size present at the game. For example, if a basketball team has 10 players on their roster but only 8 attend, they can use a One-Night Waiver. However, if that same team has all 10 players attend their game, they cannot use the One-Night Waiver.

All One-Night Waiver forms must be completed prior to the start of the game.

Once a game has started, all late players may only sign in if the maximum number of players allowed on the roster has not been reached. For example, if a team has 10 players on their roster but only 9 show up, they use a One-Night Waiver to give them 10 total players for the game. If the 10th player on the roster shows up late, after the One-Night Waiver has been completed, they cannot sign in.

All One-Night Waivers must be in compliance with all existing eligibility restrictions.

Teams may only use a One-Night Waiver during the designated add/drop period. Once that period has concluded, teams are no longer eligible to use One-Night Waivers and will be locked into whomever is on the IM Leagues roster.

**Roster Additions/Subtractions**

During the regular season, teams are eligible to add and drop players from their roster at will. Captains will be notified when there is only one week left in the regular season to allow time to add or drop any players from their roster for the playoffs. Once the regular season concludes, teams cannot add or drop players and will be locked into their roster on IM Leagues. This is done to prevent teams from stacking their rosters for playoffs and ensures fair competition. To learn how to add a player to your roster, go to the registration section and view step 5. Players will not be allowed to participate until they have officially accepted the invitation to join the team. Any additions to the roster must be made prior to the start of the game.

**Scheduling/Playoffs**

The Intramural Sports department strives to give every team one game per week, thus the rationale behind capping team registration. Schedules are posted on Fridays by 2:00pm on IM Leagues. Participants will also have the option to receive push notifications from IM Leagues to remind them of upcoming events that they are registered for. To learn how, view Step Six under the Registration section. Initial preferences are entered during the account creating process, but may be updated any time on IM Leagues. It is solely the responsibility of the participants to find out when they are scheduled to compete. The schedule will consist of several weeks of round-robin play, followed by a single-elimination tournament for each level.
of competition to determine champions. All teams must maintain a minimum of a 2.5 sportsmanship rating during the regular season to be eligible for inclusion in the playoffs.

Teams may be marked as ineligible for playoffs if they have not played enough games, which will be determined by the Intramural and Club Sport Manager. Every team from the regular season may not make playoffs. The number of teams that will make playoffs will be determined based on facility and time availability, as well as the number of teams registered for the league. An attempt will be made to schedule the first round of playoff games during times that teams mark off as available, but it is not guaranteed and will not be guaranteed past the first round.

**Open Games**

If teams wish to participate in additional games, they may request to pick up open games. Captain’s will receive instructions for requesting open games when they are made available via email. Teams are not required to pick up any open games, but they are issued on a first-come, first-serve basis. However, the number of games a team has played is taken into consideration when assigning the open game. Team captains will be sent an email with the information on the open game, as well as a link to request it. Teams that are assigned the game will get a confirmation email, while teams that are not assigned the game will get an email notifying them.

Once a team has been assigned an open game, they are responsible for the game. This means they are liable for a forfeit or a cancellation once the game is assigned to them. Please do not pick up any open games until you are certain your team can play it. Open games will be explained in further detail at the mandatory organizational meeting that precedes the start of the league.

**Rescheduling**

Due to the tight facility schedule and time availability the Intramural Sports department has at its disposal, rescheduling a game is not feasible for Intramural teams. Any team who cannot make their scheduled game can either play, forfeit or cancel their game.

**Protests**

A team captain may protest only two specific instances:

1. Rule Interpretation

   To protest a rule interpretation, the team captain must immediately notify an official when the incident occurs. If a captain fails to notify an official of their intent to protest before play continues, then the team forfeits its right to lodge a protest on that situation.

   Upon notification of the protest, the official will suspend play so the Intramural Sports Supervisor can be brought to the game site to make ruling prior to the continuation of
A game shall not resume until a decision has been rendered. The decision of the supervisor is final. An official’s judgement call cannot be protested.

For example, a missed foul call cannot be protested. A captain can protest whether a ball that hits the top of the backboard is in bounds or out of bounds.

2. Player eligibility
   If it is believed that a player has violated any eligibility rule, the team captain may contact the Intramural and Club Sport Manager via email to protest the contest. Player eligibility protests during the regular season must be submitted within 48 hours of the game’s completion. During the playoffs, player eligibility protests must be submitted within 24 hours of the game’s completion. If a playoff game that you are protesting an ineligible player is played on a Thursday, the protest must be filed by noon the next day. The Intramural and Club Sport Manager will investigate and rule on the player’s eligibility. If the captain is correct, appropriate action against the player in question will be taken.

Employment

Intramural Sports is always seeking talented, motivated young men and women to work as intramural officials and scorekeepers. These positions offer highly active, highly engaging opportunities and afford students the chance to learn marketable skills that can translate into employment in related fields outside of the college setting. Some basic information regarding employment with the intramural sports program:

- Employees are scheduled on a week-to-week basis. During busier seasons, employees may be asked to work more. During quieter times of the year, hours may be more limited. New employees are also required to attend training sessions for each sport they are required to work, but only during the first season of employment in the sport. These training sessions are in addition to your regularly scheduled shifts, and typically occur early in each semester. You will be paid for your attendance at all training sessions.
- Employees are encouraged to participate in the intramural sports program while they are employed! We strongly believe that by exposing yourself to “the other side”, you will gain a deeper appreciation for the difficulties inherent in officiating, as well as assisting us to advocate for our program. Participation also gives you the opportunity to model respect for your fellow employees and sportsmanlike play. However, we do ask that if you participate while you are employed, you do so with the realization that the more participate in, the more likely you are to encounter conflicts. We do our best to avoid work/play conflicts, but they are unavoidable at times. In these cases, we ask that you prioritize work over play, unless you are unable to find a substitute for the time you are scheduled to play.
- Applicants do not need to have any prior experience officiating in order to be considered for employment. While experience is nice to have, we generally consider other factors beyond experience first when making final hiring decisions. Personality,
intrinsic motivation, a desire to continually learn and improve, receptiveness to feedback, a positive attitude…we’ll take. A good person over an experienced person any day! If you feel that you have the aforementioned abilities and personality traits and you enjoy a challenge, we are confident in our ability to teach you to become a great official.

- To apply, visit the Fordham University Athletics webpage and head on over to the Employment Opportunities tab to find our positions! Simply fill out an application and we will get back to you if we have openings and would like to invite you for an interview.

Think you’ve got what it takes to be an intramural sports official or scorekeeper? Please consider applying!

We’d love to have you on our team!